Subject: Re: Using device fonts in object graphics ?
Posted by David Fanning on Thu, 03 Jan 2013 17:44:22 GMT

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

I've never heard of this being done. The object graphics system
is really set up to use True-type fonts.

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.")