

---

Subject: Re: Object Graphics Vector Output  
Posted by [Mark Hadfield](#) on Thu, 16 Sep 2004 23:13:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Karl Schultz wrote:

> "Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message  
> news:cib4ab\$ehg\$1@newsreader.mailgate.org...  
>  
>  
>> And introduced a bug: text appears several times too large when a view  
>> has its PROJECTION property set to 2 (perspective). Randall Skelton  
>> brought this to my attention today and I narrowed it down. I've reported  
>> it to support@rsinc.com, but this seemed like a good place to mention it  
>  
> :-)  
>  
> Another change in vector output for 6.1 is that IDL text objects are drawn  
> with the appropriate text primitives, instead of a set of solid triangles.  
> It is possible that there's a problem with using these primitives with  
> perspective projections. One can use the VECT\_TEXT\_RENDER\_METHOD keyword on  
> the IDLgrClipboard::Draw method or IDLgrPrinter::Draw method to force the  
> output back to triangles. It may help.

Yes this does fix it (well, work around it).

--

Mark Hadfield            "Ka puwaha te tai nei, Hoesa tatou"  
m.hadfield@niwa.co.nz  
National Institute for Water and Atmospheric Research (NIWA)

---