Subject: Re: Special characters in PostScript Posted by R.Bauer on Fri, 21 Nov 2008 00:00:25 GMT

View Forum Message <> Reply to Message

```
David Fanning schrieb:
```

```
> Reimar Bauer writes:
> yes it is true. I am not sure if an email to the news server has an unicode (utf-8) encoding already.
>> plot,findgen(10),title='J�lich', chars=3
>> but however the � char changes in different encoding
>> and you have no chance to change the idl prompt. :(
> Maybe I am still misunderstanding something. I've
> typed this command with *several* different encoding
> changes in my Workbench and I see *absolutely* no
> difference in the graphical output. (Which is what
> I expected to see, actually.)
```

If you have old code it is different (wrong) encoded. If you type new code it is encoded by utf-8 on default now. So you can't see the problem. But all old code is broken.

The old text looks only right if you switch to iso encoding. Because you have typed the "¿½ sign in iso encoding in the past it has only 1 byte for it's definition.

It can't be correct shown in utf-8 expression. You do see a strange sign in the editor. If you run the program you also plot that strange symbol. If you switch the editor back to iso format you have the old 1 byte expression of the "¿½ char which can be plotted correctly.

Usually you add in python a # -*- coding: iso-8859-1 -*- line if you want your code iso encoded in an editor or # -*- coding: utf-8 -*- if you want utf-8.

Our idl code does not follow this simple rule. The editor has no chance to get in which encoding the text was done before.

cheers Reimar

> Are you seeing something different? My output is

- > "wrong", of course. A capital A with a tilde over
- > it, followed by a 1/4 sign. But I can't see how
- > changing the editor text encoding will help here.

>

> Cheers,

> David