"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message
news:cib4abehg1@newsreader.mailgate.org...
> Karl Schultz wrote:
>>
>> Yes, this does seem to be fixed in IDL 6.1. We fixed a lot of issues
with
>> vector output in this release.
>>
> 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.

Karl