Subject: Re: Q: Scientific notation in Obj. graphics Posted by davidf on Sun, 06 Feb 2000 08:00:00 GMT

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I wrote yesterday:

> 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. :-(

>

- > I'll see what I can find out, but in the meantime, let
- > us know if you learn something, Mirko.

As the good folks at RSI have let me know, this *would* have worked had a just set the ENABLE_FORMATTING keyword on the text object.

So, to do this: use a Font object set up to use Hershey fonts and be sure you enable embedded formatting codes by setting the ENABLE_FORMATTING keyword on the text object.

Cheers.

David

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