
Subject: Text Formatting, Was: Beyond 7-bit ASCII
Posted by [David Fanning](#) on Mon, 30 Aug 2004 21:54:56 GMT
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Folks,

Formatting of object graphics text is just a *little* more complicated than was explained in this thread, as Karl and I learned today via a private e-mail conversation. I've written a short article that describes some of the complexities.

http://www.dfanning.com/ographics_tips/greek.html

On a related note, if you have been following this thread, you will have noticed how great the new true-type rendering engine in object graphics is in this new version of IDL. It makes the direct graphics rendering of true-type fonts seems even more pitiful than it already is by comparison.

Apparently, there is some possibility of getting these great looking fonts into direct graphics where they can be used by the rest of us, but so far there haven't been enough requests by users to bump this up to a higher priority. (I hear Florida election officials are counting the votes, but I don't believe it. I'm sure *thousands* of users are clamoring for more object graphics code they can scratch their heads over.)

In any case, if you are interested (and who isn't?) then it would behoove you to make your interest known to RSI. It is the only way people will pay attention to what those of us who work in the trenches really need and want. :-)

Cheers,

David

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Subject: Re: Text Formatting, Was: Beyond 7-bit ASCII
Posted by [Michael Wallace](#) on Tue, 07 Sep 2004 13:17:06 GMT
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Thanks for all the responses. Little did I know that I'd have this much response after getting back from my latest business trip. :-)
