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Subject: Re: Using device fonts in object graphics ?  
Posted by [George.millward](#) on Thu, 03 Jan 2013 17:50:14 GMT  
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On Thursday, January 3, 2013 10:44:22 AM UTC-7, David Fanning wrote:

> George.millward@yahoo.com writes:  
>  
>  
>  
>> I'm trying to load and use 'device' fonts in IDL object graphics.  
>  
>> All I find in the documentation are references to direct graphics.  
>  
>>  
>  
>> in direct graphics all you do is set !p.font = 0 and get on with it.  
>  
>>  
>  
>> 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  
>  
> is really set up to use True-type fonts.  
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>  
> Cheers,  
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>  
> David  
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> --  
>  
> David Fanning, Ph.D.

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

David,

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

Cheers

George.

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