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.

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.

Subject: Re: Object Graphics Font Size Change
Posted by David Fanning on Thu, 05 May 2011 23:08:27 GMT
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M. Katz writes:

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

Yes, it seems like all I do these days is write device
and version specific wrappers for old routines. :-(

Cheers,

David

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