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

Posted by [David Fanning](#) on Sat, 28 Nov 2009 17:33:39 GMT

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M. Katz writes:

- > Has anyone noticed or found a solution for the peculiar font-size
- > inconsistency between IDLgrWindow and IDLgrBuffer that occurs with
- > RECOMPUTE_DIMENSIONS=2? When I draw an IDLgrAxis to the window or to
- > the buffer, the font-size in the buffer is smaller by about 1.33x.
- >
- > The only way to guarantee consistency between Window and Buffer is to
- > set RECOMPUTE_DIMENSIONS=0, but then I cannot stretch the axes without
- > distorting the fonts or re-drawing them entirely.

I don't see this in IDL 7.1 for Windows. The two outputs look identical to me, except for the fact that minor tick marks are missing in the axis created in the buffer. But the fonts are absolutely identical.

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.")
