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Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning  
Posted by [Justus Skorps](#) on Mon, 14 Jul 2008 15:01:23 GMT

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On 14 Jul., 15:56, David Fanning <n...@dfanning.com> wrote:

>

> As far as I can tell, fonts are totally screwed up in IDL. :-)

>

Fonts are not the only thing totally screwed up in IDL...just look at the 'where' command...

> So, if I run the ColorButtonBitmap function, then run another

> application I am currently working on, all of my "hardware" fonts

> are now too small and too thin.

Same for me if working in Windows, but on Solaris the font is larger after the use of colorbuttonbitmap..and my program should work on both systems :(

> Think of it as part of the price you pay to work with cutting

> edge software. :^)

To be honest: Imho IDL is the biggest pain-in-the-ass high-cost software I ever worked with...perhaps despite Windows ;c)

I try to avoid using it as far as I can, but unfortunately it is the standard software at our institute..I really would like to know who is responsible for that decision...

But thanks for your answer anyway.

Justus

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