
Subject: Re: antialias fonts

Posted by [Michael Wallace](#) on Mon, 07 Mar 2005 07:49:32 GMT

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Ken Mankoff wrote:

> Hi Bringfried,

>

> On Sun, 6 Mar 2005, Bringfried Stecklum wrote:

>

>> But since antialiasing is common nowadays I thought I have overlooked
>> the corresponding IDL capabilities.

>

>

> Short answer: You have, unfortunately, overlooked nothing. :(

Anti-aliasing is not supported in direct graphics. Everything is either
"pixel on" or "pixel off." There's no gray* area to allow for AA.

* = pun intended.

> Long answer: You can generate AA fonts in postscript or Object Graphics.

> Object graphics won't work if you are using the MAP_* routines,

Object graphics won't work if you're tied to any direct graphics
routine, MAP_* or otherwise.

> and PS isn't good if you want quick display/results.

Not really. You just have to run your entire program and then just do a
quick command on the system to see the file. It's just one additional
line to type in. For example,

```
IDL> create_me_plot, data, FILENAME="myfile.ps"
```

```
IDL> $display myfile.ps
```

Of course, I'm assuming that the stated command creates a file for you.

And I'm also assuming that you're using an operating system that
allows you to quickly go to a command line like that. ;-)

-Mike
