
Subject: widget fonts

Posted by [Marc Schellens](#) on Thu, 16 Dec 1999 08:00:00 GMT

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Is there a way to scale the font for widgets (i.e button labels) with the motif interface?

thanks,
:-) marc

Subject: Re: Widget Fonts

Posted by [davidf](#) on Mon, 26 Mar 2001 15:58:18 GMT

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Bernard Puc (bpuc@va.aetc.com) writes:

> Is there a way to get the current default widget font? I can define it
> using widget_control, default_font = ***, but I can't seem to determine
> what its set to. What I'd like to be able to do is define say a label
> in a larger size of the default font. Any ideas?

As far as I know, there is no way to get at this information programmatically. IDL is picking up system font information. I can change various fonts by playing with the Appearances/Font properties on my Windows machine, but so far not the font that is used for most things in widgets. :-(

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

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Subject: Re: Widget Fonts

Posted by [Bernard Puc](#) on Mon, 26 Mar 2001 18:07:44 GMT

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David Fanning wrote:

>

> Bernard Puc (bpuc@va.aetc.com) writes:

>
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So, I guess what I have to do is manually figure out what the system default font is, and declare that as the widget default font up front and then I can specify different sizes of that font.

Another observation which I wonder has anyone else seen: I use the widget_button menu keyword to create dropdown button menus. The font used in the dropdown menu is always the default system font - it never shows up in the font I specify with the widget_control command.

--

Bernard Puc AETC, INC.
bpuc@va.aetc.com 1225 Jefferson Davis Highway #800
(703) 413-0500 Arlington, VA 22202

Subject: Re: Widget Fonts

Posted by [Martin Schultz](#) on Mon, 26 Mar 2001 18:14:06 GMT

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David Fanning wrote:

>
> Bernard Puc (bpuc@va.aetc.com) writes:
>
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> properties on my Windows machine, but so far not
> the font that is used for most things in widgets. :-(

>
> Cheers,
>
> David

So it seems, the only way to control the fonts is to set them explicitly and store them either in some UValue field of the widget or use object oriented widgets where you should be able to

```
thewidget->SetProperty, defaultfont=defaultfont
```

and redisplay. You can then try to apply some arithmetics on defaultfont to choose a somewhat larger yet related font for the labels (or you just set this explicitly as, say, labelfont). In order to please Pavel who will want to run it on a Mac, too, please make sure that your solution works for all platforms. In a recent program by David (with a little influence of myself ;-) we use the following:

```
; Set widget font names.
```

```
thisOS = StrUpCase(!Version.os_family)
CASE thisOS OF
  'WINDOWS': BEGIN
    IF N_Elements(labelfont) EQ 0 THEN self.labelfont = 'Times*Bold'
    IF N_Elements(defaultfont) EQ 0 THEN self.defaultfont = 'MS Sans
Serif*10'
  END
  'MACOS': BEGIN
    IF N_Elements(labelfont) EQ 0 THEN self.labelfont = 'Times*Bold'
    IF N_Elements(defaultfont) EQ 0 THEN self.defaultfont =
'Times*10'
  END
  ELSE: BEGIN
    IF N_Elements(labelfont) EQ 0 THEN self.labelfont =
'-*-times-bold-r-*-12-*'
    IF N_Elements(defaultfont) EQ 0 THEN self.defaultfont =
'-*-times-medium-r-*-12-*'
  END
ENDCASE
Widget_Control,
Default_Font=self.defaultfont
```

This only works if the widget is currently not realized.

Cheers,
Martin

—

 $\succ$ $\succ$ $\triangleright$ $\succ$

Andrew C.
