
Subject: Re: !p.font=0

Posted by [stl](#) on Tue, 09 Aug 1994 12:30:50 GMT

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In article <boroson.776376942@spot.Colorado.EDU> boroson@spot.Colorado.EDU (BOROSON BRAM S) writes:

> I usually don't like the built-in "vectorized" text in IDL, so when
> I make plots in postscript, I use the command !p.font=0 to use intrinsic
> Postscript fonts. However, when it writes the numbers on the axes, it
> uses $2 * 10^8$ instead of 2×10^8 (i.e., I'd prefer x as the multiplication
> symbol.) Also, how does one use superscripts and special characters
> (Angstrom sign) when one uses !p.font=0?

>

Hi,

Well, not sure about the * symbol instead of the X. But to print special characters, look at an ascii table, find the ascii code for the symbol you want, and then use the string() command to convert it to a character.

for instance, say we were kinda out of it, and couldn't type "A", we could make an "A" with the following command

```
string(65b)  
(the b is because 65 is a byte value)
```

to use it in part of another string, do something like the following,

```
big_string = string(65b) + " dog jumped over teh fence"
```

As for super scripting and subscripting, don't think it is automatically possible. These fonts you would use are X fonts, basically fixed size postscript fonts, and so are not scalable. (they are not postscript fonts!!!) I guess you could do it with different size font and use xyouts to position slightly up or down and pick slightly smaller font sizes.

-good luck,

-stephen

--

```
Stephen C Strebel          /    SKI TO DIE  
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Swiss Meteorological Institute, Zuerich / LIVE TO TELL ABOUT IT  
01 256 93 85              /    (and pray for snow)
```
