
Subject: Re: Object Graphics Font Size Change
Posted by [penteado](#) on Thu, 05 May 2011 19:56:29 GMT
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On May 5, 2:43 pm, David Fanning <n...@idlcoyote.com> wrote:

- > Whoa! It appears to me 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.
- >
- > Did anyone read or hear about his change? New fonts?
- > What happened?

I thought I had seen something about it. But as I could not find it, maybe I just heard it during Mark Piper's talk. I would guess it has to do with solving the inconsistent sizes that could happen between different outputs.
