**Subject: Using device fonts in object graphics ?**
Posted by George.millward on Thu, 03 Jan 2013 17:38:51 GMT

Hi there,

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.

Cheers

George.