
Subject: Re: Q: Scientific notation in Obj. graphics
Posted by [Mirko Vukovic](#) on Mon, 07 Feb 2000 08:00:00 GMT
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In article <949868028.999057@clam-55>,
"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote:
> David Fanning <davidf@dfanning.com> wrote in message
> news:MPG.1306826917b80ccc989a0e@news.frii.com...
>> Mirko Vukovic (mvukovic@taz.telusa.com) writes:
>>
>>> 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?
>>
>> Humm, well, *that's* a good question. You certainly can't
>> use the normal Hershey escape characters, as I just found
>> out to my chagrin. :-(
>
> Well there's the enable_formatting keyword to IDLgrText::Init:
>
> ENABLE_FORMATTING (Get, Set)
>
> Set this keyword to indicate that the text object should honor
> embedded Hershey-style formatting codes within the strings.
> (Formatting codes are described in Fonts.) The default is not
> to honor the formatting codes.
>
> I know that this causes positioning codes like !E and !N to be
recognised
> (with TrueType as well as Hershey Fonts). I've never tried the codes
to
> select different fonts.

The little snippet of code I tried mixed succesfully roman and greek
Hershey fonts.
Makes me very happy.

Thanks a lot guys.

Mirko

Sent via Deja.com <http://www.deja.com/>

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