Subject: Coyote Library Update
Posted by David Fanning on Wed, 22 May 2013 14:25:46 GMT

Folks,

There has been a major update of the Coyote Library today concerning an issue with True-Type fonts that came up yesterday. The key to the success of Coyote Graphics is the ability to create extremely high-quality raster and PostScript output in a device independent way. To this end, it is necessary to be able to use True-Type fonts in a natural way.

Unfortunately, this is MUCH harder to do than you probably imagine. :-)

The basic problem is that the way you set True-Type fonts:

   Device, Set_Font=myttfontname, /TT_Font

does not set the font for all devices. If you issue this command from the IDL command line, the font used in the PostScript device is unaffected, and visa versa

But, if you issue this command in the PostScript device, this property of the PostScript device is "sticky". That is to say, it will stay set until it is changed. This makes it extremely difficult to "change it temporarily" for a single plot, etc.

The end result, typically, is that it is impossible to "sync" the various devices and know what in the world you are going to end up with until you actually produce the output. Not good. :-)

I am making an attempt to bring clarity to the situation (at least for Coyote Library routines) by introducing a new program, cgSet_TTFont, that can be used to manage True-Type font output in a way that makes it possible to remain reasonably sane.

   http://www.idlcoyote.com/idldoc/cg/cgset_ttfont.html

In order to accomplish this, I had to modify many of my PostScript handling routines to have a "memory" of how the PostScript device should be configured. This allows me to temporarily change the configuration for a particular plot that requires something different, without affecting the "global" setting that is now set with cgSet_TTFont.

I encourage everyone to update your Coyote Library today. Most users will be unaffected by the changes (Helvetica rules!!), but it is always a good idea to be up-to-date. ;-)

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.z ip

Cheers,

David

P.S. I also made a cosmetic change to the cgWindow code. In the Save As
button there is now a single menu for Raster File Output. If you have
ImageMagick installed you will get extremely high-resolution output. If
you don't, well, good luck to you. ;-)
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")