
Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 15:14:24 GMT

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Joan writes:

> i want to convert strings because my widgets display wrong characters.
>
> for example: i want to write: baleny=E0 (it's a catalonia's town). and
> IDL writes: balen=FD
> any ideas=BF?
>
> i think that the problem must be UTF conversion or string format
> displaying..

Karl can probably speak more authoritatively on this topic,
but I think this is a can of worms. :-)

<http://www.cs.tut.fi/~jkorpela/chars.html>

I find it impossible to construct a string using unicode
characters for display in a widget. However, if I use the
unicode characters (an accented a, for example) in a string
(I probably used the Windows Character Map application to
grab the right character), then this is *usually* displayed
properly.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: print wrong characters

Posted by [Jo Klein](#) on Wed, 24 Jan 2007 15:26:07 GMT

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> characters for display in a widget. However, if I use the
> unicode characters (an accented a, for example) in a string
> (I probably used the Windows Character Map application to
> grab the right character), then this is *usually* displayed
> properly.

Out of curiosity, do the characters also display correctly on X when grabbed from the Windows character map?

Thanks,
Jo

Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 15:29:21 GMT

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Jo Klein writes:

> Out of curiosity, do the characters also display correctly on X when
> grabbed from the Windows character map?

I've no idea, but I'm not usually that lucky. :-)

Here is another useful link:

<http://www1.tip.nl/~t876506/charsets.html>

Cheers,

David

--

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Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 15:33:19 GMT

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Jo Klein writes:

> Out of curiosity, do the characters also display correctly on X when
> grabbed from the Windows character map?

Here is a test program you can download. This works properly on my machine. I'd be curious how it works in X.

http://www.dfanning.com/misc/test_diacritics.pro

Cheers,

David

--

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Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 15:35:46 GMT

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David Fanning writes:

> This works properly on my machine.

Well, "properly". It illustrates the problem on my machine. :-)

Cheers,

David

--

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Subject: Re: print wrong characters

Posted by [Jo Klein](#) on Wed, 24 Jan 2007 15:46:19 GMT

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On my X, the charmap-grabbed version displays correctly, but the !Z notation doesn't work.

Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 15:51:49 GMT

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Jo Klein writes:

> On my X, the charmap-grabbed version displays correctly, but the !Z
> notation doesn't work.

Yep, same here.

Cheers,

David

--

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Subject: Re: print wrong characters

Posted by [Mike\[2\]](#) on Wed, 24 Jan 2007 16:17:17 GMT

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On Jan 24, 10:51 am, David Fanning <n...@dfanning.com> wrote:

> Jo Klein writes:

>> On my X, the charmap-grabbed version displays correctly, but the !Z

>> notation doesn't work.

> Yep, same here.

Ok, I'll bite - is there some reason to expect "!Z(225)" to look like anything other than "!Z(255)"?

Mike

Subject: Re: print wrong characters

Posted by [Bob\[3\]](#) on Wed, 24 Jan 2007 16:26:12 GMT

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According to the online help embedded formatting commands do not work with hardware fonts. Checking if the device is able to utilize those commands involves seeing if bit 12 of the Flags field of !D System Variable is set.

i.e.:

IF (!D.FLAGS AND 4096) NE 0 THEN PRINT, 'Bit is set.'

Subject: Re: print wrong characters

Posted by [David Fanning](#) on Wed, 24 Jan 2007 16:40:21 GMT

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Bob Crawford writes:

> According to the online help embedded formatting commands do not work
> with hardware fonts.

Yes, but why not? Clearly the thing I am asking for can be *done* in hardware fonts, since I've managed to do it another way.

Cheers,

David

--

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Subject: Re: print wrong characters
Posted by [David Fanning](#) on Wed, 24 Jan 2007 16:42:42 GMT
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Mike writes:

> Ok, I'll bite - is there some reason to expect "!Z(225)" to look like
> anything other than "!Z(255)"?

Well, it would save me from having to locate that damn character map application on my computer all the time! :-)

Cheers,

David

--

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Subject: Re: print wrong characters
Posted by [Karl Schultz](#) on Wed, 24 Jan 2007 21:16:13 GMT
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On Wed, 24 Jan 2007 08:14:24 -0700, David Fanning wrote:

> Joan writes:
>
>> i want to convert strings because my widgets display wrong characters.
>>
>> for example: i want to write: baleny=E0 (it's a catalonia's town). and
>> IDL writes: balen=FD
>> any ideas=BF?
>>
>> i think that the problem must be UTF conversion or string format
>> displaying..
>
> Karl can probably speak more authoritatively on this topic,
> but I think this is a can of worms. :-)

Actually, a TechTip may explain it better than I could:

<http://www.ittvis.com/services/techtip.asp?ttid=3519>

Karl

Subject: Re: print wrong characters
Posted by [Bob\[3\]](#) on Wed, 24 Jan 2007 22:00:03 GMT
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> From the TechTip:
"IDL Widgets do not have access to any font other than the Operating System device fonts, and are coded in such a way that they can only create strings of 1-byte ASCII characters. That is, string arguments used in IDL widget calls can only map to the first 256 chars in any operating system device fontset"

So David's cut'n paste from the Character Map works only because the chosen character was in the first 256 characters - but the !Z notation does not work because IDL wasn't coded to interpret that notation in that case (widgets). Is that what that means?

Subject: Re: print wrong characters
Posted by [David Fanning](#) on Wed, 24 Jan 2007 22:23:13 GMT
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Bob Crawford writes:

>> From the TechTip:
> "IDL Widgets do not have access to any font other than the Operating System device fonts, and are coded in such a way that they can only

> create strings of 1-byte ASCII characters. That is, string arguments
> used in IDL widget calls can only map to the first 256 chars in any
> operating system device fontset"
>
> So David's cut'n paste from the Character Map works only because the
> chosen character was in the first 256 characters - but the !Z notation
> does not work because IDL wasn't coded to interpret that notation in
> that case (widgets). Is that what that means?

I'm a little fuzzy about exactly what that means, too.
But that seems to be right. I can paste any character
from the Character Map application into a word and have
it rendered properly as long as it's unicode value is
less than or equal to a decimal value of 255. Higher
than that, I appear to be out of luck.

Cheers,

David

--

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