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Subject: Re: Using device fonts in object graphics ?  
Posted by [George.millward](#) on Thu, 03 Jan 2013 17:59:32 GMT  
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On Thursday, January 3, 2013 10:50:14 AM UTC-7, george....@yahoo.com wrote:

> On Thursday, January 3, 2013 10:44:22 AM UTC-7, David Fanning wrote:

>

>> George.millward@yahoo.com writes:

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>>> I'm trying to load and use 'device' fonts in IDL object graphics.

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>>> All I find in the documentation are references to direct graphics.

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>>> in direct graphics all you do is set !p.font = 0 and get on with it.

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>>> Anyone know how to use device fonts in object graphics ?

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>>> I'm fearing the lack of documentation means that it can't be done.

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>> I've never heard of this being done. The object graphics system
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>> is really set up to use True-type fonts.
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>> Cheers,
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>> David
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>> --
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>
>> David Fanning, Ph.D.
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>
>> Fanning Software Consulting, Inc.
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>> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
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>  
>> Sepore ma de ni thue. ("Perhaps thou speakest truth.")  
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> David,  
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>  
> Hmm - but doesn't that mean that object graphics only has access to Times,  
>  
> Helvetica and Courier ?  
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>  
>  
> Cheers  
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>  
> George.

oh, hang on - now I see you can add true-type fonts:

[http://www.exelisvis.com/docs/Using\\_TrueType\\_Fonts.html](http://www.exelisvis.com/docs/Using_TrueType_Fonts.html)

G.

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