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Subject: Re: Using device fonts in object graphics ?  
Posted by [David Fanning](#) on Thu, 03 Jan 2013 18:04:23 GMT  
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George.millward@yahoo.com writes:

> Hmm - but doesn't that mean that object graphics only has access to Times,  
> Helvetica and Courier ?

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'

There is no guarantee someone who uses your program will have this font, however, so if we write code that is distributed, we usually restrict ourselves to fonts distributed with IDL. I've been using the DejaVuSans font quite a lot lately. I like it for most things. :-)

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.")

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