
Subject: Re: Using device fonts in object graphics ?
Posted by [George.millward](#) on Thu, 03 Jan 2013 18:23:37 GMT
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On Thursday, January 3, 2013 11:10:16 AM UTC-7, David Fanning wrote:

> David Fanning writes:
>
>
>
>> As far as I know, you can use any true-type font you have
>
>> installed on your machine:
>
>>
>
>> Device, TT_FONT=1, SET_FONT='WhateverYouHave'
>
>
>
> I guess in object graphics you assign the font name
>
> with an IDLgrFont object.
>
>
>
> Cheers,
>
>
>
> David
>
>
>
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

David,

Yeh, I figured it out.

First you list your available fonts:

```
DEVICE, GET_FONTNAMES=fnames, SET_FONT='*'  
FOREACH element, fnames DO PRINT, 'Value = @', element, '@'
```

then you set one up, ie:

```
main_text_font = Obj_New('IDLgrFont', 'Franklin Gothic Demi', Size=10)
```

Seems to work !!

Thanks for your help.

George.
