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Subject: Re: Q: Scientific notation in Obj. graphics  
Posted by [davidf](#) on Sat, 05 Feb 2000 08:00:00 GMT  
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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. :-)

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

Cheers,

David

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