
Subject: Re: Sun symbol (again!)

Posted by [Craig Markwardt](#) on Mon, 22 Dec 2008 02:16:40 GMT

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On Dec 21, 6:32 pm, Michael Williams <mjwilli...@gmail.com> wrote:

> Has anyone made any progress with getting a circular, typographically
> correct sun symbol using IDL? This is the last post on the issue, and
> I agree with its authors that the solutions from 2004 and 1997 are not
> satisfactory.

I don't get it. Is there any reason that '!Mn!X' doesn't work?
TEXTOIDL() is capable of making this character with '\odot', in
contradiction to what the poster says below (I have a version of
TEXTOIDL from 1996).

Craig

> On 11 Apr, 04:49, "jsch...@gmail.com" <jsch...@gmail.com> wrote:

>

>> I'd like to make a plot with a nice sun symbol.

>

>> It's been a few years since we had this discussion, and I was hoping
>> perhaps someone has some new insight.

>

>> I've read the newsgroup discussions from '04 and '97 and wasn't
>> particularly thrilled with any of the solutions.

>

>> Here are the things that won't / don't work for me.

>

>> 1) TeXtoIDL doesn't know \odot.

>

>> 2) sunsymbol.pro gives something unsatisfactory

>

>> <http://web.mit.edu/jschwab/Public/sunsym.png>

>

>> 3) The solution that initially seemed most inline with what I want was
>> modifying my ttfont.map and using the marvosym font. I don't find this
>> satisfactory because it's not a permanent solution since I don't want
>> to modify my ttfont.map each time and because I don't even approve of
>> the way it looks. (It's not symmetric!)

>

>> <http://web.mit.edu/jschwab/Public/marvosym.png>

>

>> What I'm left with is manually positioning the vector font symbol '!9!
>> Z(6E)!X'. It will work and gives me something that's not bad looking.
>> Unsurprisingly though, I find it rather unsatisfying.

>

>> If anyone has a better / more flexible solution, I'd love to hear it.

>

>
