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Subject: Re: WIDGET\_LABEL FONT cross platform compatibility

Posted by [David Fanning](#) on Wed, 27 Oct 2004 18:53:12 GMT

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Chad Bender writes:

> I'm writing a widget and need to label some text boxes with greek letters.  
> I've managed to do this using the FONT keyword to WIDGET\_LABEL, but am  
> not real happy with this solution because it relies on a pre-specified  
> device font being installed on a machine, and I have very little hope that  
> it is cross platform compatible. Is there a more elegant way to 'write' on  
> a widget (perhaps using IDL's built in vector fonts), so that the routine  
> doesn't break on other platforms that don't have a certain pre-specified  
> font installed?  
>  
> Thanks  
> Chad  
>  
> Here's what I've done so far:  
>  
> First, figure out what 'symbol' type fonts I have available:  
>  
> /home/cbender> xlsfonts | grep "symbol"  
> -adobe-symbol-medium-r-normal--10-100-75-75-p-61-adobe-fonts pecific  
> -adobe-symbol-medium-r-normal--12-120-75-75-p-74-adobe-fonts pecific  
> -adobe-symbol-medium-r-normal--14-140-75-75-p-85-adobe-fonts pecific  
> -adobe-symbol-medium-r-normal--18-180-75-75-p-107-adobe-font specific  
> -adobe-symbol-medium-r-normal--24-240-75-75-p-142-adobe-font specific  
> -adobe-symbol-medium-r-normal--8-80-75-75-p-51-adobe-fontspe cific  
> -microsoft-webdings-medium-r-normal--0-0-0-0-p-0-microsoft-s ymbol  
> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-adobe-symbol  
> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-iso10646-1  
>  
> Then, pick one and feed it to WIDGET\_LABEL:  
>  
> wlabel=WIDGET\_LABEL(wbase,Value='w', \$  
> Font='-adobe-symbol-medium-r-normal--10-100-75-75-p-61-adobe -fontspecific')

Yeah, that's not going to be very cross-platform compatible. :-)

I think you are going to have to stick to the four font families IDL supplies: courier, helvetica, symbol, and times.

Cheers,

David

--

David W. Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Phone: 970-221-0438, IDL Book Orders: 1-888-461-0155

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Subject: Re: WIDGET\_LABEL FONT cross platform compatibility  
Posted by [Chad Bender](#) on Wed, 27 Oct 2004 19:08:54 GMT  
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Subject: Re: WIDGET\_LABEL FONT cross platform compatibility  
Posted by [andrew.cool](#) on Wed, 27 Oct 2004 22:49:12 GMT  
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Chad Bender <[cbender@mail.astro.sunysb.eud](mailto:cbender@mail.astro.sunysb.eud)> wrote in message  
news:<[pan.2004.10.27.16.13.30.438805.29775@mail.astro.sunysb.eud](mailto:pan.2004.10.27.16.13.30.438805.29775@mail.astro.sunysb.eud)>...

> Hi -  
>  
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> -adobe-symbol-medium-r-normal--18-180-75-75-p-107-adobe-font specific  
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> -adobe-symbol-medium-r-normal--8-80-75-75-p-51-adobe-fontspe cific  
> -microsoft-webdings-medium-r-normal--0-0-0-0-p-0-microsoft-s ymbol  
> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-adobe-symbol  
> -urw-standard symbols l-medium-r-normal--0-0-0-0-p-0-iso10646-1

```
>
> Then, pick one and feed it to WIDGET_LABEL:
>
> wlabel=WIDGET_LABEL(wbase,Value='w', $
> Font='-adobe-symbol-medium-r-normal--10-100-75-75-p-61-adobe -fontspecific')
```

Chad,

What about using a bitmap of your greek symbols on a button?  
Something like this :-

Pro test\_greek\_button\_event,ev

```
widget_control,ev.id,get_Uvalue = uvalue
```

Case Uvalue Of

```
'PI INPUT' : $  
Begin  
    widget_control,ev.id,get_value=pi_text  
    print,'New pi text = ',pi_text  
End
```

```
'STOP' : widget_control,ev.top,/destroy
```

```
Else :  ;;; swallow event  
End
```

End

```
;.....
```

Pro test\_greek\_button

```
; demo for Chad Bender. Written by Andrew Cool, DSTO, Adelaide, South Australia
```

```
window,1,xsize=16,ysize=16,/pix  
; write out the desired symbol using Matthew Craig's TextoIDL software  
xyouts,0.1,0.1,textoidl('\pi'),/norm,charsize=2,charthick=2  
; grab the screen image  
pi_image = TVRD()  
wdelete,1  
; convert byte array to bitmap  
pi_bitmap = cvttobm(pi_image)
```

```
TLB = Widget_base(/Col)  
Base1 = Widget_base(TLB,/Row)  
pi_Btn = Widget_button(base1,Value=pi_bitmap,Uvalue='PI LABEL')
```

```
; Use bitmap as value for button  
pi_input = Widget_text(base1,Value=' ',Uvalue='PI INPUT',/EDIT)  
  
Base2 = Widget_base(TLB,/row)  
Stop_btn = Widget_Button(base2,Value='STOP',Uvalue='STOP')  
  
Widget_control,TLB,/Real  
; possibly de-sensitise bitmapped button??  
; widget_control,pi_Btn,sensitive=0  
  
Xmanager,'test_greek_button',TLB
```

End

HTH,

Andrew  
DSTO, Adelaide, Oz

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Subject: Re: WIDGET\_LABEL FONT cross platform compatibility  
Posted by [David Fanning](#) on Thu, 28 Oct 2004 07:48:50 GMT

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Chad Bender writes:

> Are the 4 standard IDL font families included as device fonts, or only  
> vector fonts? The WIDGET\_LABEL documentation states that it requires  
> device fonts. Setting the 'Font' keyword to Font='symbol' or  
> Font='Symbol' just returns the error: "Requested font does not exist: symbol".  
>  
> I'd be quite happy to use the IDL symbol font, as it does provide  
> everything I need. I just couldn't figure out how to use it with  
> WIDGET\_LABEL.

Well, I guess I was mistaken. I thought you could  
use WIDGET\_CONTROL, DEFAULT\_FONT='Times' to set  
a times font. And although that command doesn't  
complain in UNIX, it does complain when I try to  
make a label with the font.

Fonts are one of those things that are always  
site-specific, I'm afraid. The original IDL FAQ  
used to have an article about how fonts could be  
set to work everywhere, but I think even that scheme  
failed more than it worked. :-(

Cheers,

David

--

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Subject: Re: WIDGET\_LABEL FONT cross platform compatibility

Posted by [Chad Bender](#) on Thu, 28 Oct 2004 15:15:05 GMT

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