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Subject: Re: Why the font is smaller in the IDLgrBuffer ?  
Posted by [David Fanning](#) on Fri, 27 Feb 2009 16:13:27 GMT  
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bernat writes:

- > I've an IDLgrView with some IDLgrTexts using a certain IDLgrFont and I
- > convert all of that to an IDLgrImage using an IDLgrBuffer.
- > The Buffer has the same dimensions of the View and I use the Draw and
- > Read methods.
- >
- > On the result, the font of all texts is modified and smaller than the
- > original.
- > Why ?

This is a fairness issue. Direct graphics programmers have had to deal with this since, well, forever with the Z-graphics buffer. So the good folks at ITTVIS couldn't let the object graphics programmers get off scott free. They figured mental anguish should be the right of *\*all\** IDL programmers.

Cheers,

David

P.S. I don't know this for a fact. It's just my theory. :-)

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: Why the font is smaller in the IDLgrBuffer ?  
Posted by [natha](#) on Fri, 27 Feb 2009 16:48:22 GMT  
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Juas jUas,

I figured that there was a reason for the variability of the font size.

For example, you've an example ([http://www.dfanning.com/tip\\_examples/zfonts.pro](http://www.dfanning.com/tip_examples/zfonts.pro)) where you use the ZBUFFER for DirectGraphics and you multiply the charsize\*4 for the same reason.

I think maybe there is a way to know how can we preserve the original

font size...

I tried to get the TextDimensions of the IDLgrText inside the buffer using GetTextDimensions method. Then I increased the font size using the relation between the real font size and the size inside the buffer. It doesn't work.

> They figured mental anguish should be the right of \*all\* IDL programmers.

Bernat

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Subject: Re: Why the font is smaller in the IDLgrBuffer ?  
Posted by [Rick Towler](#) on Fri, 27 Feb 2009 19:53:46 GMT  
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I'm pretty sure you need to change the resolution of the IDLgrBuffer so it matches your screen resolution. The default DPI is 72 which is usually not your window manager's DPI. I think MS Windows is 96 by default but I don't know. You can run 'xdpiinfo' (?) on x-windows based machines to see what your DPI is (or something like that, I'm on a windows box now so I can't check).

-Rick

David Fanning wrote:

> bernat writes:

>

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