
Subject: Re: Object Graphics fonts

Posted by [Michael Wallace](#) on Tue, 08 Jun 2004 02:59:53 GMT

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>> Second, while fonts running horizontally look fine (mostly), fonts
>> running vertically look like crap. Is there any way to make a vertical
>> font, say for a Y axis annotation, look like the X axis equivalent but
>> rotated? Even the horizontal fonts don't look that great if the font
>> size is too small. Is there any way to remedy this?

>

>

> Are you not using IDL 6.0? Fonts there look very nice.
> I can see why you are complaining if you are using a
> previous version of IDL. You can certainly rotate
> Y axis fonts if that's what you want to do. All kinds of
> text manipulation keywords are available. One usually
> uses the "random change" method until you understand which
> keywords to use and how.

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.

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 different location.

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. ;-)

-Mike
