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Subject: Re: Using device fonts in object graphics ?  
Posted by [David Fanning](#) on Thu, 03 Jan 2013 17:44:22 GMT  
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George.millward@yahoo.com writes:

> I'm trying to load and use 'device' fonts in IDL object graphics.  
> All I find in the documentation are references to direct graphics.  
>  
> in direct graphics all you do is set !p.font = 0 and get on with it.  
>  
> Anyone know how to use device fonts in object graphics ?  
>  
> I'm fearing the lack of documentation means that it can't be done.

I've never heard of this being done. The object graphics system  
is really set up to use True-type fonts.

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.")

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Subject: Re: Using device fonts in object graphics ?  
Posted by [George.millward](#) on Thu, 03 Jan 2013 17:50:14 GMT  
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On Thursday, January 3, 2013 10:44:22 AM UTC-7, David Fanning wrote:

> George.millward@yahoo.com writes:  
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> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

David,

Hmm - but doesn't that mean that object graphics only has access to Times, Helvetica and Courier ?

Cheers

George.

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Subject: Re: Using device fonts in object graphics ?  
Posted by [George.millward](#) on Thu, 03 Jan 2013 17:59:32 GMT  
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On Thursday, January 3, 2013 10:50:14 AM UTC-7, george....@yahoo.com wrote:

> On Thursday, January 3, 2013 10:44:22 AM UTC-7, David Fanning wrote:

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>> George.millward@yahoo.com writes:

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>  
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>  
>  
> Cheers  
>  
>  
>  
> George.

oh, hang on - now I see you can add true-type fonts:

[http://www.exelisvis.com/docs/Using\\_TrueType\\_Fonts.html](http://www.exelisvis.com/docs/Using_TrueType_Fonts.html)

G.

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Subject: Re: Using device fonts in object graphics ?  
Posted by [David Fanning](#) on Thu, 03 Jan 2013 18:04:23 GMT  
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George.millward@yahoo.com writes:

> Hmm - but doesn't that mean that object graphics only has access to Times,  
> Helvetica and Courier ?

As far as I know, you can use any true-type font you have installed on your machine:

Device, TT\_FONT=1, SET\_FONT='WhateverYouHave'

There is no guarantee someone who uses your program will have

this font, however, so if we write code that is distributed, we usually restrict ourselves to fonts distributed with IDL. I've been using the DejaVuSans font quite a lot lately. I like it for most things. :-)

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
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Subject: Re: Using device fonts in object graphics ?  
Posted by [David Fanning](#) on Thu, 03 Jan 2013 18:10:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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David Fanning writes:

> As far as I know, you can use any true-type font you have  
> installed on your machine:  
>  
> Device, TT\_FONT=1, SET\_FONT='WhatEverYouHave'

I guess in object graphics you assign the font name with an IDLgrFont object.

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>  
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Subject: Re: Using device fonts in object graphics ?  
Posted by [George.millward](#) on Thu, 03 Jan 2013 18:23:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On Thursday, January 3, 2013 11:10:16 AM UTC-7, David Fanning wrote:

```
> David Fanning writes:
>
>
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>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
```

David,

Yeh, I figured it out.

First you list your available fonts:

```
DEVICE, GET_FONTNAMES=fnames, SET_FONT='*
```

FOREACH element, fnames DO PRINT, 'Value = @', element, '@'

then you set one up, ie:

```
main_text_font = Obj_New('IDLgrFont', 'Franklin Gothic Demi', Size=10)
```

Seems to work !!

Thanks for your help.

George.

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