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Subject: Re: IDLgrWindow vs. IDLgrBuffer, font-rendering difference

Posted by [David Fanning](#) on Mon, 30 Nov 2009 15:41:15 GMT

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M. Katz writes:

> On Mac OS X I'm using 1.45 as the scaling factor (i.e. I make the  
> IDLgrBuffer fonts larger by 1.45x to match IDLgrWindow). I have not  
> tested Windows, but David says they match.

What has ITTVIS had to say about this? I was on their web page this morning looking for news, but didn't find anything in the Tech Tips. I'm never sure, though, if this is because there is nothing there or because their hapless search engine is still inept. In any case "IDLgrBuffer" or "buffer" or "object graphics" didn't turn anything up.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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