Subject: Re: non-English language
Posted by Katerina Yakimenko on Thu, 07 Mar 2013 22:52:23 GMT
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On Friday, March 8, 2013 12:24:02 AM UTC+2, Coyote wrote:
> On Thursday, March 7, 2013 3:10:43 PM UTC-7, Katya wrote:
>
>> Hi Chris, "showfont, 16, 'Russian'" shows me a table with Russian letters and when I'm trying to use this font for postscript output it does print Russian letters but in some chaotic meaningless way... =(David posted a link above about Cyrillic encoudings, maybe this is the case. Also, I've noticed that Russian symbols are two-bytes, for exapmle,
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>> 209 137
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>> so, it seems that IDL looks for a symbol in ASCII table according to the first byte. But I don't really inderstand what this means :D. I've just noticed that syboles with the same first byte are printed as the same unreadable symbol a-la 'Ñ'.
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> I think the UNICODE method could actually work, although it seems enormously labor intensive. If you had a font with UNICODE Cyrillic letters (and I think it is fairly easy to find one), you could probably write a "translator function" that could convert your letters to the proper Unicode values, which *ought* to work in PostScript in both direct graphics and object graphics.
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> Maybe this is not so hard. A table of letters and a table of values, wrapped in the appropriate way so IDL will understand it is UNICODE.
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> Cheers,
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> David

David, I've begun to do the following: I can find out codes of different Russial symbols when use the "16" font and then change input sequence of letters to the correct codes. Perhaps this is what

you are talking about:-) However, it is going to be vector fonts and I can't say I'm happy about this. Of course I'm not happy even more about writing "translation function", but it looks like I don't have another choice.
Thanks to all for trying to help!!

-Katya
