
Subject: Re: Object Graphics and PostScript
Posted by [Alex Schuster](#) on Fri, 08 Jan 1999 08:00:00 GMT
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Richard G. French wrote:

>
> A few months ago (I think), there were several posts discussing the
> limitations of Object Graphics when producing PostScript files. As I
> recall, the problems were that the .ps files were huge, and were

Oh, they are even larger than that.

> With the release of 5.2, I wonder whether the situation
> has changed. If not, I'd like to encourage other users to let RSI know
> that this is something worth developing. It would be certainly provide a
> strong incentive to take the trouble to learn object graphics.
> Otherwise, we'll still end up having to use direct-graphics style
> programming to get publication quality plots.

That's what I do. Object Graphics looks like a great idea, but hey, what
if I decide to output some PostScript files? Change the source to Direct
Graphics? Or ask my admin for larger disk quotas?
No way, RSI, I'll stick to direct graphics.

Alex

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