
Subject: Re: localising IDL programs
Posted by [natha](#) on Thu, 09 Dec 2010 21:14:31 GMT
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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
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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
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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

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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)  
    'f': ansi_char=STRING(131B)  
    ',': ansi_char=STRING(132B)  
    '...': ansi_char=STRING(133B)  
    '†': ansi_char=STRING(134B)  
    '‡': ansi_char=STRING(135B)  
    '^': ansi_char=STRING(136B)  
    '%o': ansi_char=STRING(137B)  
    'Š': ansi_char=STRING(138B)  
    'ł': 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)
'ı': ansi_char=STRING(161B)
'ø': 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)
'x': 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)
'Ë': 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)

```
'p': 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

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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=0, 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

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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.dfannig.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

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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
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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.
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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:
>
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>
>> Could you send me a png or ps when you are going to
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> I'll do better than that. I'll send you a book. ;-)
>
> Cheers,
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> David
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> P.S. 320 pages so far, and still three weeks to go
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> Christmas shopping! :-)
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> --
> 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
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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

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>>

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>

> 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
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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
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>>> I'll do better than that. I'll send you a book. ;-)
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>>> David Fanning, Ph.D.
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>
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>>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
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>> Thanks for the great responses, using the lookup table approach
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>> appears to have solved the problem.
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>> cheers,
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>
>> Will.

Subject: Re: localising IDL programs
Posted by [David Fanning](#) on Fri, 12 Jul 2013 16:08:23 GMT
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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

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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.
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>
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>
> <http://www.idlcoyote.com/programs/cgsymbol.pro>
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> David
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Subject: Re: localising IDL programs
Posted by [David Fanning](#) on Fri, 12 Jul 2013 17:36:22 GMT
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AMS writes:

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>

> 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/>

Seppure 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

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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:
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> David Fanning, Ph.D.
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> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
