
Subject: Re: cgAxis labels in different orientation in PS than on screen

Posted by [David Fanning](#) on Thu, 15 Sep 2011 22:33:25 GMT

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David Fanning writes:

> Try something like this before you create your cgWindow:

>

> IDL> cgWindow_SetDefs, PS_FONT=1, PS_TT_FONT='Helvetica'

Geez, these are even in cgControl, just out of alphabetical order for some reason, which is why I missed them. So, use the above command for all cgWindows and use this command for any particular window.

IDL> cgControl, PS_FONT=1, PS_TT_FONT='Helvetica'

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
