
Subject: Re: ps/eps output from object graphic
Posted by [btt](#) on Thu, 27 Apr 2006 14:58:48 GMT
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David Fanning wrote:

> Ben Tupper writes:

>

>

>> It's objects all the way down. By not specifying the font you accepted

>> the the default - to do the symbol stuff you need more vectory fonts

>> like Hershey (which is the default for Direct Graphics.)

>>

>> xobjview,obj_new('IDLgrText',Enable_Formatting=1,"!Z('03B5'x) ", \$

>> font = obj_new('IDLgrFont', 'Hershey'))

>

>

> Well, on my computer this gives me a nice big MU symbol!!

>

> Ben Tupper writes:

> You have to read the whole article to avoid this error.

> (Don't you hate it when this happens - I'll bet you read

> the rest of the article just after hitting the send button.

> I do that waaay too often. Ready! Fire! Aim!)

Well, there you go! Proof is in the pudding!

Anywho, it is all greek to me.

Ben
