
Subject: PS fonts

Posted by [greg.addr](#) on Wed, 04 Dec 2013 15:13:50 GMT

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This question is well behind the times, I know. Does anyone remember if there is a way, in direct graphics, to produce an eps file which renders the text in a form which could be later edited as text in some other application (e.g. Illustrator) rather than a set of intricate polygons?

At the moment, I have:

```
set_plot,'PS'  
!p.font=1  
device,/color,/encapsulated,filename="test.eps",/helvetica,/isolatin1
```

I've tried !p.font=0 and some permutations with device,/TT_FONT but no luck yet.

cheers,
Greg

Subject: Re: PS fonts

Posted by [David Fanning](#) on Wed, 04 Dec 2013 15:31:42 GMT

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greg.addr@googlemail.com writes:

> This question is well behind the times, I know. Does anyone remember if there is a way, in direct graphics, to produce an eps file which renders the text in a form which could be later edited as text in some other application (e.g. Illustrator) rather than a set of intricate polygons?

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> set_plot,'PS'

> !p.font=1

> device,/color,/encapsulated,filename="test.eps",/helvetica,/isolatin1

>

> I've tried !p.font=0 and some permutations with device,/TT_FONT but no luck yet.

I just did this:

```
IDL> cgPS_Open, 'idl.ps'
```

```
IDL> cgPlot, cgDemoData(1), XTitle='This is the X Title', $
```

```
    YTitle='This is the Y title'
```

```
IDL> cgPS_Close
```

When I opened the idl.ps file in Illustrator I find I can do anything I like to the text. What kind of problem are you having?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: PS fonts

Posted by [greg.addr](#) on Thu, 05 Dec 2013 11:22:42 GMT

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Thanks, David. Your example works for me, too.

The problem with my output is that, although it appears as it should, the text is being rendered as very intricate polygons such that Illustrator no longer recognises them as text. This is also evident from the file size (41 MB) which is way more than I would expect.

I'll see if I can remodel my code on yours.

cheers,

Greg

Subject: Re: PS fonts

Posted by [David Fanning](#) on Thu, 05 Dec 2013 12:48:09 GMT

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greg.addr@googlemail.com writes:

> Thanks, David. Your example works for me, too.

>

> The problem with my output is that, although it appears as it should, the text is being rendered as very intricate polygons such that Illustrator no longer recognises them as text. This is also evident from the file size (41 MB) which is way more than I would expect.

Well, True-Type fonts are rendered as polygons. But, I don't think hardware fonts are. Your first message indicates you have tried both, so I'm not sure what is going on. Still, I would expect Illustrator to know what a True-Type font is!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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