
Subject: Re: Vertical alignment of text with XYOUTS
Posted by [Bringfried Stecklum](#) on Wed, 30 Jan 2008 09:40:51 GMT
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Ed Hyer wrote:

- > I found a thread from 2000 (http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/3ad3177a461ebf7/e61416078b522c60?lnk=gst&q=xyouts+vertical+alignment) about this.
- > Someone asked about whether maybe there was a VALIGN keyword for XYOUTS, and David told them they were out of luck. Eight years and several revisions later, no change?
- > From a technical standpoint, I don't see how this is any more difficult than aligning text horizontally. But that doesn't mean I want to do it myself.

Hi Ed,

I fully agree. Along these lines, anti-aliasing is another feature which is more than overdue.

regards,

Bringfried

Subject: Re: Vertical alignment of text with XYOUTS
Posted by [David Fanning](#) on Wed, 30 Jan 2008 13:10:36 GMT
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Bringfried Stecklum writes:

- > I fully agree. Along these lines, anti-aliasing is another feature which is more than overdue.

It's all there. Object graphics. Sigh...

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Vertical alignment of text with XYOUTS

Posted by [Bringfried Stecklum](#) on Thu, 31 Jan 2008 10:00:45 GMT

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Hi David,

I looked at a few of your object graphics examples. The legend looks nice indeed but the lines are as pixellated as in direct graphics. So it seems that object graphics is not fully anti-aliased.

cheers,

Bringfried

David Fanning wrote:

> Bringfried Stecklum writes:

>

>> I fully agree. Along these lines, anti-aliasing is another feature which
>> is more than overdue.

>

> It's all there. Object graphics. Sigh...

>

> Cheers,

>

> David

Subject: Re: Vertical alignment of text with XYOUTS

Posted by [David Fanning](#) on Thu, 31 Jan 2008 13:48:01 GMT

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Bringfried Stecklum writes:

> I looked at a few of your object graphics examples. The legend looks
> nice indeed but the lines are as pixellated as in direct graphics. So it
> seems that object graphics is not fully anti-aliased.

Oh, I thought we were talking about text. Humm. I thought there was a way to do the anti-aliasing on the lines, too. I'll have to look, but I'm having trouble getting out of bed this morning. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
