
Subject: Re: Embedded Font formatting and positioning commands in Object Graphics

Posted by [davidf](#) on Mon, 20 Mar 2000 08:00:00 GMT

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Ricardo Fonseca (zamb@physics.ucla.edu) writes:

> Is it possible to use Embedded Font formatting and positioning commands in
> Object Graphics? I wanted to produce the same result as the use of the
> following string does in Direct Graphics
>
> '[1/!4x!X!lp!N]'

As Mark Hadfield pointed out in this newsgroup a month or so ago, not only can you use vector graphics:

```
xyouts, 0.5, 0.5, /normal, '[1/!4x!X!lp!N]', size=3, font=-1
```

But, true-type fonts also support the same embedded character formatting. Although you do have to search for the correct fonts a little bit. That is to say, I haven't yet found a table that shows me that !4 will select, say, the Simplex Greek true-type font. In the example you gave, I selected a Times Roman true-type font like this:

```
device, set_font='Times*Roman', /tt_font
```

Then I searched the Symbol font type for the correct unicode representation for the omega (?) symbol used in the above xyouts command. I found the symbol to be the value 77 in hexadecimal notation: '77'xb. (I used the Unicode Character Map application on my Windows NT machine.)

So, in true-type fonts I selected Symbol (!9) and the proper unicode representation, like this:

```
xyouts, 0.5, 0.25, /normal, '[1/!9' + String('77'xb) + '!X!lp!N]', $  
size=3, font=1
```

So, given that this is possible in direct graphics, you have only to set the ENABLE_FORMATTING keyword on the text object to get the object graphics text object to do the same thing. You have your choice (in how you name the font) in the font object of choosing Hershey vector fonts or true-type fonts.

Cheers,

David

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Subject: Re: Embedded Font formatting and positioning commands in Object Graphics

Posted by [davidf](#) on Tue, 21 Mar 2000 08:00:00 GMT

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Yesterday I wrote:

- > Then I searched the Symbol font type for the
- > correct unicode representation for the omega (?)
- > symbol used in the above xyouts command. I found
- > the symbol to be the value 77 in hexadecimal notation:
- > '77'xb. (I used the Unicode Character Map application
- > on my Windows NT machine.)

It has been pointed out to me that the embedded character !Z has been added to the IDL language recently to facilitate expression of Unicode character glyphs (16-bit hexadecimal values).

My expression:

```
xyouts, 0.5, 0.25, /normal, '[1!/9' + String('77'xb) + '!X!lp!N]', $
    size=3, font=1
```

Would be more sensibly written as this:

```
xyouts, 0.5, 0.25, /normal, '[1!/9!Z(0077)!X!lp!N]', $
    size=3, font=1
```

Cheers,

David

--

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