
Subject: Re: z-buffer and pattern, modified vowels
Posted by [davidf](#) on Sat, 20 Jan 2001 23:25:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Harald von der Osten-Woldenburg (hvdosten@lb.netic.de) writes:

- > (1) the german language uses modified vowels (some strange letters...).
- > Is there really no chance to come along with them in the IDL's
- > font-libraries? I mean "ae", "ue" etc

No chance with Hershey fonts, I think. Mr. Hershey was a romance scholar. He had heard of Gothic German, but he knew nothing of modern Germany. That, and he was an incredible isolationist, who did his most important work right after the big war. :-)

But with ISOLATIN1 encoding turned on, and using the !Z symbol to select the correct unicode value, you might be able to get German glyphs in True-Type and PostScript output.

- > (2) z-buffer: and also no chance working with patterns in the z-buffer?
- >
- > patt = bytarr(12,5) & pat(0,0) = ... & polyfill,..., pat=patt
- >
- > for example works fine, but not in the PS- and Z-surroundings. Is there
- > any trick to be able to work with this?

Patterns are notoriously device-dependent. You will have better luck drawing your patterns with lines using the LINE_FILL, ORIENTATION, and SPACING keywords.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
