Subject: Re: Object Graphics fonts
Posted by Rick Towler on Mon, 07 Jun 2004 21:36:00 GMT

"David Fanning" wrote ...
> Michael Wallace writes:
>
>>
>> I guess I should have said this at the top, but my specific problem is
>> that I need to create plots which will be viewable online and so need to
>> be a GIF, PNG, JPEG or the like. Right now, my code is creating an
>> IDLgrBuffer, drawing everything, reading the data from the buffer and
>> sending it on to Write_PNG. It's working without any problem, but some
>> fonts (vertical, small horizontal) are hard to read. I was hoping that
>> I could either figure out a better way to handle the IDLgrFonts or save
>> the files as something like EPS and then convert them.
>
> Well, have you tried making your buffer bigger and Congriding it down
> for the JPEGs? That might improve resolution some, especially if you
> are using the older polygon fonts.

I have found that rendering to the screen provides far better results than
rendering to IDLgrBuffer (IDLgrBuffers are rendered using the software
renderer). And better graphics adapters will do the anti-aliasing for you
(check your graphics adapter settings). Render to the screen, read the
window, and save as PNG.

-Rick