
Subject: Re: Object Graphics Font Size Change
Posted by [M. Katz](#) on Thu, 05 May 2011 22:44:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

> the "normal" 12 point font size in IDL 8.1 object graphics text is about 2/3 larger
> than the same text in IDL 7.1.

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