
Subject: Re: GUI size on different screens

Posted by [Harvey Rarback](#) on Fri, 01 Dec 2006 00:07:38 GMT

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"David Fanning" <news@dfanning.com> wrote in message

news:MPG.1fd7eedbd3e10bde989e01@news.frii.com...

> Harvey Rarback writes:

>

>> And now for the totally anal:

>>

>> I like to create resizable windows with resizable fonts so that the

>> initial

>> TLBs fit on the screen, but can be resized to suit the user's preference.

>> This scheme works as follows.

>

> Harvey, where in the world have you been!? I can't believe

> it takes resizeable fonts to draw you out of the shadows. :-)

>

> By all means, let's see that GET_FONTS function. That's

> the one we are ALL missing!

>

> I'd be delighted to host this if it is something that

> can be made available on my web page. I think we are

> now only one or two tools away from cracking this nut.

> (Although Dick and Andrew are still discussing a two

> pixel discrepancy in screen size that none of us can

> account for. Andrew calls them poxels, and I think he

> may be right.)

This is so trivial that I am almost embarrassed to display the code here, but you asked for it. Its origin is lost in the mists of time, but I believe Mark Rivers was responsible for this. We didn't document back then ;)

```
function get_fonts, font_size=font_size
compile_opt idl2
```

```
if n_elements( font_size ) eq 0 then font_size = 2
fonts = {application_fonts, $
default:  get_font_name( /helvetica, size=font_size ), $
menu:     get_font_name( /bold, size=font_size ), $
big_menu: get_font_name( /bold, size=font_size+1 ), $
label:    get_font_name( /bold, /italic, size=font_size ), $
big_label: get_font_name( /bold, /italic, size=font_size+1 ), $
button:   get_font_name( size=font_size ), $
big_button: get_font_name( size=font_size+1 ), $
text:     get_font_name( size=font_size ), $
big_text: get_font_name( size=font_size+1 ), $
```

```

message:      get_font_name(          size=font_size-1 ), $
symbol:      get_font_name( /symbol,    size=font_size ), $
big_symbol:   get_font_name( /symbol,    size=font_size+1 ) $
}

```

```

return, fonts
end

```

```

function get_font_name,                                $
    helvetica=helvetica, times=times, courier=courier, symbol=symbol, $
    tiny=tiny, small=small, medium=medium, large=large, huge=huge,  $
    giant=giant,                                       $
    size=size,                                       $
    bold=bold, italic=italic,                         $
    dpi75=dpi75, dpi100=dpi100

```

; Returns the name of the font with the specified characteristics

```

if (!version.os_family eq 'Windows') then begin
    font = "
    if keyword_set(helvetica) then font = font + 'Helvetica' else $
    if keyword_set(times)    then font = font + 'Times' else    $
    if keyword_set(courier)   then font = font + 'Courier New' else $
    if keyword_set(symbol)    then font = font + 'Symbol' else    $
                                font = font + 'MS San Serif'
    if keyword_set(bold)    then font = font + '*Bold'
    if keyword_set(italic)  then font = font + '*Italic'
    if keyword_set(tiny)    then size=0
    if keyword_set(small)   then size=1
    if keyword_set(medium)  then size=2
    if keyword_set(large)   then size=3
    if keyword_set(huge)    then size=4
    if (n_elements(size) eq 0) then size=2
    ; font_size_strings = ['12', '14', '16', '18', '20']
    font_size_strings = ['8', '12', '16', '20', '24']
    size = (size > 0) < (n_elements(font_size_strings) - 1)
    font = font + '*' + font_size_strings( size )
    return, font
endif else if (!version.os_family eq 'Mac') then begin
    font='Helvetica'
    return, font
endif else begin ; Assume Motif
    font = '-adobe-'
    if keyword_set(helvetica) then font = font + 'helvetica-' else $
    if keyword_set(times)    then font = font + 'times-' else    $
    if keyword_set(courier)   then font = font + 'courier-' else  $
    if keyword_set(symbol)    then font = font + 'symbol-' else  $

```

```

font = font + 'helvetica-'

if keyword_set(bold) then font = font + 'bold-' else font = font +
'medium-'
if keyword_set(italic) then font = font + 'o-' else font = font + 'r-'
font = font + 'normal--*-'
if keyword_set(tiny) then size=0
if keyword_set(small) then size=1
if keyword_set(medium) then size=2
if keyword_set(large) then size=3
if keyword_set(huge) then size=4
if keyword_set(giant) then size=5
if (n_elements(size) eq 0) then size=2
font_size_strings = ['80-', '100-', '120-', '140-', '180-', '240-']
size = (size > 0) < (n_elements(font_size_strings) - 1)
font = font + font_size_strings(size)

if keyword_set(dpi100) then font = font + '100-100-' else $
if keyword_set(dpi75) then font = font + '75-75-' else $
font = font + '*-*-'
if keyword_set(symbol) then font = font + '*-*-*-' else $
font = font + '*-*-*iso8859-1'

return, font
endelse

end

```
