
Subject: Re: multiple sign in postscript output in direct graphics
Posted by chris_torrence@NOSPAM on Thu, 29 Aug 2013 17:52:44 GMT
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Okay, I tracked this down. It looks like if you use hardware/device fonts (!p.font = 0) then IDL automatically replaces any mathematical "x" characters with bullets.

For example:

```
set_plot,'ps'  
!p.font = 0  
plot, [0,1], [4.1e-8, 4.2e-8], /ystyle , title='xx!Mx'  
device,/close
```

Why it does this, I have no idea, but it has been that way since at least 1992. If you use Hershey vector or TrueType fonts then you get the correct "x" symbol.

Now, I can go ahead and fix this so that for scientific notation on the axis tick marks it uses the "x" for all fonts. I don't want to fix the other issue with "!Mx" because people might actually be expecting these to be bullet characters.

Is anyone going to freak out if I replace the bullet characters on axis tick labels with "x" characters? Note that this behavior won't affect custom tick labels - only IDL generated labels. If you have custom tick labels that happen to have !Mx characters you will still get bullets, as you (presumably) expect.

-Chris
ExelisVIS
