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Subject: Re: IDL 6.1 EPS error

Posted by [Karl Schultz](#) on Thu, 28 Oct 2004 15:22:32 GMT

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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message  
news:clp9sl\$7k2\$1@newsreader.mailgate.org...

> Karl Schultz wrote:

>> This answers the question I posed in my first posting to this thread.

There

>> is an empty text string, as evidenced by the () in the PS code above.

>>

>> If you can tolerate a space character in the text string, I'd suggest

>> putting a space character in the text string as a workaround. Or

perhaps

>> some non-printable character.

>>

>> [Several lines snipped]

>>

>>

>> ...Much of the vector output code

>> was reworked in order to draw text objects as text primitives instead of  
as

>> a set of triangles for IDL 6.1.

>

> Would another workaround be to set VECT\_TEXT\_RENDER\_METHOD to 1 in

> IDLgrClipboard::Draw, thereby reverting to the old method of

> representing text?

Yes. But then you end up with triangles in the PS file. I don't know how  
big a deal that is. It must be for some, otherwise we wouldn't have done  
all this :-). Some also might think that the PS-rendered strings look  
better or different. But it is an easy workaround.

Yet another workaround: The trick is to get a non-null text string out to  
the vector file before any other strings that could be null. One could add  
a view to their viewgroup or scene so that this new view draws first (first  
in container order). Put a model and single text string object containing a  
space char in this view. This view and its text string will always draw  
first, independent of the depth relationship of other objects and rotations,  
etc.

Karl

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