
Subject: Font compatibility question

Posted by [pdoherly](#) on Thu, 17 Jul 2008 16:11:29 GMT

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I have a fairly large direct graphics GUI program that I am trying to port from Windows to Mac OS X. Under IDL 6.1 on Windows it all works fine, even when IDL is running on Parallels Desktop on the Mac. When I try to run the same code under IDL 7.0 on Mac OS, everything goes wrong. It compiles fine, but when it runs all sorts of bad things happen and lots of widget_base entities just don't even show up on the screen.

It seems that this has to do with the size of widgets under Motif on the Mac. I spent quite a bit of time resizing things and was able to get it (mostly) to work again. (Then IDL 7.0 crashed, taking my Mac OS down with it, and replaced my main .pro file with a zero byte file and destroyed my project file, but that is another painful story).

My question is: If things just aren't fitting on the screen is it because the font (default in both cases) is just too big? Is there a font under Motif that looks like the default Windows font? Or is the Motif widget set just a lot pickier about how you align the widgets and such. That appeared to be the case as well.

Any information would be appreciated. I'd rather not have to go through this whole package and add a lot of OS based case statements.

Thank you,

Peter Doherty
