
Subject: Re: Object Graphics Font Size Change
Posted by [David Fanning](#) on Thu, 05 May 2011 23:08:27 GMT
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M. Katz writes:

> I have seen the same thing. Now all IDLgrFont has to have a version
> AND OS detection on the font-size settings.

Yes, it seems like all I do these days is write device
and version specific wrappers for old routines. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
