
Subject: Re: WIDGET_LABEL FONT cross platform compatability
Posted by [andrew.cool](#) on Wed, 27 Oct 2004 22:49:12 GMT
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Chad Bender <cbender@mail.astro.sunysb.edu> wrote in message
news:<pan.2004.10.27.16.13.30.438805.29775@mail.astro.sunysb.edu>...

> Hi -

>

> I'm writing a widget and need to label some text boxes with greek letters.

> I've managed to do this using the FONT keyword to WIDGET_LABEL, but am

> not real happy with this solution because it relies on a pre-specified

> device font being installed on a machine, and I have very little hope that

> it is cross platform compatible. Is there a more elegant way to 'write' on

> a widget (perhaps using IDL's built in vector fonts), so that the routine

> doesn't break on other platforms that don't have a certain pre-specified

> font installed?

>

> Thanks

> Chad

>

> Here's what I've done so far:

>

> First, figure out what 'symbol' type fonts I have available:

>

> /home/cbender> xlsfonts | grep "symbol"

> -adobe-symbol-medium-r-normal--10-100-75-75-p-61-adobe-fonts pecific

> -adobe-symbol-medium-r-normal--12-120-75-75-p-74-adobe-fonts pecific

> -adobe-symbol-medium-r-normal--14-140-75-75-p-85-adobe-fonts pecific

> -adobe-symbol-medium-r-normal--18-180-75-75-p-107-adobe-font specific

> -adobe-symbol-medium-r-normal--24-240-75-75-p-142-adobe-font specific

> -adobe-symbol-medium-r-normal--8-80-75-75-p-51-adobe-fontspe cific

> -microsoft-webdings-medium-r-normal--0-0-0-0-p-0-microsoft-s ymbol

> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-adobe-symbol

> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-iso10646-1

>

> Then, pick one and feed it to WIDGET_LABEL:

>

> wlabel=WIDGET_LABEL(wbase,Value='w', \$

> Font='-adobe-symbol-medium-r-normal--10-100-75-75-p-61-adobe -fontspecific')

Chad,

What about using a bitmap of your greek symbols on a button?

Something like this :-

Pro test_greek_button_event,ev

 widget_control,ev.id,get_Uvalue = uvalue

```

Case Uvalue Of
  'PI INPUT' : $
    Begin
      widget_control,ev.id,get_value=pi_text
      print,'New pi text = ',pi_text
    End

    'STOP' : widget_control,ev.top,/destroy

  Else :   ;;; swallow event
  End

End

;.....

Pro test_greek_button

; demo for Chad Bender. Written by Andrew Cool, DSTO, Adelaide, South Australia

  window,1,xsize=16,ysize=16,/pix
; write out the desired symbol using Matthew Craig's TextIDL software
xyouts,0.1,0.1,textidl('\pi'),/norm,charsize=2,charthick=2
; grab the screen image
pi_image = TVRD()
wdelete,1
; convert byte array to bitmap
pi_bitmap = cvttobm(pi_image)

TLB = Widget_base(/Col)
Base1 = Widget_base(TLB,/Row)
pi_Btn = Widget_button(base1,Value=pi_bitmap,Uvalue='PI LABEL')
; Use bitmap as value for button
pi_input = Widget_text(base1,Value=' ',Uvalue='PI INPUT',/EDIT)

Base2 = Widget_base(TLB,/row)
Stop_btn = Widget_Button(base2,Value='STOP',Uvalue='STOP')

Widget_control,TLB,/Real
; possibly de-sensitise bitmapped button??
; widget_control,pi_Btn,sensitive=0

Xmanager,'test_greek_button',TLB

End

```

HTH,

Andrew
DSTO, Adelaide, Oz
