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

Posted by [natha](#) on Mon, 30 Nov 2009 15:07:32 GMT

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On Nov 30, 10:00 am, "M. Katz" <MKatz...@yahoo.com> wrote:

- > 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.
- >
- > Nata, what OS are you using?

LINUX FEEDORA ! The scaling factor is also 1.45

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