

---

Subject: Re: Crisp characters in iTools

Posted by [Rick Towler](#) on Fri, 23 Sep 2005 19:20:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Josh Colwell wrote:

- > I frequently use iTool plots in powerpoint displays and papers, but I'm
- > frustrated by the fuzzy quality of the axis labels and text in the
- > annotation layer. I have set preferences to vector instead of bitmap,
- > but everything is still fuzzy. Any suggestions on how to get crisp
- > characters in iTool figures would be appreciated.

I can't tell you how to \*easily\* do it in iTools but you'll be looking to change the text objects RENDER\_METHOD to 1 (triangles). The default method for IDLgrText from 6.0 on has been to render text as a bitmap texture mapped on a polygon. This "texture" method allows for anti-aliasing of the font which is what is causing the "fuzziness".

You may have some trouble though since the iTools (seem to) rely on the FILL\_BACKGROUND and FILL\_COLOR properties of IDLgrText and these are only available when rendering as a texture. But maybe the iTools are coded to handle both methods... I really haven't poked around inside them in a long time.

Josh does bring up a good point though. The anti-aliasing is pretty soft. Is there some consensus on this? Maybe there should be a feature request to add a property to IDLgrText which would control the anti-aliasing. Something along the lines of "none" "crisp" "strong" "soft" similar to photoshop's handling of this. I know, I know. We're \*never\* satisfied.

-Rick

---

---

Subject: Re: Crisp characters in iTools

Posted by [Michael Wallace](#) on Fri, 23 Sep 2005 19:46:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- > Something along the lines of "none" "crisp" "strong"
- > "soft" similar to photoshop's handling of this. I know, I know. We're
- > \*never\* satisfied.

Well, I have to find something new to complain about now that there is a `command_line_args()` function. This seems like a good one. ;-)

Sorry that I can't add anything to the discussion other than 1.) I've seen the same thing before in my object graphics programs and 2.) I agree with what's already been said about crispness.

-Mike

P.S. Josh, how are you doing these days? It's been a while since we last crossed paths.

---