Subject: Re: Font differences between IDL 5.6 and IDL 6.0
Posted by Lynn on Fri, 27 Feb 2004 17:47:10 GMT
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David writes,

> .... I would guess this is not RSI's fault, but the
> fault of the folks who built the font library. This was
> obtained from one of the Open Source libraries, but I can't
> seem to find the reference now. Does anyone know it? Perhaps
> we can ask the designers about the problem.

David,

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."

oText[i+j]=OBJ_NEW('IDLgrText',STRING=str[i], FONT=oFont[k],/RENDER_METHOD)

Using the /RENDER_METHOD property for an IDLgrText object
and reverting back to the "triangle" method fixes the squashing of the
numbers
in window output.

I still do not like the alignment though. Any further input would be
appreciated.

Thanks for your help,
Lynn