
Subject: IDLgrWindow vs. IDLgrBuffer, font-rendering difference

Posted by [M. Katz](#) on Sat, 28 Nov 2009 01:47:17 GMT

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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.

Here's a little test program to show you what I mean.

```
k = 1
sz = [300,100]*k
oWindow = obj_new('IDLgrWindow', dimensions=sz)
oBuffer = obj_new('IDLgrBuffer', dimensions=sz)
oView = obj_new('IDLgrView', EYE=200, projection=1, zclip=[100,-100],
COLOR=[255,255,255])

oFont = obj_new('IDLgrFont', 'Times', SIZE=12.*k)
oAxis = obj_new('IDLgrAxis', 0, LOCATION=[0,0,0], RANGE=[0,10])

oAxis -> GetProperty, TICKTEXT=oText ;-- retrieve text object, a la
Fanning
oText -> SetProperty, FONT=oFont, RECOMPUTE_DIMENSIONS=2 ;--- Change
this value

oModel = obj_new('IDLgrModel')
oModel -> Add, oAxis

oView -> Add, oModel
oView -> SetProperty, VIEWPLANE_RECT = [-1,-3,12,6]

oWindow -> Draw, oView
oImage1 = oWindow -> Read()
oImage1 -> GetProperty, DATA=img_w

oBuffer -> Draw, oView
oImage2 = oBuffer -> Read()
oImage2 -> GetProperty, DATA=img_b

window, XSIZE=sz[0]*2+2, YSIZE=sz[1] ;--- display images in direct
graphics
tvsc1, img_w, /true ;--- render the window image on the
left
```

```
tvscI, img_b, sz[0]+2, 0, /true ;--- render the buffer image on the  
right  
obj_destroy, [oWindow, oBuffer, oAxis, oFont, oText, oModel, oView, $  
    olmage1, olmage2]
```

end

Any suggestions? Thank you!
-M.
