Subject: Re: Nice Fonts in Direct Graphics
Posted by David Fanning on Tue, 10 Feb 2009 20:37:26 GMT
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David Fanning writes:

- > 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!

Perhaps you could have a keyword to set user expectations appropriately. Something like this:

IDL> MyPlot, data, /HIGH_QUALITY_RENDERING

It would not only take him a long time to type, but it would be put it in his mind that it will take a long time to render, too. :-)

Cheers,

David

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")