
Subject: Re: Nice Fonts in Direct Graphics

Posted by [David Fanning](#) on Tue, 10 Feb 2009 20:18:03 GMT

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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. :-)

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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.")
