
Subject: Re: ps/eps output from object graphic
Posted by [Karl Schultz](#) on Fri, 28 Apr 2006 00:23:54 GMT
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On Thu, 27 Apr 2006 09:44:42 -0600, David Fanning wrote:

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> David Fanning writes:
>
>> In 30 minutes of fooling around, the only way I could
>> get an epsilon symbol so far is like this:
>>
>> xobjview,obj_new('IDLgrText',Enable_Formatting=1,'!4' + String(101B), $
>>   font=obj_new('idlgrfont', name='hershey'))
>>
>> Something here is not quite right. :-(
>
> Well, progress of sorts. I try this command:
>
> xobjview,obj_new('IDLgrText',font=obj_New('idlgrfont', name='symbol'), $
>   enable_formatting=1, "!Z('65'x)")
>
> And I get a nice epsilon symbol along with all sorts of garbage:
>
> IDL> xobjview,obj_new('IDLgrText',font=obj_New('idlgrfont',
> name='symbol'), enable_formatting=1, "!Z('65'x)")
> IDLGRSRCDEST::GETTEXTDIMENSIONS: Select Charmap failure (Encoding:
> 0x756e6963) (FreeType error info: (6) invalid argument).
> IDLGRSRCDEST::GETTEXTDIMENSIONS: Select Charmap failure (Encoding:
> 0x756e6963) (FreeType error info: (6) invalid argument).
> IDLGRSRCDEST::DRAW: Select Charmap failure (Encoding: 0x756e6963)
> (FreeType error info: (6) invalid argument).
> IDLGRSRCDEST::DRAW: Select Charmap failure (Encoding: 0x756e6963)
> (FreeType error info: (6) invalid argument).
>
> Help!
```

I fixed a bug almost exactly like this back around IDL 6.1. I think that the only difference was the character code. That bug happened with a bigger character code (> 255). The Symbol font has been a bit problematic for us because it is pretty old and doesn't have a Unicode table in it, or something along those lines. The larger char code caused an access past the end of the font table. Apparently, the fix made back then took care of the big char code problem, but IDL still tries to use unicode encoding to access the symbol font. I'll file a bug report, but your workaround for the meantime is to avoid using unicode encoding to access the symbol font, as you seem to have worked out. You shouldn't need unicode to do it anyway, since the font doesn't have enough glyphs in it to require unicode.

Karl
