
Subject: Re: !p.font=0

Posted by [stl](#) on Tue, 09 Aug 1994 12:30:50 GMT

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In article <boroson.776376942@spot.Colorado.EDU> boroson@spot.Colorado.EDU (BOROSON BRAM S) writes:

> I usually don't like the built-in "vectorized" text in IDL, so when
> I make plots in postscript, I use the command !p.font=0 to use intrinsic
> Postscript fonts. However, when it writes the numbers on the axes, it
> uses $2 * 10^8$ instead of 2×10^8 (i.e., I'd prefer x as the multiplication
> symbol.) Also, how does one use superscripts and special characters
> (Angstrom sign) when one uses !p.font=0?

>

Hi,

Well, not sure about the * symbol instead of the X. But to print special characters, look at an ascii table, find the ascii code for the symbol you want, and then use the string() command to convert it to a character.

for instance, say we were kinda out of it, and couldn't type "A", we could make an "A" with the following command

```
string(65b)
```

(the b is because 65 is a byte value)

to use it in part of another string, do something like the following,

```
big_string = string(65b) + " dog jumped over teh fence"
```

As for super scripting and subscripting, don't think it is automatically possible. These fonts you would use are X fonts, basically fixed size postscript fonts, and so are not scalable. (they are not postscript fonts!!!) I guess you could do it with different size font and use xyouts to position slightly up or down and pick slightly smaller font sizes.

-good luck,

-stephen

--

Stephen C Strebel

/ SKI TO DIE

strebel@sma.ch

/ and

Swiss Meteorological Institute, Zuerich / LIVE TO TELL ABOUT IT

01 256 93 85

/ (and pray for snow)

Subject: Re: !p.font=0
Posted by [sjt](#) on Wed, 10 Aug 1994 08:54:44 GMT
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BOROSON BRAM S (boroson@spot.Colorado.EDU) wrote:
: I usually don't like the built-in "vectorized" text in IDL, so when
: I make plots in postscript, I use the command !p.font=0 to use intrinsic
: Postscript fonts. However, when it writes the numbers on the axes, it
: uses 2 * 10^8 instead of 2 x 10^8 (i.e., I'd prefer x as the multiplication
: symbol.) Also, how does one use superscripts and special characters
: (Angstrom sign) when one uses !p.font=0?

: Thanks for your help!

: Bram Boroson
: boroson@jila02.colorado.edu

The range of superscripting/subscripting etc. is somewhat more restricted than for vector fonts, if I remember rightly the list of ! commands is given in the PS device section of the reference manual.

Special characters: some (including I think Angstrom) are in the 8-bit charset, but you'll need to check out the mappings there is a routine in the userlib that plots all the characters out (I suggest using a previewer to look at the results as it makes about a hundred pages of output). Others are in the symbol font (notably the greek letters) so a gamma would be '!9g!3'. Note that neither the font number nor the letter mapping is the same as for the vector fonts.

--

James Tappin, School of Physics & Space Research
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"If all else fails--read the instructions!"

O
-- V

Subject: Re: !p.font=0
Posted by [korpela](#) on Wed, 10 Aug 1994 22:47:34 GMT
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In article <boroson.776376942@spot.colorado.edu>,
BOROSON BRAM S <boroson@spot.Colorado.EDU> wrote:
> Also, how does one use superscripts and special characters
> (Angstrom sign) when one uses !p.font=0?

A lot of the special characters are in the ISOlatin1 character set.
After you open your PS file do a DEVICE,/ISOlatin1

The characters I use most often are:

angstrom=string(197B)

plusminus=string(177B)

I haven't tried to do superscripts in PS yet. Let us know if you
find a good way.

Eric

--

Eric Korpela | New ERIC 2.0 offers increased
korpela@ssl.berkeley.edu | functionality with respect to
| workflow!

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