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

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