Subject: Re: localising IDL programs
Posted by natha on Thu, 09 Dec 2010 21:14:31 GMT
View Forum Message <> Reply to Message

That's a very good question. I also have the same problem (using
Windows) and I never found the way to do it.
Waiting for the answer...

nata

Subject: Re: localising IDL programs
Posted by natha on Thu, 09 Dec 2010 21:23:41 GMT
View Forum Message <> Reply to Message

Ok,
It seems that you have to use the ASCII values. You can consult the
following web site to get the decimal values :
http://ascii-table.com/special-chars.php

So if you want to display: 'hola què tal com estàs ?'
You should do:

res=DIALOG_MESSAGE('hola qu'+STRING(232b)+' tal com est'+STRING(224b)
+'s ?')

Cheers,
nata

Subject: Re: localising IDL programs
Posted by penteado on Thu, 09 Dec 2010 21:44:36 GMT
View Forum Message <> Reply to Message

On Dec 9, 7:23 pm, nata <bernat.puigdomen...@gmail.com> wrote:
> Ok,
> It seems that you have to use the ASCII values. You can consult the
> following web site to get the decimal values :http://ascii-table.com/special-chars.php
>
> So if you want to display: 'hola què tal com estàs ?'
> You should do:
>
> res=DIALOG_MESSAGE('hola qu'+STRING(232b)+' tal com est'+STRING(224b)
> +'s ?')

Though those (anything beyond 127) are not ASCII. That is an extension
from ASCII to 8-bit, and the characters can vary with the encoding

used.

The central problem is IDL's lack of Unicode support. Which languages
created recently (like Java) have builtin, at the source code level,
and other old languages support in varying levels of awkward retrofit.

Subject: Re: localising IDL programs
Posted by natha on Thu, 09 Dec 2010 22:08:36 GMT
View Forum Message <> Reply to Message

Just in case, I created the following routine. It seems to work on my
machine

```
  res=DIALOG_MESSAGE(ANSI_VALUE('hola qu'+ANSI_VALUE('è')+' tal com
est'+ANSI_VALUE('à')+'s ?'))
```

Cheers,
nata

```
FUNCTION ANSI_VALUE, char_in

  CASE char_in OF

    '€': ansi_char=STRING(128B)
    ',': ansi_char=STRING(130B)
    'ƒ': ansi_char=STRING(131B)
    '„': ansi_char=STRING(132B)
    '…': ansi_char=STRING(133B)
    '†': ansi_char=STRING(134B)
    '‡': ansi_char=STRING(135B)
    'ˆ': ansi_char=STRING(136B)
    '‰': ansi_char=STRING(137B)
    'Š': ansi_char=STRING(138B)
    '‹': ansi_char=STRING(139B)
    'Œ': ansi_char=STRING(140B)
    'Ž': ansi_char=STRING(142B)
    '‘': ansi_char=STRING(145B)
    '’': ansi_char=STRING(146B)
    '“': ansi_char=STRING(147B)
    '”': ansi_char=STRING(148B)
    '•': ansi_char=STRING(149B)
    '–': ansi_char=STRING(150B)
    '—': ansi_char=STRING(151B)
    '˜': ansi_char=STRING(152B)
    '™': ansi_char=STRING(153B)
    'š': ansi_char=STRING(154B)
```

'›': ansi_char=STRING(155B)
'œ': ansi_char=STRING(156B)
'ž': ansi_char=STRING(158B)
'Ÿ': ansi_char=STRING(159B)
'¡': ansi_char=STRING(161B)
'¢': ansi_char=STRING(162B)
'£': ansi_char=STRING(163B)
'¤': ansi_char=STRING(164B)
'¥': ansi_char=STRING(165B)
'¦': ansi_char=STRING(166B)
'§': ansi_char=STRING(167B)
'¨': ansi_char=STRING(168B)
'©': ansi_char=STRING(169B)
'ª': ansi_char=STRING(170B)
'«': ansi_char=STRING(171B)
'¬': ansi_char=STRING(172B)
'®': ansi_char=STRING(174B)
'¯': ansi_char=STRING(175B)
'°': ansi_char=STRING(176B)
'±': ansi_char=STRING(177B)
'²': ansi_char=STRING(178B)
'³': ansi_char=STRING(179B)
'´': ansi_char=STRING(180B)
'µ': ansi_char=STRING(181B)
'¶': ansi_char=STRING(182B)
'·': ansi_char=STRING(183B)
'¸': ansi_char=STRING(184B)
'¹': ansi_char=STRING(185B)
'º': ansi_char=STRING(186B)
'»': ansi_char=STRING(187B)
'¼': ansi_char=STRING(188B)
'½': ansi_char=STRING(189B)
'¾': ansi_char=STRING(190B)
'¿': ansi_char=STRING(191B)
'À': ansi_char=STRING(192B)
'Á': ansi_char=STRING(193B)
'Â': ansi_char=STRING(194B)
'Ã': ansi_char=STRING(195B)
'Ä': ansi_char=STRING(196B)
'Å': ansi_char=STRING(197B)
'Æ': ansi_char=STRING(198B)
'Ç': ansi_char=STRING(199B)
'È': ansi_char=STRING(200B)
'É': ansi_char=STRING(201B)
'Ê': ansi_char=STRING(202B)
'Ë': ansi_char=STRING(203B)
'Ì': ansi_char=STRING(204B)
'Í': ansi_char=STRING(205B)

'Î': ansi_char=STRING(206B)
'Ï': ansi_char=STRING(207B)
'Ð': ansi_char=STRING(208B)
'Ñ': ansi_char=STRING(209B)
'Ò': ansi_char=STRING(210B)
'Ó': ansi_char=STRING(211B)
'Ô': ansi_char=STRING(212B)
'Õ': ansi_char=STRING(213B)
'Ö': ansi_char=STRING(214B)
'×': ansi_char=STRING(215B)
'Ø': ansi_char=STRING(216B)
'Ù': ansi_char=STRING(217B)
'Ú': ansi_char=STRING(218B)
'Û': ansi_char=STRING(219B)
'Ü': ansi_char=STRING(220B)
'Ý': ansi_char=STRING(221B)
'Þ': ansi_char=STRING(222B)
'ß': ansi_char=STRING(223B)
'à': ansi_char=STRING(224B)
'á': ansi_char=STRING(225B)
'â': ansi_char=STRING(226B)
'ã': ansi_char=STRING(227B)
'ä': ansi_char=STRING(228B)
'å': ansi_char=STRING(229B)
'æ': ansi_char=STRING(230B)
'ç': ansi_char=STRING(231B)
'è': ansi_char=STRING(232B)
'é': ansi_char=STRING(233B)
'ê': ansi_char=STRING(234B)
'ë': ansi_char=STRING(235B)
'ì': ansi_char=STRING(236B)
'í': ansi_char=STRING(237B)
'î': ansi_char=STRING(238B)
'ï': ansi_char=STRING(239B)
'ð': ansi_char=STRING(240B)
'ñ': ansi_char=STRING(241B)
'ò': ansi_char=STRING(242B)
'ó': ansi_char=STRING(243B)
'ô': ansi_char=STRING(244B)
'õ': ansi_char=STRING(245B)
'ö': ansi_char=STRING(246B)
'÷': ansi_char=STRING(247B)
'ø': ansi_char=STRING(248B)
'ù': ansi_char=STRING(249B)
'ú': ansi_char=STRING(250B)
'û': ansi_char=STRING(251B)
'ü': ansi_char=STRING(252B)
'ý': ansi_char=STRING(253B)

```
    'þ': ansi_char=STRING(254B)
    'ÿ': ansi_char=STRING(255B)

    ELSE: ansi_char=char_in

  END

  RETURN, ansi_char
END
```

Subject: Re: localising IDL programs
Posted by natha on Fri, 10 Dec 2010 00:05:50 GMT
View Forum Message <> Reply to Message

If you are interested I changed the routine to something more elegant:

```
str='hola què tal com estàs ?'
res=DIALOG_MESSAGE(ANSI_VALUE(str))
```

It works ! :)

The trick is do that:

```
FUNCTION ANSI_VALUE, str_in

  str_inb=BYTE(str_in)
  str_nel=N_ELEMENTS(str_inb)

  FOR i=0l, str_nel-1 DO BEGIN

    IF str_inb[i] GT 126b THEN BEGIN
      char_in=STRING(str_inb[i:(i+1)<(str_nel-1)])
      i++
    ENDIF ELSE char_in=STRING(str_inb[i])

    CASE char_in OF

      '€': ...
      .....
```

nata

Subject: Re: localising IDL programs
Posted by David Fanning on Fri, 10 Dec 2010 01:26:48 GMT
View Forum Message <> Reply to Message

nata writes:

> If you are interested I changed the routine to something more elegant:
>
> str='hola què tal com estàs ?'
> res=DIALOG_MESSAGE(ANSI_VALUE(str))
>
> It works ! :)

Hi Nata,

Do you want to become famous by writing an article
for my web page about this? :-)

If so, you can find a template here:

http://www.dfannnig.com/template_books.html

I'm happy to host this program for you.

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: localising IDL programs
Posted by natha on Fri, 10 Dec 2010 01:33:50 GMT
View Forum Message <> Reply to Message

Thank you David,
Yes ! I can write the article but the link you just gave me is
invalid.
I'm also waiting response to know if you finally included my radar
images in your new book.

Cheers,
nata

Subject: Re: localising IDL programs
Posted by David Fanning on Fri, 10 Dec 2010 01:39:08 GMT
View Forum Message <> Reply to Message

nata writes:

> Yes ! I can write the article but the link you just gave me is
> invalid.

Whoops! OK, it is there now. Thanks! :-)

> I'm also waiting response to know if you finally included my radar
> images in your new book.

Yes, I can't reveal details, but I think some your images
are on the front cover. :-)

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: localising IDL programs
Posted by natha on Fri, 10 Dec 2010 01:51:14 GMT
View Forum Message <> Reply to Message

On 9 dic, 20:39, David Fanning <n...@dfanning.com> wrote:
> nata writes:
>> Yes ! I can write the article but the link you just gave me is
>> invalid.
>
> Whoops! OK, it is there now. Thanks! :-)

Are you sure ? I still have problems with that link

>> I'm also waiting response to know if you finally included my radar
>> images in your new book.
>
> Yes, I can't reveal details, but I think some your images
> are on the front cover. :-)

Could you send me a png or ps when you are going to publish your
book ?

Subject: Re: localising IDL programs
Posted by David Fanning on Fri, 10 Dec 2010 02:23:54 GMT
View Forum Message <> Reply to Message

nata writes:

> Are you sure ? I still have problems with that link

Sheesh! I just finished a big image processing chapter
today. Still recovering, I guess. Too many celebratory
beers. :-)

Try this:

http://www.dfanning.com/template_books.html

> Could you send me a png or ps when you are going to
> publish your book ?

I'll do better than that. I'll send you a book. ;-)

Cheers,

David

P.S. 320 pages so far, and still three weeks to go
before I promised myself a first draft. There is a
chance I might make it if I don't have to do any
Christmas shopping! :-)

--
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: localising IDL programs
Posted by wallabadah on Mon, 13 Dec 2010 02:54:13 GMT
View Forum Message <> Reply to Message

On Dec 10, 1:23 pm, David Fanning <n...@dfanning.com> wrote:

> nata writes:
>> Are you sure ? I still have problems with that link
>
> Sheesh! I just finished a big image processing chapter
> today. Still recovering, I guess. Too many celebratory
> beers. :-)
>
> Try this:
>
> http://www.dfanning.com/template_books.html
>
>> Could you send me a png or ps when you are going to
>> publish your book ?
>
> I'll do better than that. I'll send you a book. ;-)
>
> Cheers,
>
> David
>
> P.S. 320 pages so far, and still three weeks to go
> before I promised myself a first draft. There is a
> chance I might make it if I don't have to do any
> Christmas shopping! :-)
>
> --
> 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.")

Thanks for the great responses, using the lookup table approach
appears to have solved the problem.

cheers,

Will.

Subject: Re: localising IDL programs
Posted by Andy Sayer on Thu, 11 Jul 2013 17:47:33 GMT
View Forum Message <> Reply to Message

Hi all,

Apologies for bumping an old thread, but I have a similar issue. The lookup table given in previous posts works great for screen output. But, I am having odd behaviour when I try to write to eps output. Specifically, rather than á, 225B gives me Æ (which should be 198B). 198B gives a

breve accent. So it doesn't appear to be a swapping of just those two characters, but a different mapping.

Is there some alternate mapping/wizardry I need to do to make it work on eps output? I like to use device,/times and have tested e.g. courier but it gives the same behaviour.

This is using IDL 7.1.1 on a CentOS machine, in case it makes a difference. Any suggestions would be appreciated! I did a Google search and search on this group, but this thread was closest I found to the answer.

Thanks,

Andy

On Sunday, December 12, 2010 9:54:13 PM UTC-5, wallabadah wrote:
> On Dec 10, 1:23 pm, David Fanning <n...@dfanning.com> wrote:
>> nata writes:
>>> Are you sure ? I still have problems with that link
>>
>> Sheesh! I just finished a big image processing chapter
>> today. Still recovering, I guess. Too many celebratory
>> beers. :-)
>>
>> Try this:
>>
>> http://www.dfanning.com/template_books.html
>>
>>> Could you send me a png or ps when you are going to
>>> publish your book ?
>>
>> I'll do better than that. I'll send you a book. ;-)
>>
>> Cheers,
>>
>> David
>>
>> P.S. 320 pages so far, and still three weeks to go
>> before I promised myself a first draft. There is a
>> chance I might make it if I don't have to do any
>> Christmas shopping! :-)
>>
>> --
>> 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.")
>

> Thanks for the great responses, using the lookup table approach
> appears to have solved the problem.
>
> cheers,
>
> Will.

Subject: Re: localising IDL programs
Posted by Andy Sayer on Fri, 12 Jul 2013 16:03:39 GMT
View Forum Message <> Reply to Message

Ok, I fiddled around some more this morning but still can't get it working.

I also tried using string("341B) which should be the octal representation for á in that font according to IDL documentation, but again get Æ. I have experimented but can't find any simple map between the symbol that ASCII tables tell me I should get for a given value, and the symbol I actually get when writing to postscript.

Any thoughts?

Andy

On Thursday, July 11, 2013 1:47:33 PM UTC-4, AMS wrote:
> Hi all,
>
>
>
> Apologies for bumping an old thread, but I have a similar issue. The lookup table given in previous posts works great for screen output. But, I am having odd behaviour when I try to write to eps output. Specifically, rather than á, 225B gives me Æ (which should be 198B). 198B gives a breve accent. So it doesn't appear to be a swapping of just those two characters, but a different mapping.
>
>
>
> Is there some alternate mapping/wizardry I need to do to make it work on eps output? I like to use device,/times and have tested e.g. courier but it gives the same behaviour.
>
>
>
> This is using IDL 7.1.1 on a CentOS machine, in case it makes a difference. Any suggestions would be appreciated! I did a Google search and search on this group, but this thread was closest I found to the answer.
>
>
>
> Thanks,

>
>
>
> Andy
>
>
>
>
>
> On Sunday, December 12, 2010 9:54:13 PM UTC-5, wallabadah wrote:
>
>> On Dec 10, 1:23 pm, David Fanning <n...@dfanning.com> wrote:
>
>>> nata writes:
>
>>>> Are you sure ? I still have problems with that link
>
>>>
>
>>> Sheesh! I just finished a big image processing chapter
>
>>> today. Still recovering, I guess. Too many celebratory
>
>>> beers. :-)
>
>>>
>
>>> Try this:
>
>>>
>
>>> http://www.dfanning.com/template_books.html
>
>>>
>
>>>> Could you send me a png or ps when you are going to
>
>>>> publish your book ?
>
>>>
>
>>> I'll do better than that. I'll send you a book. ;-)
>
>>>
>
>>> Cheers,
>
>>>

>
>>> David
>
>>>
>
>>> P.S. 320 pages so far, and still three weeks to go
>
>>> before I promised myself a first draft. There is a
>
>>> chance I might make it if I don't have to do any
>
>>> Christmas shopping! :-)
>
>>>
>
>>> --
>
>>> 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.")
>
>>
>
>> Thanks for the great responses, using the lookup table approach
>
>> appears to have solved the problem.
>
>>
>
>> cheers,
>
>>
>
>> Will.

Subject: Re: localising IDL programs
Posted by David Fanning on Fri, 12 Jul 2013 16:08:23 GMT
View Forum Message <> Reply to Message

AMS writes:

> Ok, I fiddled around some more this morning but still can't get it working.
>

> I also tried using string("341B) which should be the octal representation for á in that font according to IDL documentation, but again get Æ. I have experimented but can't find any simple map between the symbol that ASCII tables tell me I should get for a given value, and the symbol I actually get when writing to postscript.
>
> Any thoughts?

My only thought is that these values are almost *always* different in PostScript. See, for example, the contortions I have to go through to produce similar output on the display and in PostScript files in cgSymbol:

http://www.idlcoyote.com/programs/cgsymbol.pro

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: localising IDL programs
Posted by Andy Sayer on Fri, 12 Jul 2013 17:29:48 GMT
View Forum Message <> Reply to Message

Aha! The plot thickens. Your suggestion inspired me to open up the output postscript file in a text editor, and I found the place where the relevant bit of text is contained. IDL is writing code \341 there, which from before is the correct octal value for á. So that bit was right. I also found this page which shows that \341 is Æ in text encoding, but á in ISO Latin-1 encoding: http://www.math.u-bordeaux1.fr/~mleguebe/docs/gnuplot_liite3 4.pdf

So, I checked the IDL help and there is a keyword /isolatin1 to device. I set that, and it displays as intended.

Thanks,

Andy

On Friday, July 12, 2013 12:08:23 PM UTC-4, David Fanning wrote:
> AMS writes:
>
>
>
>> Ok, I fiddled around some more this morning but still can't get it working.
>

>>
>
>> I also tried using string("341B) which should be the octal representation for á in that font according to IDL documentation, but again get Æ. I have experimented but can't find any simple map between the symbol that ASCII tables tell me I should get for a given value, and the symbol I actually get when writing to postscript.
>
>>
>
>> Any thoughts?
>
>
>
> My only thought is that these values are almost *always* different in
>
> PostScript. See, for example, the contortions I have to go through to
>
> produce similar output on the display and in PostScript files in
>
> cgSymbol:
>
>
>
> http://www.idlcoyote.com/programs/cgsymbol.pro
>
>
>
> Cheers,
>
>
>
> David
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: localising IDL programs
Posted by David Fanning on Fri, 12 Jul 2013 17:36:22 GMT
View Forum Message <> Reply to Message

AMS writes:

> Aha! The plot thickens. Your suggestion inspired me to open up the output postscript file in a text editor, and I found the place where the relevant bit of text is contained. IDL is writing code \341 there, which from before is the correct octal value for á. So that bit was right. I also found this page which shows that \341 is Æ in text encoding, but á in ISO Latin-1 encoding: http://www.math.u-bordeaux1.fr/~mleguebe/docs/gnuplot_liite3 4.pdf
>
> So, I checked the IDL help and there is a keyword /isolatin1 to device. I set that, and it displays as intended.

There you go, mystery solved.

Now you see why every time someone so much as touches a Coyote Graphics command the PostScript device gets configured with COLOR=1, BITS_PER_PIXEL=8, and /ISOLATIN1. Saves a LOT of problems later on. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: localising IDL programs
Posted by Andy Sayer on Fri, 12 Jul 2013 18:29:04 GMT
View Forum Message <> Reply to Message

Heh. Yeah, I had not known of/had to use /isolatin1 before.

On Friday, July 12, 2013 1:36:22 PM UTC-4, David Fanning wrote:
> AMS writes:
>
>
>
>> Aha! The plot thickens. Your suggestion inspired me to open up the output postscript file in a text editor, and I found the place where the relevant bit of text is contained. IDL is writing code \341 there, which from before is the correct octal value for á. So that bit was right. I also found this page which shows that \341 is Æ in text encoding, but á in ISO Latin-1 encoding: http://www.math.u-bordeaux1.fr/~mleguebe/docs/gnuplot_liite3 4.pdf
>
>>

>
>> So, I checked the IDL help and there is a keyword /isolatin1 to device. I set that, and it displays as intended.
>
>
>
> There you go, mystery solved.
>
>
>
> Now you see why every time someone so much as touches a Coyote Graphics
>
> command the PostScript device gets configured with COLOR=1,
>
> BITS_PER_PIXEL=8, and /ISOLATIN1. Saves a LOT of problems later on. :-)
>
>
>
> Cheers,
>
>
>
> David
>
>
>
>
>
>
>
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")