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Subject: Re: Nice Fonts in Direct Graphics  
Posted by [Vince Hradil](#) on Tue, 10 Feb 2009 18:30:06 GMT  
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On Feb 10, 11:33 am, bernat <bernat.puigdomen...@gmail.com> wrote:

- > I tried this solution for my code and it doesn't work.
- > I've different colors and plots, oplots, etc..
- >
- > I don't know, maybe the problem is the !P struct..
- >
- > 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 written in direct graphics to object graphics)

Perhaps you have to set up your Z-buffer more carefully - things like pixel depth, etc.

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