
Subject: IDLgrFont national character set problem

Posted by [alt](#) on Tue, 19 Mar 2002 08:15:15 GMT

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Continue to ask questions on Object Graphics with answers seem hiding deep in IDL help ;-)

Do IDLgrFont or IDLgrText allow choosing national character set (Cyrillic in my case) of TTF fonts on Windows?

In Direct Graphics I use DEVICE, SET_FONT & XYOUTS, FONT = 0 and font is set as Cyrillic as default, because I have Russian version of Windows. In OG I get only rubbish. May be some font modifiers doing this?

And may be anybody can advice free procedure for interactive font picking for Windows?

Thank you in advance.

Best regards,
Altyntsev Dmitriy
Remote Sensing Center, ISTP
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<http://ckm.iszf.irk.ru>

Subject: Re: IDLgrFont national character set problem

Posted by [Dick Jackson](#) on Wed, 20 Mar 2002 23:44:03 GMT

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"Altyntsev Dmitriy" <alt@iszf.irk.ru> wrote...

>

> Do IDLgrFont or IDLgrText allow choosing national character set

> (Cyrillic in my case) of TTF fonts on Windows?

>

> In Direct Graphics I use DEVICE, SET_FONT & XYOUTS, FONT = 0 and font

> is set as Cyrillic as default, because I have Russian version of

> Windows. In OG I get only rubbish. May be some font modifiers doing

> this?

This may be helpful to you: I have learned that Unicode fonts can work in IDLgrText objects (thanks, RSI tech support)

Here's an example to show how this works, using Roman, Cyrillic and Chinese text. It will work if you have the 'Arial Unicode MS' font (comes with Office 2000), otherwise you will need to find a full Unicode TrueType font to use.

=====

PRO OGFontTest

```
mywindow = OBJ_NEW('IDLgrWindow', DIMENSIONS=[400,400])
```

```
myview = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[0,0,10,10])
```

```
mymodel = OBJ_NEW('IDLgrModel')
```

```
myview -> Add, mymodel
```

```
myfont = OBJ_NEW('IDLgrFont', 'Arial Unicode MS', SIZE=48)
```

```
mytext1 = OBJ_NEW('IDLgrText', FONT=myfont, /Enable_Formatting, $
```

```
'!Z(61,62,63)', LOCATION=[3,7], $
```

```
COLOR=[50,100,150])
```

```
mymodel -> Add, mytext1
```

```
mytext2 = OBJ_NEW('IDLgrText', FONT=myfont, /Enable_Formatting, $
```

```
'!Z(0418,0420,041A,0423,0426,041A)', LOCATION=[1,4.5], $
```

```
COLOR=[50,100,150])
```

```
mymodel -> Add, mytext2
```

```
mytext3 = OBJ_NEW('IDLgrText', FONT=myfont, /Enable_Formatting, $
```

```
'!Z(5510,601D,541B)', LOCATION=[2,2], $
```

```
COLOR=[50,100,150])
```

```
mymodel -> Add, mytext3
```

```
mywindow -> Draw, myview
```

END

=====

You can use the Windows Character Map to find codes, choose Font 'Arial Unicode MS', Advanced view and Character set 'Unicode'.

I think the conversion from a Unicode file or byte-stream to the '!Z(...)' format is a bit awkward, but quite possible.

P.S.: RSI has a feature request for Unicode support in widgets that display text. I think that would really round things out for multilingual display.

Cheers,

--

-Dick

Dick Jackson / dick@d-jackson.com

D-Jackson Software Consulting / <http://www.d-jackson.com>

Subject: Re: IDLgrFont national character set problem
Posted by [Mark Hadfield](#) on Thu, 21 Mar 2002 00:19:25 GMT
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"Dick Jackson" <dick@d-jackson.com> wrote in message
news:799m8.7\$zB4.3110386@shaw-ty2...

Good answer, Dick. I have a couple of things to add.

> ...otherwise you will need to find a full Unicode TrueType font to use.

Look here for Unicode-aware fonts:

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

The following thread has some discussion on Unicode in IDL. (I have no idea
whether this link will work as written, but that's what comes up in my
browser address bar.)

<http://groups.google.co.nz/groups?hl=en&ie=ISO-8859-1&am p;oe=ISO-8859-1&threadm=966808985.242925%40clam-ext&rnum=1&prev=/groups%3Fq%3Dunicode%2Bhadfield%2Bgroup:comp.lang.idl-pvwave%26hl%3Den%26ie%3DISO-8859-1%26oe%3DISO-8859-1%26se lm%3D966808985.242925%2540clam-ext%26rnum%3D1>

--

Mark Hadfield
m.hadfield@niwa.co.nz Ka puwaha et tai nei
<http://katipo.niwa.co.nz/~hadfield> Hoesa tatou
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: IDLgrFont national character set problem
Posted by [alt](#) on Fri, 22 Mar 2002 04:38:14 GMT
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Thanks a lot, I have two variants of doing multilingual support in OG
now:

1. Use old Russian fonts for Windows 3.1. They have Russian characters
in upper part of set. Advantage: not demand unicode conversion.
Disadv: fonts should be installed, small assortment of "ready-made"
fonts.

2. Use of !Z formatting (it is really not obvious to find it in help

if you don't know what Unicode means). Adv: wide range of fonts.
Disadv: conversion utility should be written (not hard though)

Best regards,
Altyntsev Dmitriy
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