## Subject: Re: non-superuser installed truetype fonts in unix
Posted by David Fanning on Fri, 27 Nov 2009 13:50:00 GMT

View Forum Message <> Reply to Message

Jeremy Bailin writes:

> Is it possible for a non-superuser to install new True Type fonts in
> IDL under Linux? I.e. I don't have write access to $IDL_DIR/resources/
> fonts/tt so I can't edit the ttfonts.map file there. Is there a
> ~/.idl.... equivalent that is also read? Or can it be done via a
> preference that I've overlooked?

I don't know too much about fonts in LINUX, but as
far as I know, you NEVER have to edit the ttfonts.map
file in IDL to use True-Type fonts in IDL. If the fonts
are on your machine and can be found in the normal way
(on Windows machines this means installed in the
/Windows/Fonts directory, and I presume on LINIX it is
the same), then you can use them simply by naming them
with the DEVICE command.

The fonts found in the ttfonts.map file are fonts that
are distributed with IDL, and so are guaranteed to be
available to you in every IDL distribution. But it doesn't
limit which fonts you can actually use.

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: non-superuser installed truetype fonts in unix
Posted by Jeremy Bailin on Fri, 27 Nov 2009 14:34:13 GMT

View Forum Message <> Reply to Message

On Nov 27, 8:50 am, David Fanning <n...@dfanning.com> wrote:
> Jeremy Bailin writes:
>> Is it possible for a non-superuser to install new True Type fonts in
>> IDL under Linux? I.e. I don't have write access to $IDL_DIR/resources/
>> fonts/tt so I can't edit the ttfonts.map file there. Is there a

>> ~/.idl.... equivalent that is also read? Or can it be done via a
>> preference that I've overlooked?
>
> I don't know too much about fonts in LINUX, but as
> far as I know, you NEVER have to edit the ttfonts.map
> file in IDL to use True-Type fonts in IDL. If the fonts
> are on your machine and can be found in the normal way
> (on Windows machines this means installed in the
> /Windows/Fonts directory, and I presume on LINIX it is
> the same), then you can use them simply by naming them
> with the DEVICE command.
>
> The fonts found in the ttfonts.map file are fonts that
> are distributed with IDL, and so are guaranteed to be
> available to you in every IDL distribution. But it doesn't
> limit which fonts you can actually use.
>
> 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.")

Yeah, you'd have thought so. But here's what the help says (7.0.4):


To add a your own font to the list of fonts known to IDL, use a text
editor to edit the ttfont.map file, adding the FontName, FileName,
DirectGraphicsScale, and ObjectGraphicsScale fields for your font. You
will need to restart IDL for the changes to the ttfont.map file to
take effect. On Windows systems, you can use fonts that are not
mentioned in the ttfont.map file, as long as they are installed in the
Fonts control panel, as described below.

..and later:

The TrueType font files included with IDL are located in the resource/
fonts/tt subdirectory of the IDL directory. When attempting to resolve
a font name (specified via the FONT keyword to the DEVICE procedure),
IDL will look in the ttfont.map file first. If it fails to find the
specified font file in the ttfont.map file, it will search for the
font file in the following locations:

UNIX

No further search will be performed. If the specified font is not
included in the ttfont.map file, IDL will substitute Helvetica.


...and when I try it, the font is not recognized unless I put it into
ttfont.map (on a system where I have access to it... which is not the
system I'm trying to produce this plot on).

-Jeremy.

---

## Subject: Re: non-superuser installed truetype fonts in unix
Posted by David Fanning on Fri, 27 Nov 2009 19:17:34 GMT
View Forum Message <> Reply to Message

Jeremy Bailin writes:

> Yeah, you'd have thought so. But here's what the help says (7.0.4):

Yikes! Well, that's one way to handle the problems caused
by cross-platform compatibility. :-)

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.")

---