
Subject: Object Graphics fonts

Posted by [Michael Wallace](#) on Mon, 07 Jun 2004 19:27:25 GMT

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Okay, time for another question from the Object Graphics novice. I have managed to create some simple 2D histograms which look pretty good, except I'm not too pleased with the fonts.

First, how do I change the fonts of the labels on an axis? I can easily change the font of the text annotation for the axis, but I can't seem to figure out how to easily change the actual labels.

Second, while fonts running horizontally look fine (mostly), fonts running vertically look like crap. Is there any way to make a vertical font, say for a Y axis annotation, look like the X axis equivalent but rotated? Even the horizontal fonts don't look that great if the font size is too small. Is there any way to remedy this?

Thirdly, I thought I might do better by using PostScript. I ran across something explaining how to generate EPS using an IDLgrClipboard, but what about just plain ol' PS? I guess EPS is the way to go, but I don't know the ins and outs of the file format. I guess you can view the thing just like other PostScript files?

This might be a dumb question, but if I were to generate a PostScript file and then use a utility such as the convert program, would the resulting bitmap (e.g. PNG, GIF) look better than the version IDL would create by using Write_PNG or Write_GIF with the data from the IDLgrWindow or IDLgrBuffer? I guess I could try this out and see if it looks any better, but I'd rather not figure out how to get PostScript to work if it doesn't make any improvement.

I guess I should have said this at the top, but my specific problem is that I need to create plots which will be viewable online and so need to be a GIF, PNG, JPEG or the like. Right now, my code is creating an IDLgrBuffer, drawing everything, reading the data from the buffer and sending it on to Write_PNG. It's working without any problem, but some fonts (vertical, small horizontal) are hard to read. I was hoping that I could either figure out a better way to handle the IDLgrFonts or save the files as something like EPS and then convert them.

Ideas? TIA,

-Mike
