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Subject: Re: From tvscale to cgImage, puzzling feature in the plot  
Posted by [David Fanning](#) on Thu, 07 Mar 2013 15:57:47 GMT  
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David Fanning writes:

```
> cgText, p[0]+0.13, p[3]-0.08, vel, charthick=1.,charsize=2, $  
> Font = -1, /normal, color = 'white'
```

By the way, I wouldn't set the FONT keyword on Coyote Graphics routines. The font type is normally determined in Coyote Graphics routines by the particular device you are using. So Hershey fonts on the display and true-type fonts in PostScript. Here you will never get this text to look great in PostScript output (or, by extension, on high-resolution raster output, such as PNG files).

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.

Also character size is adjusted for different devices with cgDefCharSize. This is about the only thing I sometimes find myself adjusting in programs, and then only to make the actual character size smaller for legends and the like. I usually write my code like this:

```
textSizeAdjustment = (!D.Name EQ 'PS') ? 0.65 : 0.85  
textSize = cgDefCharSize()*textSizeAdjustment  
cgText, ..., Charsize=textSize
```

This preserves the character size differences between the display and a PostScript file, and makes the PostScript output a more faithful representation of what I see on the display.

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.")

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