
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 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.")
