
Subject: Re: Compare Coyote Graphics Output with Function Graphics Output
Posted by [David Fanning](#) on Thu, 15 Dec 2011 18:23:48 GMT

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Paulo Penteado writes:

> You choose whether it is rasterized or vector. As far as I remember,
> the choice was always present.

Sometimes it's a false choice, though, as vector files still very often don't work as well as expected, especially if the graphics utilize the 3D capability of object graphics.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
