
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...
