
Subject: Re: Object Graphics Fonts

Posted by [David Fanning](#) on Mon, 03 May 2004 22:23:40 GMT

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Jamie Smyth writes:

> Does anyone know if it is possible to use postscript fonts in
> direct/object graphics? I have been asked by an editor to change the
> text of my figures to match the book text and I am at a bit of a
> loss...

Well, if you are using direct graphics, this article might help:

http://www.dfanning.com/tips/ps_psfonts.html

If you are using object graphics, then I'm as confused as you are. :-)

Presumably, object graphics can use True-Type fonts. I think these are probably equivalent to PostScript fonts if you use a little bit of handwaving with your editor. :-)

Cheers,

David

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David Fanning, Ph.D.

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

Subject: Re: Object Graphics Fonts

Posted by [jamiesmyth_uni](#) on Tue, 04 May 2004 13:45:43 GMT

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> If you are using object graphics, then I'm as confused
> as you are. :-)
>
> Presumably, object graphics can use True-Type fonts.
> I think these are probably equivalent to PostScript
> fonts if you use a little bit of handwaving with your
> editor. :-)

After much fiddling:

In \$IDL_DIR/resource/fonts/tt there is a file named ttfont.map that can be edited (provided you have root permissions). This seems to work fine for object graphics but I haven't bothered trying it with direct graphics. As best as I can figure, IDL is using postscript fonts (\$IDL_DIR/resource/fonts/ps) for direct graphics but I'm not certain for fonts like Helvetica which can be found in both the tt and ps directories. It may depend on which device driver you are using...

Everything seems quite straightforward for object graphics... now all I have to do is locate some true-type fonts.

Thanks,
Jamie
