
Subject: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Justus Skorps](#) on Mon, 14 Jul 2008 11:10:57 GMT
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Hi,

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?

Thanks,
Justus

---The code snippet (taken from colorbuttonbitmap.pro from D. Fanning):

```
wTLB = Widget_Base()
wBtn = Widget_Button(wTLB)
font = Widget_Info(wBtn, /FontName)
Widget_Control, wTLB, /Destroy
```

```
Window, XSize=100, YSize=100, /Pixmap, /Free, Retain=2
Device, Set_Font=font
WDelete, !D.Window
```

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Justus Skorps](#) on Wed, 16 Jul 2008 06:22:42 GMT
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On 15 Jul., 21:21, Jeremy Bailin <astroco...@gmail.com> wrote:
>> 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.

The 'problem' is when no element matches the condition...you always have to use the count parameter to check if the result is an usable index..

for example, if I have an array A and I want to set all elements less than 0 to 0..then I would like to use a command like

A[where(A lt 0)]=0

But this works only if there is at least one element in A less than 0...so you always have to use two lines of code for such a simple thing..

But back to topic:

It seems that

Devcie, Set_font='*'

can be used to reset the font...I am not sure if it is a real reset, but after this command my plots looks much more like before the colorbuttonbitmap.pro...

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [jameskuyper](#) on Wed, 16 Jul 2008 09:41:19 GMT

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Justus Skorps wrote:

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> But this works only if there is at least one element in A less than
> 0...so you always have to use two lines of code for such a simple
> thing..

A valid issue; but to call it "screwed up", you should have some more convenient alternative approach in mind. What would that alternative be? What would SkorpesWhere do when no element matches the condition?

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by [Carsten Lechte](#) on Wed, 16 Jul 2008 12:41:26 GMT
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James Kuyper wrote:

> A valid issue; but to call it "screwed up", you should have some more
> convenient alternative approach in mind. What would that alternative be?

Whatever Matlab does, of course :-)

Return an empty array, and let empty arrays be valid array subscripts.

I remember reading that the way IDL works internally, it is not possible to have empty arrays without a major rewrite of IDL.

chl

Subject: Re: Reset fonts / Problem with colorbuttonbitmap.pro from D. Fanning
Posted by jschwab@gmail.com on Wed, 16 Jul 2008 14:02:03 GMT
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> have to use the count parameter to check if the result is an usable
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> 0...so you always have to use two lines of code for such a simple
> thing..

For the really simple thing you mentioned, you can do it in one line.

```
a >= 0
```

For more complex things, the extra line of code isn't too much of a hassle. Considering the usefulness of `where()` it's a price I'm quite willing to pay.

Josiah
