
Subject: Re: Truetype fonts

Posted by [Haje Korth](#) on Mon, 24 Nov 2003 16:31:28 GMT

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David,

I realized by the number of replies I got that TT fonts are restricted to object graphics. The problem is that object graphics is terribly unpractical if you want to hack something the fast way. I got confused that using TT fonts in direct graphics actually does change the result on screen. They are not simply ignored, they were actively made to look terrible! :-)

I still have not found the right way to petition to RSI. I am just a small fish (not a shark like you), and I never feel like someone is **really** listening to me!

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1a283e06d90d51d2989753@news.frii.com...

> Haje Korth writes:

>

>> Does any one know how to setup a Truetype font that does not look like
crap

>> on the screen? I tried

>>

>> !p.font=1

>> device,set_font='Helvetica',/tt_font

>> window,0,xsize=300,ysize=300

>> xyouts,0.5,0.5,'Hello World',/normal,charsize=5

>>

>> but the results are so lousy that even Hershey looks better.

>

> I think you need to join me in petitioning RSI to

> include those neat new fonts that they put into

> iTools in direct graphics. They are **very** slick,

> look terrific on the display, and are **badly** needed

> in direct graphics, as I was just telling them

> this morning....

>

> Cheers,

>

> David

> --

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