
Subject: true type font orientation

Posted by [Tony Lanzirotti](#) on Tue, 16 Nov 1999 08:00:00 GMT

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OK, I went a little crazy and decided to add windows true type hardware fonts to my plot but, wouldn't you figure, now my Y axis title is printed vertically on the screen rather than horizontally and rotated 90°½. Any suggestions on how to keep the hardware font but change the y-axis titling?

Tony

Subject: Re: true type font orientation

Posted by [davidf](#) on Sun, 21 Nov 1999 08:00:00 GMT

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R.Bauer (R.Bauer@fz-juelich.de) writes:

- > please give me a small example how to use hardware fonts with surface or
- > shaded surface.
- >
- > Always I am trying they are always not rotated enough.

First of all, "rotated hardware fonts" is an oxymoron.
It's not going to happen. (Unless your "hardware" happens to be PostScript, then you might have a chance.)

What you can get are true-type fonts, which will *look* like hardware fonts and can be rotated. For example, like this:

```
IDL> Shade_Surf, dist(20), ZTitle='Meters', YTitle='Latitude', $  
      XTitle='Longitude', Font=1, Charsize=3
```

Sometimes the true-type fonts don't look as nice as you would hope on the display, although they do look beautiful in hardcopy output.

If display aesthetics are important, you can try a trick like drawing your graphic in the Z-graphics buffer at 4-5 times the resolution, then rebining it for the display. (I include an example of this below.) Unfortunately, this trick is a little bit too color dependent for my taste. I haven't had the time to investigate exactly why that is, but if you can get away with black or white output, it does a nice job.

Cheers,

David

--

PRO NiceAxisLabels

LoadCT, 0

data = Dist(41)

Device, Decomposed=0

TVLCT, [255, 0, 80], [255, 355, 80], [0, 0, 80], 1

Device, Set_Font='Helvetica*14*Bold', /TT_Font

Window, 1, XSize=400, YSize=400, Title='Normal Window', \$

XPos=0, YPos=10

Surface, data, XTitle='X Axis', YTitle='Y Axis', \$

ZTitle='Z Axis', Font=1, CharSize=3, Color=255, \$

Background=3, Position=[0.2, 0.1, 0.9, 0.9, 0.1, 0.9]

thisDevice = !D.Name

Set_Plot, 'Z'

!P.CharSize = 1.0

Device, Set_Resolution=[1600,1600]

!X.Thick = 4

!Y.Thick = 4

!Z.Thick = 4

Surface, data, XTitle='X Axis', YTitle='Y Axis', Thick=4, \$

ZTitle='Z Axis', Font=1, CharSize=12, Color=255,

Background=3, Position=[0.2, 0.1, 0.9, 0.9, 0.1, 0.9]

!X.Thick = 1

!Y.Thick = 1

!Z.Thick = 1

snap = TVRD()

Set_Plot, thisDevice

Window, 0, Title='Enhanced Window', XSize=400, \$

YSize=400, XPos=410, YPos=10

TV, Rebin(snap, 400, 400)

END

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

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Subject: Re: true type font orientation
Posted by [R.Bauer](#) on Sun, 21 Nov 1999 08:00:00 GMT
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Dear David,

please give me a small example how to use hardware fonts with surface or shaded surface.

Always I am trying they are always not rotated enough.

Reimar
