
Subject: Re: Q: Scientific notation in Obj. graphics
Posted by [Mark Hadfield](#) on Mon, 07 Feb 2000 08:00:00 GMT
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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.

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