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Subject: Re: ps/eps output from object graphic  
Posted by [David Fanning](#) on Thu, 27 Apr 2006 14:18:38 GMT  
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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!!

I really don't know what is going on. Karl!?

Is it possible in my article that I used the one and only symbol this actually works for? That seems unlikely, and yet....

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. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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