
Subject: IDL Fonts

Posted by [Jared Espley](#) on Wed, 01 Nov 2006 19:28:28 GMT

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Hi all,

I have a few questions that I haven't been able to answer with some digging around on the web and in the IDL help files so maybe someone can help. The background on my question is that I'm trying to produce a "publication" quality plot using IDL and I intend to either make a .tif from a screen capture using tvread.pro (<http://www.dfanning.com/programs/pswindow.pro>) or a color .eps using postscript output. I'm using IDL 6.2 on Windows XP.

1. Has anyone been able to get True Type fonts (i.e. !p.font=1) to look ok on the screen? When I use them, they look awful -- even worse than the default vector fonts I was trying to improve upon. I've seen some "tricks" about blowing them up 4x times in size, but that's not an option for me since that size of font won't fit on my plot.

2. Has anyone been able to get device fonts (i.e. !p.font=0) to work correctly with vertical axis labels on the screen? When I use them, the labels are just letters stacked on top of each other right-side up. In other words instead of having to turn your head to read them, they look like this:

L
E
B
A
L

3. Assuming I could get the fonts to work correctly, how do I get special symbols? For example, using vector fonts, I would type, "title='!4d!B'" to get little delta B -- how can I do this with the other font styles?

4. How come when I make sure that my plot size is the same on both the output window on my monitor and in the postscript output (by using David Fanning's pswindow.pro <http://www.dfanning.com/programs/pswindow.pro>) then I still have to adjust the positions of my plots, colorbars, etc. to make both outputs look the same?

5. It appears that the color output of the .eps file I make has very discrete color levels (about 10 or so) compared to the fairly smooth continuum I see when I output to a window on the screen. Is this a fundamental limit of postscript or am I doing something wrong?

Thanks for any help and to all of you that have posted helpful IDL code on the web.

Jared
