
Subject: Re: interactive plotting and ps output.
Posted by [davidf](#) on Fri, 14 Apr 2000 07:00:00 GMT
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Brad Gom (b_gom@hotmail.com) writes:

- > However, I have found that getting plots that are even close to the same
- > quality as direct-graphics gets extremely tedious. If the output
- > quality (ie the publishability of the titles and axes, etc.) is
- > important to you, you might be better off with a direct-graphics
- > solution (-that is unless you need fancy 3-d features and lighting
- > effects as well).

This has certainly been my experience. For example, I wrote a very nice direct graphics contour object that gives the user complete interactivity with menus and forms, etc. to display the graphic in any form they like. The huge advantage of a direct graphics contour object (aside from the obvious one of no contour labelling in object graphics) is that printing and saving the file in various formats is trivially easy.

Cheers,

David

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