Subject: Why the font is smaller in the IDLgrBuffer ?
Posted by natha on Fri, 27 Feb 2009 15:50:53 GMT
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I've a simple question...

I've an IDLgrView with some IDLgrTexts using a certain IDLgrFont and I convert all of that to an IDLgrImage using an IDLgrBuffer.
The Buffer has the same dimensions of the View and I use the Draw and Read methods.

On the result, the font of all texts is modified and smaller than the original.
Why ?
How can I do to preserve the same font size ?

Thanks,
Bernat

Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by natha on Fri, 27 Feb 2009 20:41:11 GMT
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Hi Rick,

I wrote a small routine to aproximate the font size in the buffer to the original font size.
It's a crazy solution. See below...

With your idea all results more easy.
The only thing to do is set the RESOLUTION property on the IDLgrBuffer. Like that:
resolution=[1d/!D.X_PX_CM,1d/!D.Y_PX_CM]
oBuffer->SetProperty, RESOLUTION=resolution)

The problem is that !D.XY_PX_CM only returns the approximate number of pixels per centimeter in the X and Y directions so the font size changes a little bit beacause the resolution is not exact.

There is another way to get the DPI ?

Thanks,

Bernat

;---------- ----------

```
PRO TEST_BUFFER_FONT, font_size, dimensions, $        ;;input
                      final_font_size                 ;;output

tt=SYSTIME(/SEC)

  oView=OBJ_NEW('IDlgrView', VIEWPLANE_RECT=[0,0,dimensions
[0],dimensions[1]])
  oModel=OBJ_NEW('IDLgrModel')
  oModel->SetProperty, /DEPTH_WRITE_DISABLE
  oView->Add, oModel

  buff_font=OBJ_NEW('IDLgrFont', 'Helvetica', SIZE=font_size, THICK=2)
  buff_text=OBJ_NEW('IDLgrText', STRING='null text', FONT=buff_font,
RECOMPUTE_DIMENSIONS=2)
  oModel->Add, buff_text

  oBuffer=OBJ_NEW('IDLgrBuffer', DIMENSIONS=dimensions)
  oBuffer->Draw, oView

  buff_text_dim=oBuffer->GetTextDimensions(buff_text)

  count=1.
  WHILE buff_text_dim[1] LT font_size DO BEGIN
    buff_font->SetProperty, SIZE=font_size+count
    oBuffer->Draw, oView
    buff_text_dim=oBuffer->GetTextDimensions(buff_text)
    count=count+1.
  ENDWHILE

  PRINT, 'Font size / size after buffer ', font_size, buff_text_dim[1]

  final_font_size=font_size+count

  OBJ_DESTROY, [oView, oModel, oBuffer, buff_font, buff_text]

PRINT, 'TEST_BUFER_FONT TIME ', SYSTIME(/SEC)-tt
END
```

Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by Michael Galloy on Fri, 27 Feb 2009 21:05:33 GMT
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bernat wrote:
> Hi Rick,
>
> I wrote a small routine to aproximate the font size in the buffer to

> the original font size.
> It's a crazy solution. See below...
>
> With your idea all results more easy.
> The only thing to do is set the RESOLUTION property on the
> IDLgrBuffer. Like that:
> resolution=[1d/!D.X_PX_CM,1d/!D.Y_PX_CM]
> oBuffer->SetProperty, RESOLUTION=resolution)
>
> The problem is that !D.XY_PX_CM only returns the approximate number of
> pixels per centimeter in the X and Y directions so the font size
> changes a little bit beacause the resolution is not exact.
>
> There is another way to get the DPI ?
>
> Thanks,
>
> Bernat
>
> ;---------- ----------
>
> PRO TEST_BUFFER_FONT, font_size, dimensions, $;;input
> final_font_size ;;output
>
> tt=SYSTIME(/SEC)
>
> oView=OBJ_NEW('IDlgrView', VIEWPLANE_RECT=[0,0,dimensions
> [0],dimensions[1]])
> oModel=OBJ_NEW('IDLgrModel')
> oModel->SetProperty, /DEPTH_WRITE_DISABLE
> oView->Add, oModel
>
> buff_font=OBJ_NEW('IDLgrFont', 'Helvetica', SIZE=font_size, THICK=2)
> buff_text=OBJ_NEW('IDLgrText', STRING='null text', FONT=buff_font,
> RECOMPUTE_DIMENSIONS=2)
> oModel->Add, buff_text
>
> oBuffer=OBJ_NEW('IDLgrBuffer', DIMENSIONS=dimensions)
> oBuffer->Draw, oView
>
> buff_text_dim=oBuffer->GetTextDimensions(buff_text)
>
> count=1.
> WHILE buff_text_dim[1] LT font_size DO BEGIN
> buff_font->SetProperty, SIZE=font_size+count
> oBuffer->Draw, oView
> buff_text_dim=oBuffer->GetTextDimensions(buff_text)
> count=count+1.

> ENDWHILE
>
> PRINT, 'Font size / size after buffer ', font_size, buff_text_dim[1]
>
> final_font_size=font_size+count
>
> OBJ_DESTROY, [oView, oModel, oBuffer, buff_font, buff_text]
>
> PRINT, 'TEST_BUFER_FONT TIME ', SYSTIME(/SEC)-tt
> END

Try:

```
IDL> minfo = obj_new('IDLsysMonitorInfo')
IDL> print, minfo->getResolutions()
     0.026458333     0.026478617
     0.026458333     0.026478617
IDL> obj_destroy, minfo
```

Mike
--
www.michaelgalloy.com
Associate Research Scientist
Tech-X Corporation

Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by natha on Fri, 27 Feb 2009 21:19:12 GMT
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LOOL !!!!
Thank you so much ! It's nice to take part of this group...

Now, all works fine !

Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by R.Bauer on Sat, 28 Feb 2009 10:59:35 GMT
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bernat schrieb:
> LOOL !!!!
> Thank you so much ! It's nice to take part of this group...
>
> Now, all works fine !
>

LOOL != LOL ?