
Subject: Re: Setting and unsetting the vector font number
Posted by [Paul Van Delst\[1\]](#) on Fri, 04 Apr 2003 14:41:19 GMT
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Kristian Kjaer wrote:

>
> IDL5.6 help says:
> <quote>
> Once the vector font system is selected, use an embedded formatting
> command to select a vector font (or fonts) for each string. (See
> Embedded Formatting Commands for details on embedded formatting
> commands.) The font selected "sticks" from string to string; that is, if
> you change fonts in one string, future strings will use the new font
> until you change it again or exit IDL.
>
> For example, to use the Duplex Roman vector font for the title of a
> plot, you would use a command that looks like this:
>
> PLOT, mydata, TITLE="!5Title of my plot"
> </quote>
>
> So to have all of the lettering in font !5 (including the numbers near
> the tickmarks, etc.) one has to include "!5" in the first string
> processed by IDL in the plot command, and to reset to the default font
> one must end the _last_ string by "!3".
>
> Somewhere I read which this first and last string are, but now I can't
> find it.
> Does anyone remember?
>
> Any other ideas for setting and unsetting the vector font number?

What about the !X command? E.g.

PLOT, mydata, TITLE="!5Title of my plot!X"

?

Doesn't this set the font to #5 and then switch it back to whatever the font was before the command? I always use !X when I change fonts in a test string, e.g. like when you want to insert greek letters and such (although that's an easy error to catch since it's all Greek to me after that :o)

It's an extra "!X" in every string you want to change, but that's a lot easier than trying to remember to switch it back at one particular spot. (At least I think so)

paulv

--

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Subject: Re: Setting and unsetting the vector font number
Posted by [Kristian Kjaer](#) on Fri, 04 Apr 2003 14:51:24 GMT
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Thanks.

But I want the tickmark numbers etc. in the fancy font too, without having to generate those strings myself with xtickname. I thought I could remember that I can achieve that by setting then font at the very beginning and only resetting it at the very end.

- Kristian

Paul van Delst wrote:

>
> What about the !X command? E.g.
>
> PLOT, mydata, TITLE="!5Title of my plot!X"
>
> ?
>
> Doesn't this set the font to #5 and then switch it back to whatever the font was before
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> to remember to switch it back at one particular spot. (At least I think so)
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> paulv

> Kristian Kjaer wrote:

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Subject: Re: Setting and unsetting the vector font number
Posted by [David Fanning](#) on Fri, 04 Apr 2003 15:21:51 GMT
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Kristian Kjaer (Kristian.Kjaer@Risoe.DK) writes:

> But I want the tickmark numbers etc. in the fancy font too, without
> having to generate those strings myself with xtickname. I thought I
> could remember that I can achieve that by setting then font at the very
> beginning and only resetting it at the very end.

You are probably remembering correctly (although I don't know
what the hell you are talking about). :-)

When you are done with your plots, however, you could
also just open a small pixmap window and write some text
there to flip the font back to whatever:

```
Window, /Pixmap, /Free, XSize=50, YSize=50  
XYOutS, 0, 0, '!3Nonsense'  
WDelete, !D.Window
```

Cheers,

David

--

David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com

Subject: Re: Setting and unsetting the vector font number
Posted by [Kristian Kjaer](#) on Wed, 09 Apr 2003 08:59:18 GMT
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I now do that before entering postscript mode, and again after exiting
ps mode to set the font back. (It doesn't work while in ps mode.)

Thank you for that useful trick.
- Kristian

David Fanning wrote:

- > When you are done with your plots, however, you could
 - > also just open a small pixmap window and write some text
 - > there to flip the font back to whatever:
 - >
 - > Window, /Pixmap, /Free, XSize=50, YSize=50
 - > XYOutS, 0, 0, '!3Nonsense'
 - > WDelete, !D.Window
-