David Fanning writes:

> Well, the problem is that PS_START sets !P.FONT=0 when
> configuring the PostScript device. You need it to be
> set to 1, to do True-Type fonts, which can rotate in
> 3D space. (Hershey fonts, !P.FONT=-1 can do this, too,
> but they suck in PostScript.)
>
> This is trickier than it looks, because *which* True-Type
> font you choose is really, really machine dependent, and
> I don't like to make this choice for the user. It probably is
> something that should be controlled by cgControl.

Oh! Already done! Who programmed these wonderful tools
anyway? ;-)

Try something like this before you create your cgWindow:

    IDL> cgWindow_SetDefs, 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.")