
Subject: Re: rotated postscript fonts

Posted by nobody@nowhere.com (S on Wed, 14 Nov 2001 23:28:34 GMT

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On Wed, 14 Nov 2001 09:33:20 -0700, David Fanning <david@dfanning.com> wrote:

> Steve Smith<steven_smith> (nobody@nowhere.com) writes:

>

>> I would like to use postscript fonts for the labels in a shade_surf plot,
>> because the vector drawn fonts are hard to read and not nice-looking. But
>> IDL (5.2) vertically stacks one letter on top of the other for the Z-axis
>> when I set the FONT=0 (choosing PS fonts). I'd like to have the Z-axis
>> label rotated 90 degrees (normal typeset, but rotated), which is what happens
>> when using the vector drawn fonts. I don't see any way to do this, but there
>> _must_ be a way, can anyone tell me how?

>

> Use True-type fonts, which are PostScript vector fonts
> that are rotatable in 3D space.

>

> !P.Font = 1

>

> Or,

>

> Shade_Surf, data, Font=1

>

> Cheers,

>

> David

>

> --

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Thanks David! Ugh, so this works on the Linux IDL also, I don't have TT on my system (it's outdated, in keeping with my direct graphics IDL programs)?

wait a tick! I just answered my own question, from help: IDL 5.2 and on supply true type fonts with the installation (I DID NOT KNOW THAT). So even my klunky old Linux box can do TT fonts :^) !! But actually, I didn't really want the perspective, I just want straight up and down or left to right labels of nice looking postscript fonts, the true type fonts are better than the hershey fonts, but they are still (especially when they are drawn in perspective) a little edgy looking. Which I gather is because IDL draws many polygons to represent the TT font. I guess this is the best that can be done?

Thanks for the help!

--

Steve S.

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remove NOSPAM before replying
