
Subject: Re: From tvscale to cgImage, puzzling feature in the plot
Posted by [David Fanning](#) on Thu, 07 Mar 2013 16:03:50 GMT
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David Fanning writes:

- > Also the character size and thickness is adjusted properly for the
- > different between the device and PostScript output, so you rarely have
- > to bother with this either. (I'm talking about setting up your
- > PostScript output with PS_Start.) All thicknesses are multiplied
- > by three, for example, to give the proper "weight" to PostScript lines.

I suppose I should mention that Coyote Graphics routines also take into account the different default character sizes between Windows and UNIX computers. So `cgDefCharSize()`, which all Coyote Graphics routines use to determine character sizes, distinguished between Windows, UNIX, and PostScript devices, and also whether you are using `!P.Multi` or not.

This can only be accomplished if you do NOT set `!P.CharSize`.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
