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Subject: Re: TrueType font caution

Posted by [Harvey Rarback](#) on Fri, 21 Jul 2000 07:00:00 GMT

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"K. Bowman" wrote:

- >
- > The manuals indicate that IDL draws TT fonts by tessellating the font
- > characters and drawing the necessary polygons to create each individual
- > character. I don't know how the PS device handles PS fonts, but I
- > expect it leaves the rasterization up to the output device.
- >
- > From my experience, this has several implications:
- >
- > 1. PS files created using TT fonts are much larger than the same plots
- > using PS fonts, presumably because of all the polygons that must be
- > written. I was unable to combine two plots that use TT fonts (i.e.,
- > two panels for a publication figure) in Illustrator even with 180 MB
- > allotted for Illustrator on my Mac G4. I had no trouble doing the same
- > thing with PS fonts.
- >
- > 2. Because TT text is actually polygons, it cannot be manipulated in a
- > drawing program like Illustrator using the font commands. That is, you
- > can't change the point size, alignment, etc. You can group, scale and
- > move the polygons, but that is less than ideal.

This reminds me of some more disadvantages I found comparing IDL's TT fonts with hardware fonts on the X device:

- Drawing is much slower (about a factor of 4 for Helvetica fonts displayed to an Exceed PC X server)
- They look lousier.

--Harvey

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