
Subject: Re: widget_programming
Posted by [R.Bauer](#) on Thu, 10 Jun 1999 07:00:00 GMT
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David Foster wrote:

```
> R.Bauer wrote:
>>
>> Hi,
>>
>> position keywords are fine if I use always the same platform for my
>> application.
>> But unfortunately we have some computers and some platforms where
>> positional widgets
>> are shown very bad.
>>
>> The main reason is the different system font and the different screen
>> resolutions.
>>
>> Which fonts are on unix idl and nt idl will give the same results? Is
>> there a list available?
>>
>> Did the fontsize append on the screen resolution and how will I get
>> independent to the screen resolution?
>>
>> I do understand well thats if I defined 1280 * 1024 and I have on an
>> other one only 1024 x 768 I got in trouble.
>> But if I define 200 * 160 both should look simliar. What happens is
>> thats on the best system (it's always the one where the widget was
>> builded) all is ok and on an other one all is shifted on top of each
>> other. Input fields could not be reached.
>>
>> R.Bauer
>
> When I ran into this problem trying to port code from Sun/Solaris to
> SGI I included the following commands in the "idl_startup" file:
>
> ; Choose pseudo-color 8-bit visual
> device, pseudo_color=8
>
> ; Select default backing-store method to be provided by IDL, as SGI
> ; X server does not seem to provide it
> device, retain=2
>
> ; Change size of font so programs fit on-screen (IRIX 4.0 or later)
> ; Reference: sgi.doc document in $IDL_DIR/notes
> WIDGET_CONTROL, $
>   DEFAULT_FONT="-adobe-helvetica-bold-r-normal-*-*-*-*-* "
>
```

>

That's a good idea!!!!

Thanks

David

>

```
> ; Set default plotting font to same hardware font above
> ; (Create a pixmap window to avoid window creation upon
> ; calling DEVICE, FONT= ; then delete window)
> window, xsize=5,ysize=5,/free,/pixmap
> !p.font = 0 ; Use hardware font
> device, FONT="-adobe-helvetica-bold-r-normal-*10-100-*-*-*-*"
> wdelete ; Delete window created
```

>

> I used something very similar, without the RETAIN=2, for Solaris 2.6.

>

> From my experience, the two major issues are (1) default font sizes,
> and (2) screen resolution. I really like the idea of developing
> routines that can choose reasonably sized fonts under multiple
> platforms.

>

> As far as getting things to look similar goes, screen resolution
> can be an important issue as well. If widgets are too big, chances
> are your default font(s) are too big, but if widgets are too small,
> chances are your screen resolution may be higher than you're used to.

>

> In our lab, we have actually forced the resolution of our newer Sun
> Ultra machines to a lower value than their default, because the higher
> resolution was making it too hard for our brain-anatomy people to see
> what they were doing. Once you figure out which damn command controls
> your particular frame-buffer, it's quite easy to do this. As an example,
> on our Sun Ultra1 Creator we use:

>

```
> /usr/sbin/ffbconfig -res 1152x900x76 now
```

>

> in the user's startup file, before starting the window manager,
> and then restore the default resolution later using:

>

```
> /usr/sbin/ffbconfig -res 1280x1024x76 now
```

>

> Dave Foster

> --

>

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