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

View Forum Message <> Reply to Message

I tried this solution for my code and it doesn't works. 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 writted in direct graphics to object graphics)