
Subject: Re: Keeping text Readable in Object Graphics

Posted by [steinhh](#) on Sat, 14 Aug 1999 07:00:00 GMT

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You could try the GetCTM model to figure out the current distortion of the text, and modify the UPDIR property to counter the effect, or maybe wrap the text inside a model object (allowing for rotations etc)... Just a thought..

Regards,

Stein Vidar

Subject: Re: Keeping text Readable in Object Graphics

Posted by [davidf](#) on Sat, 14 Aug 1999 07:00:00 GMT

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David Borland (dborland@egi.com) writes:

- > Can anyone point me in the right direction for getting text to remain
- > readable when rotated in object graphics, and still have hidden surface
- > removal remain active?
- > If I use the OnGlass keyword, the text stays properly oriented, but the
- > text also stays visible even when it should be hidden behind something. I
- > have tried using the same technique that you use to rotate displays with the
- > Trackball object, on the text object, and I get skewed, and reversed and
- > other unfavorable results.

I'm afraid this may fall into the category of "having your cake and eating it, too". My mama always told me it just wasn't possible. :-(

Cheers,

David

P.S. If you strung a wire through the middle of your text, parallel to the axis, and the text string could rotate on the wire freely, and then you attached a weight to the bottom edge of the text, then I think as you rotate the axis in space the text **should** be readable. **There** is the algorithm. I'll leave the implementation up to you (or maybe RSI in a future update). :-)

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