Subject: Re: Beyond 7-bit ASCII

Posted by Mark Hadfield on Sun, 29 Aug 2004 22:30:59 GMT

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Michael Wallace wrote:

- > Is it possible to somehow reference characters in the 128 255 of a
- > font table? I'm looking for an object graphics way to do this, not
- > direct graphics if that matters.

>

- > Also, is it possible to switch fonts with in an IDLgrText object? It
- > appears that one and only font can apply to a text object at a time. I'd
- > like to have a string that's normal English except for a couple Greek
- > symbols in the middle. How can I do this? TIA,

The following doesn't exactly answer either of your questions, but I suggest you set the ENABLE_FORMATTING property on your IDLgrText object, then read the documentation section entitled "Fonts/Embedded Formatting Codes"

--

Mark Hadfield "Ka puwaha te tai nei, Hoea tatou" m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Beyond 7-bit ASCII
Posted by David Fanning on Mon, 30 Aug 2004 14:16:01 GMT
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Michael Wallace writes:

- > Is it possible to somehow reference characters in the 128 255 of a
- > font table? I'm looking for an object graphics way to do this, not
- > direct graphics if that matters.

Typically, you access these character glyphs via their Unicode value. For example, you are talking about tomorrow:

XYOUTS, 0.5, 0,5, Align=0.5, "I will do it ma!Z('F1'x)ana", \$ Charsize=3, Normal=1

- > Also, is it possible to switch fonts with in an IDLgrText object? It
- > appears that one and only font can apply to a text object at a time.
- > I'd like to have a string that's normal English except for a couple
- > Greek symbols in the middle. How can I do this?

I don't know if this is possible. All of my experiments have turned out negatively. :-(

Surely, there must be *some* way to do this! Karl!?

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.

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

Subject: Re: Beyond 7-bit ASCII
Posted by Karl Schultz on Mon, 30 Aug 2004 16:25:07 GMT
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"Michael Wallace" <mwallace.no.spam@no.spam.swri.edu.invalid> wrote in message news:10ivav36982atbd@corp.supernews.com...

- > Is it possible to somehow reference characters in the 128 255 of a
- > font table? I'm looking for an object graphics way to do this, not
- > direct graphics if that matters.

>

- > Also, is it possible to switch fonts with in an IDLgrText object? It
- > appears that one and only font can apply to a text object at a time.
- > I'd like to have a string that's normal English except for a couple
- > Greek symbols in the middle. How can I do this? TIA,

>

This example combines the two using object graphics:

IDL> oText = OBJ_NEW('IDLgrText', "I will !6do!X it ma!Z('F1'x)ana", /ENABLE_FORMATTING)
IDL> xobjview, oText

!6 switches to complex roman and !X gets you back to the entry font.

Karl

Subject: Re: Beyond 7-bit ASCII

Posted by David Fanning on Mon, 30 Aug 2004 16:42:31 GMT

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Karl Schultz writes:

```
    This example combines the two using object graphics:
    IDL> oText = OBJ_NEW('IDLgrText', "I will !6do!X it ma!Z('F1'x)ana",
    /ENABLE_FORMATTING)
    IDL> xobjview, oText
```

> !6 switches to complex roman and !X gets you back to the entry font.

Yes, I did get something like this working. What I couldn't figure out how to do (and I think this is what the original poster wanted) was how to get Greek symbols into his code. For example, I tried this:

```
text = Obj_New('IDLgrText', ENABLE_FORMATTING=1, $
"(!4!z(88)!X) Greek Symbol Omega", color=[0,0,128])
XObjView, text
```

Maybe I don't know how to read the octal table. But I see Font 4, the omega sign is 12x plus 10 octal is:

```
IDL> Print, "120
88
```

Why doesn't this work?

Cheers.

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Beyond 7-bit ASCII
Posted by Karl Schultz on Mon, 30 Aug 2004 17:40:29 GMT
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```
"David Fanning" <davidf@dfanning.com> wrote in message news:MPG.1b9d06e4f09bcd5b98986a@news.frii.com... > Karl Schultz writes: > This example combines the two using object graphics: >> IDL> oText = OBJ_NEW('IDLgrText', "I will !6do!X it ma!Z('F1'x)ana",
```

```
>> /ENABLE FORMATTING)
>> IDL> xobjview, oText
>>
>> !6 switches to complex roman and !X gets you back to the entry font.
> Yes, I did get something like this working. What I couldn't
> figure out how to do (and I think this is what the original
> poster wanted) was how to get Greek symbols into his code.
> For example, I tried this:
>
    text = Obj_New('IDLgrText', ENABLE_FORMATTING=1, $
>
      "(!4!z(88)!X) Greek Symbol Omega", color=[0,0,128])
>
    XObjView, text
>
>
 Maybe I don't know how to read the octal table. But I see
  Font 4, the omega sign is 12x plus 10 octal is:
>
    IDL> Print, "120
>
       88
>
 Why doesn't this work?
I think that you are looking at the vector font encodings and trying to
apply them to TrueType fonts.
So, you can go one way or the other:
TrueType:
  text = Obj_New('IDLgrText', ENABLE_FORMATTING=1, $
    "(!10W!X) Greek Symbol Omega", color=[0,0,128])
  XObjView, text
Hershey vector fonts:
oFont = OBJ_NEW('IDLgrFont', 'Hershey')
xobjview, obj_new('idlgrtext', '(!4!Z(58)!X) Greek Symbol Omega',
FONT=oFont, /ENABLE_FORMATTING)
Karl
```

Subject: Re: Beyond 7-bit ASCII
Posted by David Fanning on Mon, 30 Aug 2004 17:47:17 GMT
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Karl Schultz writes:

```
> I think that you are looking at the vector font encodings and trying to
> apply them to TrueType fonts.
>
> So, you can go one way or the other:
> TrueType:
    text = Obj_New('IDLgrText', ENABLE_FORMATTING=1, $
>
       "(!10W!X) Greek Symbol Omega", color=[0,0,128])
>
     XObjView, text
>
>
> Hershey vector fonts:
>
> oFont = OBJ_NEW('IDLgrFont', 'Hershey')
> xobjview, obj_new('idlgrtext', '(!4!Z(58)!X) Greek Symbol Omega',
> FONT=oFont, /ENABLE_FORMATTING)
Oh, right. Thanks, Karl. I'll write myself a little note. :-)
Cheers,
David
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
```