
Subject: Re: Nice Fonts in Direct Graphics
Posted by [natha](#) on Tue, 10 Feb 2009 17:33:49 GMT
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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)
