Subject: Re: Object Graphics fonts

Posted by David Fanning on Tue, 08 Jun 2004 03:18:58 GMT

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Michael Wallace writes:

> I have found part of my problem and have devised a solution. The object
> graphics fonts in IDL 6.0 do look good, however they won't necessarily
> look good automatically. At least not for me and my particular setup.
> I wouldn't rule out the possibility that my install or configuration
> might be to blame. In any case, I have seen some strange behavior that
> has left me scratching my head.

I seriously doubt installation or configuration issues.
More likely (*much* more likely!) just object graphics programming
problems.

> Maybe someone out there can explain this. It seemed that the appearance
> of a Y axis annotation would change depending on the size of the strings
> in the text labels. For example, when one of my plots had a yrange of 0
> - 50, the Y axis text looked really good. However, if I made a plot
> where the data range was past 100, the position of the Y axis would get
> pushed over as expected. However, the rendering of the text would
> degrade tremendously. The thing that I couldn't understand was why the
> text would change in appearance just because it was rendered in a
> difference location.

Ah, I think what has been happening to you is that
you were changing the scale of the Y axis after you
created it. But you weren't recomputing new text properties
after doing so. This could indeed make the text appear "ugly".
I recommend you set the RECOMPUTE_DIMENSION keyword to 2 on
all of your text objects (including those you get from the axis
itself with TICKTEXT). That should solve a lot of problems for
you. :-)

> Whatever the case, I am now adding the axis annotations directly to the
> plot instead of to the axis. The fonts look great and they don't change
> on me. Of course, I had to go through several minutes of pain trying to
> get BASELINE and UPDIR figured out. Eventually, the "random change"
> approach yielded some good results. ;-)

It always does if you have enough time and you can actually
see *something* on the display. :-)

Cheers,

David

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