Subject: Re: IDL graphics w/ no display
Posted by K. Bowman on Mon, 25 Oct 2004 14:06:42 GMT
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In article <MPG.1be681784d4b47299896ae@news.frii.com>,
 David Fanning <david@dfanning.com> wrote:

>> 2) Z buffer text looks terrible.
>
> I'm not sure the pixmap will be much better. Perhaps
> if you do the blow up * 4 trick here with true-type fonts,
> you might have better luck.
>
> But, really, you need to write a nice note to RSI and
> tell them a lot of us, nay, MOST of us, still use direct
> graphics and we could use some nice looking fonts over
> here, too. :-)

You can use TrueType fonts in the Z-buffer (if you consider TrueType
fonts to be nice looking), but it doesn't solve the 8-bit color
limitation.

It seems to me that RSI needs to update the Z-buffer to handle 24-bit
color. Perhaps instead of an 8-bit graphics buffer and a 16-bit depth
buffer, they could simply make both buffers 24 bits deep. That might
also reduce some artifacts that show up in the z-buffering.

Ken Bowman