
Subject: Re: Font differences between IDL 5.6 and IDL 6.0
Posted by [David Fanning](#) on Fri, 27 Feb 2004 18:11:32 GMT
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Lynn writes:

> I found the reference.... in IDL help...Under Visual Enhancements.
>
> "IDL 6.0 incorporates the FreeType Library for improved rendering
> of Object Graphics fonts. Previously, characters in an IDLgrText object
> were rendered by tessellating each glyph outline into a set of small
> triangles. IDL 6.0 renders an entire IDLgrText string as a high quality
> bitmap, which is texture mapped onto a single polygon.
> This technique allows for clearer characters at any size, easier
> manipulations, background colors, kerning, and blending.
> For information on the FreeType Project, visit <http://www.freetype.org>."

Humm, yes. Just browsing those pages for a few minutes brings
back my graduate school nightmare of contouring protein surfaces.
There are LOTS of ways to do it. None exactly right, and none
exactly wrong, either. Choose your poison and then live with it. :-)

Cheers,

David

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