
Subject: Re: Text Formatting with TexToIDL
Posted by [Paul Van Delst\[1\]](#) on Wed, 15 Feb 2006 22:29:16 GMT
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David Fanning wrote:

```
> Folks,
>
> Here is a straightforward string using TexToIDL:
>
> IDL> xyouts, 0.5, 0.5, charsize=2.5, align=0.5, /normal, $
>   textoidl(' \lambda_{1} (nm)')
> IDL> Print, textoidl(' \lambda_{1} (nm)')
>   !7k!X!D1!N (nm)
>
> Just what I want. But...I want it in object graphics:
>
> IDL> string = textoidl(' \lambda_{1} (nm)')
> IDL> text = obj_new('idlgrtext', string, ENABLE_FORMATTING=1)
> IDL> xobjview, text
>
> NOT what I want. :-(
>
> What good is it to enable formatting if I'm going to get something
> completely different!?
>
> Any ideas?
```

This works:

```
IDL> s2='!M!X!D1!N (nm)'\n'
IDL> text = obj_new('idlgrtext', s2, ENABLE_FORMATTING=1)
IDL> xobjview, text
```

I have similar problems with PS output in DG (i.e the difference between on screen chars and PS output when !p.font=1) but it happens rarely enough that I've never bothered to figure it out for good.

paulv

p.s. To have the character "k" correspond to lambda in the IDL font list/whatever makes no sense (to me at least).

--

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