
Subject: Re: IDL Fonts

Posted by [Jared Espley](#) on Thu, 02 Nov 2006 02:27:12 GMT

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David Fanning wrote:

- > Symbols in Postscript usually require UNICODE characters.
- > Here is an article that explains the situation in a lot
- > more detail:
- >
- > http://www.dfanning.com/graphics_tips/lesign.html

Thanks for the quick and helpful response, David. Everything you said seemed to be spot on except for some quibbles I have with your tutorial you link above. I found that I could not get the specific unicode characters I wanted using the !z trick for any of the truetype fonts I had on my Windows XP system. Specifically, I was trying to get the perpendicular symbol (unicode 22A5) to show up -- instead I just got a square. I could get less-than-equal as per your example. Thus, I think that the fonts may not have been fully unicode compliant so the fault doesn't really lie with your tutorial.

Thus, I found myself back to using the vector fonts in the end. At least they look better in .ps than they do on the screen. Furthermore, I found that if I used triplex roman (!17) instead of single roman (!3) things looked much better -- in fact, very professional looking. I was left with strings that looked this:

'!7d!17B!D!M!!!M!!!N!/7d!17B!D!9x!17!N' but hey life's not perfect. In end, after all my wailing and gnashing of teeth, I was able to make a nice "publication" quality figure with vectors fonts as .ps output.

In any case, thanks again for your help and all you do for the IDL community.

Jared
