
Subject: The resolution of an IDLgrWindow is (no longer) hard-coded to 72 DPI.
Posted by [Mark\[1\]](#) on Wed, 03 Nov 2010 20:42:24 GMT

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In perusing the IDL 8.0.1 release notes (as you do) I came across the following completely unexpected change

55799: The resolution of an IDLgrWindow is hard-coded to 72 DPI.

In IDL 7.1 and 8.0, the IDLgrWindow RESOLUTION property was hard-coded to 72 DPI. For 8.0.1 on Windows platforms, this value is now taken from the Windows DPI setting. This allows point sizes set in IDL object graphics to match other applications on Windows platforms. Because of the change in font size, you may need to adjust any font sizes you have set in graphics programs.

Thank you, thank you, thank you, ITT! That is a pleasant bonus.

Because I specify my Object Graphics sizes in centimetres, the resolution change affected a lot more than a few font sizes: with the 72 DPI resolution I could never get things the right size on the screen and on a printer, and I had to have a lot of silly platform- and version-dependent code.
