
Subject: Re: noclip=0 with postscript fonts
Posted by [davidf](#) on Fri, 23 Feb 2001 23:49:01 GMT
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Med Bennett (mbennett@indra.com) writes:

> Same as when I use font=0. What's the difference anyway? I never understood this
> keyword completely.

FONT=1 selects true-type fonts. These are polygon filled fonts, that act very much like vectors fonts. That is, they can be rotated in 3D space, etc., since each polygon is a 3D list of points.

IDL comes with four true-type font families: times, helvetica, courier, and symbol. You can use others if you have them. For example, to use the Times font I would do this:

```
Device, Set_Font='Times*16', /TT_Font  
Plot, Findgen(11), Font=1, Title='This title is in TIMES typeface.'
```

True-type fonts don't look so great in direct graphics on the display (although they always look fabulous in hardcopy). If you want neat JPEG text, you sometimes have to do the trick of drawing into a window that is 4-5 times larger than you really want, with THICK=5, SIZE=5, etc, and then take a snapshot of the larger window and rebin it to the size you really want. This make text look great, usually, although it can be a fair amount of work.

Hardware fonts may or may not be true-type fonts, depending upon your printer, what kinds of fonts you have installed on your printer, etc. There are many variations, although I think *most* fonts on *most* printers these days are probably true-type fonts. They are slower to render, but they scale nicely.

Cheers,

David

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