
Subject: Re: Object Graphics fonts

Posted by [Michael Wallace](#) on Wed, 09 Jun 2004 20:15:37 GMT

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>> 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.

>

>

> 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. :-)

Thanks, David. Setting RECOMPUTE_DIMENSION didn't really seem to change that much. The text now looks the same no matter where it gets positioned because of the tick labels, however it doesn't look much like the equivalent text written directly on the model. So, the mysterious text changing has been solved, but the text still doesn't look right. Is this due to some ordering/creation problem that may exist in my code?

Could you (or anyone else) explain a little bit about how object graphics really work in this regard? Specifically, what gotchas are present if a keyword is set in the object instantiation rather than being set afterwards via SetProperty? What about the order of adding objects to a model and then setting other properties of the object? For example, say I have an IDLgrModel and add an IDLgrAxis to it. I then choose to set something via SetProperty of the IDLgrAxis. Could this potentially cause a different image to get drawn than if I had set all of the properties before adding the axis to the model?

Of course, there's the issue of making sure things are added to the model in the correct order, especially when you have an IDLgrImage (the topic of another recent thread), but are there any other ordering problems or anything else that the object graphics novice such as myself wouldn't know about? I'm sure there's plenty I don't know, but the Top 10 Object Graphics Gotchas might help me and some other aspiring object graphics programmers.

-Mike
