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

Posted by [M. Katz](#) on Mon, 30 Nov 2009 15:00:45 GMT

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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?

-M.

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