
Subject: Re: antialias fonts

Posted by [Ken Mankoff](#) on Sun, 06 Mar 2005 21:44:11 GMT

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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. :(

Long answer: You can generate AA fonts in postscript or Object Graphics. Object graphics won't work if you are using the MAP_* routines, and PS isn't good if you want quick display/results. For nice fast Anti Aliased fonts to your screen, you have overlooked nothing.

-k.

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