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Subject: Re: PS fonts

Posted by [David Fanning](#) on Thu, 05 Dec 2013 12:48:09 GMT

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greg.addr@gmail.com writes:

> Thanks, David. Your example works for me, too.

>

> The problem with my output is that, although it appears as it should, the text is being rendered as very intricate polygons such that Illustrator no longer recognises them as text. This is also evident from the file size (41 MB) which is way more than I would expect.

Well, True-Type fonts are rendered as polygons. But, I don't think hardware fonts are. Your first message indicates you have tried both, so I'm not sure what is going on. Still, I would expect Illustrator to know what a True-Type font is!

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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