
Subject: Re: Nice Fonts in Direct Graphics
Posted by [Haje Korth](#) on Tue, 10 Feb 2009 17:09:50 GMT
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"Direct Graphics" and "Nice Fonts" are two terms that should not be used in the same sentence. :-) Seriously David's solution is as good as it gets, so use it...

"bernat" <bernat.puigdomenech@gmail.com> wrote in message
news:cf356b79-7a87-4bdc-aeaa-21977e304e18@p37g2000yqd.google groups.com...

```
> I do a lot of work in the Direct Graphics and I would like to use nice
> looking fonts..
> I found this routine in the coyote library for display nice fonts in Z-
> graphics buffer:
>
> data = Dist(41)
> Window, XSize=300, YSize=300, Title='Normal Picture'
> Surface, data, XTitle='This is X Title', YTitle='This is Y Title', $
>   ZTitle='This is Z Title', Font=1, CharSize=2.5, $
>   Position=[0.25, 0.15, 0.90, 0.90, 0.15, 0.95]
> thisDevice = !D.Name
> Set_Plot, 'Z'
> Device, Set_Resolution=[1200, 1200]
> Surface, data, XTitle='This is X Title', YTitle='This is Y Title', $
>   ZTitle='This is Z Title', Font=1, CharSize=2.5*4, $
>   XThick=4, YThick=4, ZThick=4, Thick=4, $
>   Position=[0.25, 0.15, 0.90, 0.90, 0.15, 0.95]
> snapshot = TVRD()
> Set_Plot, thisDevice
> Window, 1, XSize=300, YSize=300, Title='Z Buffer Picture'
> TV, Rebin(snapshot, 300, 300)
>
> I want something like that for my program... Maybe I could use the
> same code to change my fonts in my plots but maybe there is another
> way to do that.
> Thanks,
>
> Bernat
```

Subject: Re: Nice Fonts in Direct Graphics
Posted by [natha](#) on Tue, 10 Feb 2009 17:33:49 GMT
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I tried this solution for my code and it doesn't work.
I've different colors and plots, plots, etc..

I don't know, maybe the problem is the !P struct..

If I use object graphics to have nice looking fonts, the problem is the quantity of the objects I've. The Draw method is so slow for draw more than 15000 graphic objects (the result when I converted each plot writted in direct graphics to object graphics)

Subject: Re: Nice Fonts in Direct Graphics
Posted by [Vince Hradil](#) on Tue, 10 Feb 2009 18:30:06 GMT
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On Feb 10, 11:33 am, bernat <bernat.puigdomen...@gmail.com> wrote:

> I tried this solution for my code and it doesn't works.
> I've different colors and plots, oplots, etc..
>
> I don't know, maybe the problem is the !P struct..
>
> If I use object graphics to have nice looking fonts, the problem is
> the quantity of the objects I've. The Draw method is so slow for
> draw more than 15000 graphic objects (the result when I converted
> each plot writted in direct graphics to object graphics)

Perhaps you have to set up your Z-buffer more carefully - things like pixel depth, etc.

Subject: Re: Nice Fonts in Direct Graphics
Posted by [greg.addr](#) on Tue, 10 Feb 2009 20:00:20 GMT
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On Feb 10, 5:51 pm, bernat <bernat.puigdomen...@gmail.com> wrote:

> I do a lot of work in the Direct Graphics and I would like to use nice
> looking fonts..

Here's a routine to produce better looking direct graphics using the same technique. You can produce a plot like this:

<http://hrscview.fu-berlin.de/mex4/software/gmwindow/gmwindow.png>

using a syntax very close to the usual:

```
w=obj_new("gmwindow",title="gmwindow")
```

```
w->plot,indgen(20),findgen(20)^2,psym=-5,ytitle="an axis  
title",background=200,color=0,charsize=2  
w->oplot,indgen(20),400-findgen(20)^2,psym=-4,color=128
```

w->xyouts,10,200,"a label",color=0,charsize=3

http://hrscview.fu-berlin.de/mex4/software/gmwindow/gmwindow___define.pro

regards,
Greg

Subject: Re: Nice Fonts in Direct Graphics
Posted by [David Fanning](#) on Tue, 10 Feb 2009 20:18:03 GMT
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bernat writes:

- > If I use object graphics to have nice looking fonts, the problem is
- > the quantity of the objects I've. The Draw method is so slow for
- > draw more than 15000 graphic objects (the result when I converted
- > each plot writted in direct graphics to object graphics)

Yes, it wouldn't surprise me if it was faster to use
the PS_START/PS_END with Direct Graphics approach and
just display the resulting PNG file produced from
ImageMagick than it would be to draw all those objects!

Cheers,

David

P.S. I notice R, which is similar in a *lot* of ways to
IDL, doesn't have any problem with nice looking fonts in
its plots. :-)

--

David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Nice Fonts in Direct Graphics
Posted by [David Fanning](#) on Tue, 10 Feb 2009 20:37:26 GMT
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David Fanning writes:

- > Yes, it wouldn't surprise me if it was faster to use
- > the PS_START/PS_END with Direct Graphics approach and
- > just display the resulting PNG file produced from

> ImageMagick than it would be to draw all those objects!

Perhaps you could have a keyword to set user expectations appropriately. Something like this:

```
IDL> MyPlot, data, /HIGH_QUALITY_RENDERING
```

It would not only take him a long time to type, but it would be put in his mind that it will take a long time to render, too. :-)

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

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

Subject: Re: Nice Fonts in Direct Graphics

Posted by [Vince Hradil](#) on Tue, 10 Feb 2009 20:38:43 GMT

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On Feb 10, 2:18 pm, David Fanning <n...@dfanning.com> wrote:

> bernat writes:

>> If I use object graphics to have nice looking fonts, the problem is
>> the quantity of the objects I've. The Draw method is so slow for
>> draw more than 15000 graphic objects (the result when I converted
>> each plot writted in direct graphics to object graphics)

>

> Yes, it wouldn't surprise me if it was faster to use
> the PS_START/PS_END with Direct Graphics approach and
> just display the resulting PNG file produced from
> ImageMagick than it would be to draw all those objects!

>

> Cheers,

>

> David

>

> P.S. I notice R, which is similar in a *lot* of ways to
> IDL, doesn't have any problem with nice looking fonts in
> its plots. :-)

>

> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)

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

Rabble rouser...

Subject: Re: Nice Fonts in Direct Graphics
Posted by [natha](#) on Tue, 10 Feb 2009 23:26:07 GMT
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Thanks people !

I'm agree with david about the keyword names and method descriptions... But don't worry.

I could use the PS_START/PS_END routines with ImageMagick but the problem is that if somebody wants to run my application, install the ImageMagick and configurate it will be required. I don't like this option.

I'll try to use the gmwindow and modify it.

Thanks !

B.
