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Subject: Re: multiple sign in postscript output in direct graphics

Posted by [Andy Sayer](#) on Thu, 29 Aug 2013 18:05:14 GMT

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I think bullets -> x would be good, and would be happy with that fix. (The bullets have led me to have to manually edit axes several times over the years, I just never reported it as I thought that was expected behaviour.)

Andy

On Thursday, August 29, 2013 1:52:44 PM UTC-4, Chris Torrence wrote:

> 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.

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> For example:

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>

>

> 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.

>

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> 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.

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>

> 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.

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>

>

> -Chris  
>  
> ExelisVIS

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