
Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 22:23:13 GMT

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Bob Crawford writes:

>> From the TechTip:

> "IDL Widgets do not have access to any font other than the Operating
> System device fonts, and are coded in such a way that they can only
> create strings of 1-byte ASCII characters. That is, string arguments
> used in IDL widget calls can only map to the first 256 chars in any
> operating system device fontset"
>
> So David's cut'n paste from the Character Map works only because the
> chosen character was in the first 256 characters - but the !Z notation
> does not work because IDL wasn't coded to interpret that notation in
> that case (widgets). Is that what that means?

I'm a little fuzzy about exactly what that means, too.
But that seems to be right. I can paste any character
from the Character Map application into a word and have
it rendered properly as long as it's unicode value is
less than or equal to a decimal value of 255. Higher
than that, I appear to be out of luck.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
