
Subject: Re: IDL 6.1 EPS error

Posted by [Mark Hadfield](#) on Wed, 27 Oct 2004 23:10:10 GMT

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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?

--

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