
Subject: Re: questions onn symbol and fonts
Posted by [pgrigis](#) on Fri, 05 Feb 2010 16:43:34 GMT
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On Feb 5, 12:09 am, "Mr.G" <gameplay...@gmail.com> wrote:

> Dear All,
>
> I have problems typing greek and mathmatical symbols in my plots. For
> example, $\frac{a}{b}$ seems impossible for me to type. I thought
> textoidl might help, however, I found that it only supports for latex
> greek symbols, not math symbols. Besides, it seems that ps font is
> not supported? On the documents it says that the keyword "font" can be
> set, but in practice, the program echos error message when I set the
> keyword. Anyone has ideas?

IDL simply does not have the capability of having anything more then the simplest symbols in plots. So either you live with that, or if you really need high-quality labels, the way to go is to use the external package "psfrag" with LaTeX on IDL-produced plots. It is time consuming and not exactly painless, but it will deliver the best possible looking symbols & equations in your plots.

Ciao,
Paolo

Subject: Re: questions onn symbol and fonts
Posted by [penteado](#) on Sat, 06 Feb 2010 03:44:59 GMT
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On Feb 5, 3:09 am, "Mr.G" <gameplay...@gmail.com> wrote:

> I have problems typing greek and mathmatical symbols in my plots. For
> example, $\frac{a}{b}$ seems impossible for me to type. I thought
> textoidl might help, however, I found that it only supports for latex
> greek symbols, not math symbols. Besides, it seems that ps font is
> not supported? On the documents it says that the keyword "font" can be
> set, but in practice, the program echos error message when I set the
> keyword. Anyone has ideas?

See the help, on

IDL API Reference Guides > IDL Reference Guide > Part III: Appendices
> Fonts > Formatting Command Examples

for an example with about the most complicated that can be done.
Fractions cannot be done directly in IDL, as far as I know.

Also, see

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/86ff325e0b4dfbe2#

for more options on how to use greek letters.

I think the simplest way you could put more complicated expressions from within IDL is to generate them somewhere else, then import them from a bitmap or vector file, and place them in your graphics.

Other than that, all I can think of would be to write a complicated program to parse a subset of LaTeX, and generate the vector or bitmap graphics, directly from IDL. But that would be by no means easy. Perhaps the simplest way to do it would be to find a LaTeX library that would do the job, and then create a DLM to use as a wrapper. Like whatever it is they use at <http://mathurl.com/>. But still, not simple to do. Maybe if someday I find myself with nothing to do for several days...
