Subject: Re: Q: Scientific notation in Obj. graphics Posted by Mirko Vukovic on Mon, 07 Feb 2000 08:00:00 GMT

View Forum Message <> Reply to Message 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 textoid 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 successfully 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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