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Subject: Re: localising IDL programs

Posted by [David Fanning](#) on Fri, 12 Jul 2013 17:36:22 GMT

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AMS writes:

> Aha! The plot thickens. Your suggestion inspired me to open up the output postscript file in a text editor, and I found the place where the relevant bit of text is contained. IDL is writing code \341 there, which from before is the correct octal value for á. So that bit was right. I also found this page which shows that \341 is Æ in text encoding, but á in ISO Latin-1 encoding:  
[http://www.math.u-bordeaux1.fr/~mleguebe/docs/gnuplot\\_liite3\\_4.pdf](http://www.math.u-bordeaux1.fr/~mleguebe/docs/gnuplot_liite3_4.pdf)

>

> So, I checked the IDL help and there is a keyword /isolate1 to device. I set that, and it displays as intended.

There you go, mystery solved.

Now you see why every time someone so much as touches a Coyote Graphics command the PostScript device gets configured with COLOR=1, BITS\_PER\_PIXEL=8, and /ISOLATE1. Saves a LOT of problems later on. :-)

Cheers,

David

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

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

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