

If you don't care about compatibility with Igor6 or EPS export, you don't need to use Symbol font. You can instead write:

```
TextBox/C/N=text0/F=0/A=MC "\Z18A\B0"
```

On Macintosh, you might still want to specify Symbol font because it provides almost all of the Symbol characters and you may prefer its style compared to other fonts.

Zapf Dingbat Font

Igor deals with Zapf Dingbats font in the same way. Zapf Dingbats was widely available on Macintosh in previous millennium.

Symbol Tips

On Windows, because Igor now uses Unicode, Symbol font does not appear to be useful. Consequently, Igor substitutes another font when Symbol is encountered.

To insert frequently-used symbol characters, such as Greek characters and math symbols, choose Edit→Characters.

In the Add Annotation dialog and in the Axis Label tab of the Modify Axis dialog, you can click Special and choose a character from the Character submenu.

Symbol Font Characters

The "Text Encoding.ihf" help file includes a list of Symbol font characters. To display it, execute:

```
DisplayHelpTopic "Symbol Font Characters"
```

You can copy the characters as Unicode from that section of the help file and paste them into another window.

Symbols with EPS and Igor PDF

Both EPS and PDF include Symbol font as one of their standard supported fonts. When inserting a character from the above list, you can either specify Symbol font or you can use a Unicode font that supports those characters.

In the case of Symbol font, Igor translates the Unicode code point to the corresponding Symbol single byte code (unless you have specified that even standard fonts be embedded) and such characters in the resulting file will be editable in a program such as Adobe Illustrator. The alternative is to specify a font such as Lucida Sans Unicode in which case the characters are embedded using an outline font and will not be editable.

Be sure to specify either Symbol or a font that will be embedded because it is likely that the current default font is one of the EPS or PDF standard supported fonts. These are not Unicode and the result will not be what you expect.

Chapter III-16 — Text Encodings
