
Subject: Re: Using device fonts in object graphics ?
Posted by [David Fanning](#) on Thu, 03 Jan 2013 18:10:16 GMT
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David Fanning writes:

- > As far as I know, you can use any true-type font you have
- > installed on your machine:
- >
- > Device, TT_FONT=1, SET_FONT='WhateverYouHave'

I guess in object graphics you assign the font name
with an IDLgrFont object.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
