

Posted by [davidf](#) on Tue, 24 Aug 1999 07:00:00 GMT

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Ben Tupper (tupper@seadas.bigelow.org) writes:

```
> I must be missing something important - but haven't a clue about how to 'get it'.
>
> I think that I am explicitly formatting the text style for Object Axis annotation as follows ...
>
> oHelvetica10 = obj_new('IDLgrFont', 'Helvetica',size = 10.)
>
> oOrigXAxis1 -> getProperty,$
>     TickText = oTickText
> oTickText -> SetProperty, Font= oHelvetica10
> oOrigXaxis1 ->setProperty, Ticktext = oTicktext
>
> To my great surprise the text is scaled to different sizes when displayed (and frequently
illegible).
>
> It looks like the scaling is related to the axis data range (big ranges yield small text sizes).
>
> Shouldn't Helvetica 10pt be sized to 10pt?
```

Uh, no. Well, perhaps in a print shop. But certainly not on a computer display screen. On a computer, when you select something like Helvetica 12 point what you mean is "something that looks about right when I use a computer with this resolution and an axis about this long". If the designer of the "display type" was any good, you'll get something that looks reasonable. But is it 12 point? No, not likely.

And in object graphics, we normally want the "size" of the font to change. That is to say, when we expand our window to the full size of the display, it would be nice if the type on the axes was sized proportionally. In fact, it does this. Small windows give a "small" size 12 font. Large windows give a "large" size 12 font. Think of the work you would have to go to otherwise, or what a nightmare it would be to calculate the "appropriate" size font for every viewplane rectangle, on every display, in every resolution that you might encounter. :-(

I would just make sure your axes are scaled into your view before you muck around with your fonts. This will ensure that they are scaled "proportionally" to the axis they are attached to. Then, as you change axis scaling, these will change too. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Explicit text formatting for Object Axes

Posted by [davidf](#) on Wed, 25 Aug 1999 07:00:00 GMT

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Ben Tupper (tupper@seadas.bigelow.org) writes:

- > I've combed through my code regarding axis scaling and can't figure out what
- > is going on. The first time I launch the application, the fonts are
- > 'proportional and quite readable'. If I load a new differently sized image
- > into the application the fonts are scaled badly. Now, if I load a third image of identical size to the
- > very first image the font scaling returns to its 'proportional and quite readable' scaling.

- > So, I think I'm setting the axis scaling correctly ... but, clearly, I am not.
- > It seems that IDL has developed a scaling memory that I can't override. gag!

I think you have your text objects in a "never recompute dimensions" state. :-)

Try changing the setting on the RECOMPUTE_DIMENSIONS keyword when you create the text object.

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: Explicit text formatting for Object Axes

Posted by [Ben Tupper](#) on Wed, 25 Aug 1999 07:00:00 GMT

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```
<br>&nbsp;Data = *info.image, $
<br>&nbsp;Xcoord_conv = info.OrigXscale, $
<br>&nbsp;Ycoord_conv = info.OrigYscale
<p>&nbsp; ; change the data range and scaling for the X axis
<br>&nbsp;; the Exact keyword has already been set to 1
<br>info.oOrigXaxis1 ->setProperty, $
<br>&nbsp;range = xrange, $
<br>&nbsp;Xcoord_conv = info.OrigXscale
<br>&nbsp;
<p>
<br>
<br>
<p>So, I think I'm setting the axis scaling correctly ... but, clearly,
I am not.
<br>It seems that IDL has developed a scaling memory that I can't override.&nbsp;
gak!
<p>Thanks,
<br>&nbsp;
<p>Ben
<br>&nbsp;
<pre>--&nbsp;
Ben Tupper
```

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