
Subject: Re: Hardware Fonts

Posted by [Michael Wallace](#) on Mon, 25 Jul 2005 19:36:29 GMT

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> Why hardware fonts can't be rotated?

Don't know. Maybe one of the IDL developers knows the technical reasons why this hasn't been included.

> Why these fonts work in Excel axis and not in IDL?

Because Excel is a totally different program designed by different people. RSI probably thought that rotating hardware fonts wasn't worth the effort given that most people either live with the Hershey vector fonts or use PostScript for their high-res images.

> What's the best way to get high resolution plots?

You can use PostScript instead of an on-screen window. Read up on the documentation for `DEVICE` and `SET_PLOT`. This is probably the easiest answer to your problem. The remainder of my solutions are "tricky" and just included for completeness.

You can use Object Graphics instead of Direct Graphics. The Object Graphics system is sort of tricky the first several time you try to use it, but you can get some good looking fonts.

You can try the "make-um big trick" as found here:

http://dfanning.com/graphics_tips/zfonts.html

If you want to get super-duper-tricky, you can draw your plot except for the rotated fonts. In another window, you can draw the particular string you want. Then crop out everything except for the bounding box of your string (you can do this just by looking for the edges of the region that don't have the color of the background pixels). Now, take this cropped image and rotate it and plop it down on your original image in the correct location. Notice that you must know where to plop it down on your image. In the case of a Y Title, that is easier said than done (position of the title changes based on the length of the axis labels). Also note that this particular trick doesn't work with rotations that are not at event 90 degree rotation increments. I actually haven't tried this particular solution, but I believe it should work.

-Mike

Subject: Re: Hardware Fonts

Posted by [David Fanning](#) on Mon, 25 Jul 2005 20:04:23 GMT

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Michael Wallace writes:

- > You can use Object Graphics instead of Direct Graphics. The Object
- > Graphics system is sort of tricky the first several time you try to use
- > it, but you can get some good looking fonts.

Another possibility is to join me in pleading with RSI to give us decent fonts in direct graphics. But I am afraid direct graphic enhancements are counter to the current direction of the company and have little chance of gaining support from the people making these decisions. :-(

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: Hardware Fonts

Posted by [Michael Wallace](#) on Mon, 25 Jul 2005 20:21:37 GMT

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- > Another possibility is to join me in pleading with RSI to
- > give us decent fonts in direct graphics. But I am afraid
- > direct graphic enhancements are counter to the current
- > direction of the company and have little chance of
- > gaining support from the people making these decisions. :-(

I think we all have that plea.

-Mike
