
Subject: Q: Scientific notation in Obj. graphics

Posted by [Mirko Vukovic](#) on Wed, 02 Feb 2000 08:00:00 GMT

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In direct graphics I use textoidl and Hershey fonts
for dealing with greek characters, subscripts and superscripts.

What is the best way to deal with that in object graphics?

I'm under the impression that in OG I have to declare a font,
for example Hershey 4 and use it for a text object. But how
do I mix different Hershey fonts?

thanks,

Mirko

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