Subject: Re: Crisp characters in iTools
Posted by Rick Towler on Fri, 23 Sep 2005 19:20:59 GMT
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Josh Colwell wrote:
> I frequently use iTool plots in powerpoint displays and papers, but I'm
> frustrated by the fuzzy quality of the axis labels and text in the
> annotation layer. I have set preferences to vector instead of bitmap,
> but everything is still fuzzy. Any suggestions on how to get crisp
> characters in iTool figures would be appreciated.

I can't tell you how to *easily* do it in iTools but you'll be looking
to change the text objects RENDER_METHOD to 1 (triangles). The default
method for IDLgrText from 6.0 on has been to render text as a bitmap
texture mapped on a polygon. This "texture" method allows for
anti-aliasing of the font which is what is causing the "fuzziness".

You may have some trouble though since the iTools (seem to) rely on the
FILL_BACKGROUND and FILL_COLOR properties of IDLgrText and these are
only available when rendering as a texture. But maybe the iTools are
coded to handle both methods... I really haven't poked around inside
them in a long time.

Josh does bring up a good point though. The anti-aliasing is pretty
soft. Is there some consensus on this? Maybe there should be a feature
request to add a property to IDLgrText which would control the
anti-aliasing. Something along the lines of "none" "crisp" "strong"
"soft" similar to photoshop's handling of this. I know, I know. We're
never satisfied.

-Rick