Subject: Re: Object Graphics Fonts
Posted by jamiesmyth_uni on Tue, 04 May 2004 13:45:43 GMT

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> If you are using object graphics, then I'm as confused
> as you are. :-(
>
> Presumably, object graphics can use True-Type fonts.
> I think these are probably equivalent to PostScript
> fonts if you use a little bit of handwaving with your
> editor. :-)

After much fiddling:

In $IDL_DIR/resource/fonts/tt there is a file named ttfont.map that
can be edited (provided you have root permissions). This seems to
work fine for object graphics but I haven't bothered trying it with
direct graphics. As best as I can figure, IDL is using postscript
fonts ($IDL_DIR/resource/fonts/ps) for direct graphics but I'm not
certain for fonts like Helvetica which can be found in both the tt and
ps directories. It may depend on which device driver you are using...

Everything seems quite straightforward for object graphics... now all
I have to do is locate some true-type fonts.

Thanks,
Jamie