
Subject: DejaVuSans Font and the Sun Symbol
Posted by [David Fanning](#) on Fri, 21 Dec 2012 23:15:03 GMT
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Folks,

One of the things I like about IDL 8.2 (see, I'm already practicing New Year resolutions!) is the new DejaVuSans font that was included in the IDL distribution. I **really** like the way it looks in PostScript output and I have been using it in place of Helvetica for awhile now. I'm thinking seriously of making this the default PostScript font for all Coyote Graphics output.

To make this easier to use, I have added a new DejuVuSans keyword to PS_Start to allow me to quickly choose this True-Type font for PostScript output. This is ONLY available in IDL 8.2 and higher.

One of the things I think astronomers are going to like about the DejaVuSans font is its ability to render a Sun symbol. (And you thought Santa Claus didn't exist!) Small modifications to cgSymbol have made it possible to automatically return the proper Unicode values for the Sun symbol, if you are set up to use this font. For Coyote Graphics routines, it is as simple as this:

```
PS_Start, 'sunsymboltest.ps', /DejaVuSans
cgPlot, cgDemoData(1), Title = 'Sun Symbol($\sun$)'
PS_End, /PNG
```

You can see what the output looks like at the bottom of this article:

http://www.idlcoyote.com/misc_tips/sun_symbol.html

Currently this feature is unavailable from the resizable cgWindow, but I expect it will be soon enough.

You will need to update your Coyote Library to take advantage of this functionality.

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

Happy Holidays!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
