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Subject: Re: Sun Symbal in true type font Times  
Posted by [David Fanning](#) on Fri, 02 Jun 2006 03:49:40 GMT  
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Boto writes:

- > I know the sunsymbol.pro in astron package.
- > But it can not express sun symbol correctly in tru type font.
- > Can you give me a tip to overcome this?

Here is a lengthy thread on this very topic. Pay particular attention to the article by Joel Vernet and my follow-up.

<http://tinyurl.com/mst5q>

Cheers,

David

--

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

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Subject: Re: Sun Symbal in true type font Times  
Posted by [Bringfried Stecklum](#) on Fri, 02 Jun 2006 06:57:55 GMT  
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David Fanning wrote:

- > Boto writes:
- >
- >> I know the sunsymbol.pro in astron package.
- >> But it can not express sun symbol correctly in tru type font.
- >> Can you give me a tip to overcome this?
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- > Here is a lengthy thread on this very topic. Pay particular
- > attention to the article by Joel Vernet and my follow-up.
- >
- > <http://tinyurl.com/mst5q>
- >
- > Cheers,
- >
- > David

Following the recommendation, all I get (with IDL 6.1.1) is

```
IDL> showfont,'Courier','Courier',/tt
% Compiled module: SHOWFONT.
% XYOUTS: Unsupported glyph table format for TrueType fonts.
```

% XYOUTS: Unsupported glyph table format for TrueType fonts.  
etc.

Something seems to be broken?

## File Attachments

1) [stecklum.vcf](#), downloaded 118 times

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Subject: Re: Sun Symble in true type font Times  
Posted by [David Fanning](#) on Fri, 02 Jun 2006 13:47:26 GMT  
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Bringfried Stecklum writes:

> Following the recommendation, all I get (with IDL 6.1.1) is  
>  
> IDL> showfont,'Courier','Courier',/tt  
> % Compiled module: SHOWFONT.  
> % XYOUTS: Unsupported glyph table format for TrueType fonts.  
> % XYOUTS: Unsupported glyph table format for TrueType fonts.  
> etc.  
>  
> Something seems to be broken?

Humm. I see the font has been "completely redesigned" in 2005,  
after Joel and I discovered how to do this in the Fall of 2004.  
Perhaps that has something to do with the problem. In any  
case, I don't know enough about PostScript fonts in general  
to have much of a chance of debugging the problem.

Perhaps Karl can offer some insight.

Cheers,

David

--

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

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Subject: Re: Sun Symble in true type font Times  
Posted by [Karl Schultz](#) on Fri, 02 Jun 2006 18:41:58 GMT  
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On Fri, 02 Jun 2006 07:47:26 -0600, David Fanning wrote:

> Bringfried Stecklum writes:  
>  
>> [quoted text muted]  
>  
> Humm. I see the font has been "completely redesigned" in 2005,  
> after Joel and I discovered how to do this in the Fall of 2004.  
> Perhaps that has something to do with the problem. In any  
> case, I don't know enough about PostScript fonts in general  
> to have much of a chance of debugging the problem.  
>  
> Perhaps Karl can offer some insight.  
>  
> Cheers,  
>  
> David

Sure. I think David is correct.

TrueType font files have a table in them that handles the mapping of character codes to glyph indicies, called 'cmap'.

<http://developer.apple.com/FONTS/TTRefMan/RM06/Chap6cmap.htm> |  
[http://scripts.sil.org/cms/scripts/page.php?site\\_id=nrsi&item\\_id=IWS-Chapter08#ba57949e](http://scripts.sil.org/cms/scripts/page.php?site_id=nrsi&item_id=IWS-Chapter08#ba57949e)

IDL can read the types of font files discussed in the second reference:

"Each mapping subtable has two numbers associated with it: the platform id and the encoding id. The platform id indicates what architecture the subtable is designed for. For example, a platform id of 0 indicates Apple Unicode, 1 indicates Apple Script Manager, 2 indicates ISO, and 3 indicates Microsoft. The meaning of the encoding id depends on the platform. For example, some older fonts have only two subtables: Platform 1, encoding 0 (Mac Roman 8-bit simple 256 glyph encoding) and Platform 3, encoding 1 (Windows Unicode)."

This particular font file has a subtable for Apple RSymbol (0,8) and one for Windows encoding 0 (3,0). IDL can read (1,0) and (3,1), per the last sentence in the above quote.

I think I saw that there were 210 glyphs in the font, so I'm not sure why both of these "older" encodings could not be used.

In any case, that is the cause of the problem.

I'll write an IDL Change Request to see if we should expand our TT font support along these lines. Any input on how common this sort of thing is

would be appreciated. And I see we do have one instance already. Nice font, btw.

Karl

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