
Subject: Re: Font Encoding Problem
Posted by [davidf](#) on Sun, 20 Aug 2000 07:00:00 GMT
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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

- > The !Z format code *is* described in the documentation--that's where I
- > stumbled on it--but right now I can't find it again. Anyway, its use is
- > pretty straightforward.

That !Z thing was the piece of the puzzle I was missing.
I couldn't find it in the documentation either, but
then I only spent about an hour looking. :-)

Cheers,

David

--

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/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Font Encoding Problem
Posted by [Mark Hadfield](#) on Sun, 20 Aug 2000 22:03:04 GMT
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- "David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.140773c4312406f8989be4@news.frii.com...
- > I'm trying to figure out how to produce not a percent sign (o/o),
 - > but a perthousand sign (o/oo) in IDL. I can find the character
 - > on my computer. It has a Unicode of 2030 in the Times New Roman
 - > true-type font I have on my computer.
 - >
 - > Any ideas on how I can convert this into something I can display
 - > on an IDL plot?

Having made sure you have the right font selected and that formatting
commands are enabled, etc, represent the percent sign with !Z(2030).

The !Z format code *is* described in the documentation--that's where I
stumbled on it--but right now I can't find it again. Anyway, its use is
pretty straightforward.

- > What is the Unicode, anyway!?

Roughly speaking--Unicode gurus may want to elaborate--a system for displaying almost a vast range of standard characters using 16-bit integers. The key thing to remember about Unicode is that you don't switch fonts to display special characters. Instead all the characters are represented (or at least space is reserved for them) in each font. Few fonts support the whole Unicode character set, but a subset called WGL4 is widely supported.

See:

<http://www.unicode.org/>
<http://www.hclrss.demon.co.uk/unicode/>

The latter has a list of Unicode-enabled fonts for different platforms.

Mark Hadfield
m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>
National Institute for Water and Atmospheric Research
PO Box 14-901, Wellington, New Zealand

Subject: Re: Font Encoding Problem
Posted by [Martin Schultz](#) on Mon, 21 Aug 2000 07:00:00 GMT
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Mark Hadfield wrote:

>
> "David Fanning" <davidf@dfanning.com> wrote in message
> news:MPG.140773c4312406f8989be4@news.frii.com...
>> I'm trying to figure out how to produce not a percent sign (o/o),
>> but a perthousand sign (o/oo) in IDL. I can find the character
>> on my computer. It has a Unicode of 2030 in the Times New Roman
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> Having made sure you have the right font selected and that formatting
> commands are enabled, etc, represent the percent sign with !Z(2030).
>
> The !Z format code *is* described in the documentation--that's where I
> stumbled on it--but right now I can't find it again. Anyway, its use is
> pretty straightforward.
>
> [...]/[color]

... but doesn't seem to work for Linux ;-(
xyouts,0.5,0.5,'!Z(2030)',/NORM
only put out a zero.

Good news is: I found it easily in the online help (although not with any keyword that seems related to the question): Go for Hershey, then click through "About Vector Fonts", "Embedded Formatting Commands" and scroll down. There's a table giving you what you ask for. Maybe RSI should offer a new product: the docu miner ;-)

Cheers,
Martin

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[[
[[Dr. Martin Schultz Max-Planck-Institut fuer Meteorologie
[[
[[Bundesstr. 55, 20146 Hamburg
[[
[[phone: +49 40 41173-308
[[
[[fax: +49 40 41173-298
[[
[[martin.schultz@dkrz.de
[[
[[
[[

Subject: Re: Font Encoding Problem
Posted by [Mark Hadfield](#) on Mon, 21 Aug 2000 22:37:05 GMT
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"Martin Schultz" <martin.schultz@dkrz.de> wrote in message news:39A0EC0F.9DC96480@dkrz.de...
> Mark Hadfield wrote:
>>
>> Having made sure you have the right font selected and that formatting
>> commands are enabled, etc, represent the percent sign with !Z(2030).
>>
> ... but doesn't seem to work for Linux

> xyouts,0.5,0.5,'!Z(2030)',/NORM
> only put out a zero.

Well, to make it work you must ensure that an appropriate Unicode-supporting, Truetype font is selected. I don't think the fonts bundled with IDL (Helvetica, etc) support Unicode. This page...

<http://www.hclrss.demon.co.uk/unicode/fonts.html>

...lists various Unicode fonts. Quite a few of the fonts bundled with recent versions of Windows (Arial, Times New Roman, etc) support a subset of the full Unicode glyph set called WGL4. To use them with IDL I *think* you just need to get a copy of the font file and put it in the right place. There are a couple of links on the above page that deals with Linux, Unix and X11 issues--I do not know what relevance they have to IDL on Linux/Unix.

Mark Hadfield
m.hadfield@niwa.cri.nz <http://katipo.niwa.cri.nz/~hadfield/>
National Institute for Water and Atmospheric Research
PO Box 14-901, Wellington, New Zealand
