
Subject: Re: questions regarding using cgWindow, cgLoadCT, and something else
Posted by [Bill Murong](#) on Thu, 27 Oct 2011 21:39:41 GMT

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Thank you very much for the help and the fix.

About the PS font problem, you can find a figure converted from a ps file from

<https://lh4.googleusercontent.com/-NKII5Se06t0/TqnN3NYCkRI/AAAAAAAABU/2xbcSNP1zRA/s800/ps.jpg>

The corresponding command to generate the figure is:

```
cgplot, [1e-10, 1], /ystyle, /ylog, ytickv = [6e-9, 7e-4], yticks = 1, /window
```

and then save the window as jpeg via ImageMagick. You can note the tick marks of y axis are not displayed correctly. There is no problem with the Heyshey font or TrueType fonts.

Bill

```
>  
>> My final question is regarding using postscript font in IDL 7.0. When  
>> I generate a postscript file with ps font, the "multiple" sign cannot  
>> be displayed correctly (displayed as a "dot"); e.g., 6x10^5 will be  
>> displayed as 6*10^5. I have tried this on various computers with both  
>> Win and Mac. All give the same results.  
>  
> I guess I'm not sure what you mean. I tried this:  
>  
> cgplot, cgdemodata(1), title='Something 6x10^5', /window  
>  
> And it seemed to work perfectly in PostScript when I created the  
> PostScript file. Can you provide an example that is failing  
> for you?  
>  
> Cheers,  
>  
> David  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```
