
Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Justus Skorps](#) on Mon, 14 Jul 2008 11:18:14 GMT

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I forgot: The problem occurs with IDL 7.0 on Solaris and with IDL 6.3 on WinXP

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [David Fanning](#) on Mon, 14 Jul 2008 13:56:38 GMT

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Justus Skorps writes:

> I just tried to use the colorbuttonbitmap tool in a program and got a
> problem with it:
>
> I am working on an Solaris system and normally, when I enter
>
> Device, get_current_font=font
>
> I get an empty string as answer. But after using the
> colorbuttonbitmap.pro another value is set ('-dt-interface system-
> medium-r-normal-m sans-17-170-72-72-p-97-iso8859-1') and I cannot
> reset the font. Trying to enter the empty string with
>
> Device, set_font=""
>
> does not work. The problem is now that any letters as marks, titles...
> have an different size depending if the colorbuttonbitmap function has
> been used or not. After using the function I have to quit IDL and
> start it again, a simple reset does not work, to get the normal font
> size back.
>
> Anyone has a solution for this problem?

As far as I can tell, fonts are totally screwed up in IDL. :-)

Or, to be fair, fonts are totally screwed up, generally.
I can't imagine it is an easy job to get things to work correctly across different platforms. Perhaps we should be happy that fonts work as well as they do.

But, clearly, there are two different kinds of "default" hardware fonts: the kind you put on buttons, and the kind you write out with XYOUTS when you set FONT=0. And, as far as I can tell, DEVICE, GET_CURRENT_FONT=defaultFont returns neither of them. :-)

So, if I run the ColorButtonBitmap function, then run another application I am currently working on, all of my "hardware" fonts are now too small and too thin. I can restore the right "look" for my application (on my Windows machine) by typing this line before I run it:

```
DEVICE, SET_FONT='Helvetica*16*bold'
```

I should mention that DEVICE, GET_CURRENT_FONT=defaultFont returns (quite helpfully) "TIMES" after I issue the command above. Go figure!

I found the right font for restoring the correct look to my application by 30 minutes of trial and error. I would guess on your UNIX machine, it might take an hour and a half or so. (If you figure it out, let me know, it is sure to come in handy some day.)

I guess the take-home message in all this is to never, ever, under any circumstances, change the font with DEVICE, SET_FONT=xxx or you are going to be forever regretting it. Or, if not regretting it, forever at a loss as to how to get it back to what it used to be. Think of it as part of the price you pay to work with cutting edge software. :^)

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: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Justus Skorps](#) on Mon, 14 Jul 2008 15:01:23 GMT

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On 14 Jul., 15:56, David Fanning <n...@dfanning.com> wrote:

>

> As far as I can tell, fonts are totally screwed up in IDL. :-)

>

Fonts are not the only thing totally screwed up in IDL...just look at the 'where' command...

- > So, if I run the ColorButtonBitmap function, then run another
- > application I am currently working on, all of my "hardware" fonts
- > are now too small and too thin.

Same for me if working in Windows, but on Solaris the font is larger after the use of colorbuttonbitmap..and my program should work on both systems :(

- > Think of it as part of the price you pay to work with cutting
- > edge software. :^)

To be honest: Imho IDL is the biggest pain-in-the-ass high-cost software I ever worked with...perhaps despite Windows ;c)
I try to avoid using it as far as I can, but unfortunately it is the standard software at our institute..I really would like to know who is responsible for that decision...

But thanks for your answer anyway.
Justus

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Jeremy Bailin](#) on Tue, 15 Jul 2008 19:21:02 GMT
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- > Fonts are not the only thing totally screwed up in IDL...just look at
- > the 'where' command...

I'm just curious... what about WHERE do you find screwed up? In my experience, it always behaves very predictably!

-Jeremy.