
Subject: True-Type Font Confusion

Posted by [David Fanning](#) on Fri, 24 May 2013 14:42:10 GMT

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Folks,

I've spent a couple of confusing hours this morning trying to understand true-type font handling in IDL on Windows computers for an article I'd like to write. I don't have time to write the article now, but I thought I would jot a few observations down in case I ever get back to it.

The name of the font in the Windows/Fonts directory is NOT the name of the font you want to use when you are selecting the true-type font for use in IDL. To get the font name you want to use, get a list of the font names from the Device command:

```
IDL> Device, Get_FontName=names, Set_Font='*
```

The font you want to use must be a true-type font. It cannot be an OpenType font, even though OpenType font names will appear in the names you just downloaded! To find out if this is a true-type font, you can right click on a font in the Windows/Fonts folder and use the Properties button to check its name. You want fonts that have a *.ttf extension. You cannot use fonts that have an *.otf extension.

If you right click on a font family, rather than a single font, you will not find the Properties button. You will have to open these fonts in the Windows Font Viewer and look for the name at the top of the (many!) windows that open.

If you get the name right, and you have a true-type font, then there is no need to modify the ttfont.map file in the IDL resources/font/tt directory. You can use the true-type font directly by just making it the default true-type font. For example:

```
cgSet_TTFont, 'Vladimir Script'
```

Sadly, if you purchase a font from somewhere, that font is almost always an OpenType font. True-Type fonts are pretty old technology. As far as I can determine, OpenType fonts are not supported in IDL. (Does anyone know if this is true or not?)

Cheers,

David

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