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Subject: Re: rotated postscript fonts

Posted by [David Fanning](#) on Wed, 14 Nov 2001 16:33:20 GMT

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Steve Smith<steven\_smith> (nobody@nowhere.com) writes:

> I would like to use postscript fonts for the labels in a shade\_surf plot,  
> because the vector drawn fonts are hard to read and not nice-looking. But  
> IDL (5.2) vertically stacks one letter on top of the other for the Z-axis  
> when I set the FONT=0 (choosing PS fonts). I'd like to have the Z-axis  
> label rotated 90 degrees (normal typeset, but rotated), which is what happens  
> when using the vector drawn fonts. I don't see any way to do this, but there  
> \_must\_ be a way, can anyone tell me how?

Use True-type fonts, which are PostScript vector fonts  
that are rotatable in 3D space.

```
!P.Font = 1
```

Or,

```
Shade_Surf, data, Font=1
```

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto:david@dfanning.com)

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

Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: rotated postscript fonts

Posted by [Logan Lindquist](#) on Wed, 14 Nov 2001 19:02:00 GMT

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"Steve Smith<steven\_smith>" <nobody@nowhere.com> wrote in message  
news:slrn9v579m.4uj.nobody@pooh.nrel.gov...

Steve,

Just a suggestion when you try and print the plot. If your plot has a higher  
resolution, using a congrid function, you would be able to read the text  
better. 300 dpi is the suggested. Hopefully Professor Fanning ;) was able to  
solve the labeling problem!

Logan Lindquist

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Subject: Re: rotated postscript fonts

Posted by [nobody@nowhere.com](mailto:nobody@nowhere.com) (S) on Wed, 14 Nov 2001 23:28:34 GMT

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On Wed, 14 Nov 2001 09:33:20 -0700, David Fanning <david@dfanning.com> wrote:

> Steve Smith<steven\_smith> (nobody@nowhere.com) writes:

>

>> I would like to use postscript fonts for the labels in a shade\_surf plot,  
>> because the vector drawn fonts are hard to read and not nice-looking. But  
>> IDL (5.2) vertically stacks one letter on top of the other for the Z-axis  
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>> when using the vector drawn fonts. I don't see any way to do this, but there  
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>

> Use True-type fonts, which are PostScript vector fonts  
> that are rotatable in 3D space.

>

> !P.Font = 1

>

> Or,

>

> Shade\_Surf, data, Font=1

>

> Cheers,

>

> David

>

> --

> David W. Fanning, Ph.D.

> Fanning Software Consulting

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Thanks David! Ugh, so this works on the Linux IDL also, I don't have TT on my system (it's outdated, in keeping with my direct graphics IDL programs)?

wait a tick! I just answered my own question, from help: IDL 5.2 and on supply true type fonts with the installation ( I DID NOT KNOW THAT ). So even my klunky old Linux box can do TT fonts :^) !! But actually, I didn't really want the perspective, I just want straight up and down or left to right labels of nice looking postscript fonts, the true type fonts are better than the hershey fonts, but they are still (especially when they are drawn in perspective)

a little edgy looking. Which I gather is because IDL draws many polygons to represent the TT font. I guess this is the best that can be done?

Thanks for the help!

--

Steve S.

steve@NOSPAMmailaps.org  
remove NOSPAM before replying

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Subject: Re: rotated postscript fonts  
Posted by [David Fanning](#) on Wed, 14 Nov 2001 23:47:19 GMT  
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Steve Smith<steven\_smith> (nobody@nowhere.com) writes:

- > But actually, I didn't really want
- > the perspective, I just want straight up and down or left to right labels of
- > nice looking postscript fonts, the true type fonts are better than the hershey
- > fonts, but they are still (especially when they are drawn in perspective)
- > a little edgy looking.

You must be looking at these on your display.  
They don't look anything like "edgy" when  
printed on a PostScript printer. :-)

Cheers,

David

P.S. Let's just say that quickly changing  
lots of parameters for PostScript output  
was \*exactly\* why PSConfig was invented.

--

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Subject: Re: rotated postscript fonts

Posted by [noymer](#) on Thu, 15 Nov 2001 01:41:21 GMT

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David Fanning writes:

- > Use True-type fonts, which are PostScript vector fonts
- > that are rotatable in 3D space.

Everything above is correct except the word PostScript, if I'm not mistaken.

PostScript and TT are different specifications. IIRC, PS uses cubic shapes and TT uses quadratic, and therefore render with fewer calculations.

PostScript fonts are rotatable in 3D space---but not by IDL.

Andrew

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