
Subject: Re: calligraphic font

Posted by [David Fanning](#) on Tue, 21 May 2013 12:32:56 GMT

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bing999 writes:

- > Is it possible to use a calligraphic font with postscript fonts (!
- > p.font=0) to output as a pdf?
- > I tried all the fonts available according to exelis ([http://](http://www.exelisvis.com/docs/Using_Device_Fonts.html)
- > www.exelisvis.com/docs/Using_Device_Fonts.html) but none corresponds
- > to what I am looking for...

In theory, you ought to be able to do this with true-type fonts:

```
Device, Set_Font='Brush Script MT Italic', /TT_Font
PS_Start, 'script.ps'
cgText, 0.5, 0.5, /Normal, Align=0.5, Font=1, $
  'This is test script with handwriting font.'
PS_End, /PNG
```

But, I've read the documentation five times now, followed directions EXACTLY as specified (modifying the ttfont.map file, etc.), and can't get it to work.

This leads me to believe this functionality must be broken in IDL 8.2.2.

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: calligraphic font

Posted by [Michael Galloy](#) on Tue, 21 May 2013 16:32:15 GMT

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On 5/21/13 6:32 AM, David Fanning wrote:

> bing999 writes:

>

>> Is it possible to use a calligraphic font with postscript fonts (!

>> p.font=0) to output as a pdf?

>> I tried all the fonts available according to exelis ([http://](http://www.exelisvis.com/docs/Using_Device_Fonts.html)

>> www.exelisvis.com/docs/Using_Device_Fonts.html) but none corresponds

>> to what I am looking for...

>
> In theory, you ought to be able to do this with true-type fonts:
>
> Device, Set_Font='Brush Script MT Italic', /TT_Font
> PS_Start, 'script.ps'
> cgText, 0.5, 0.5, /Normal, Align=0.5, Font=1, \$
> 'This is test script with handwriting font.'
> PS_End, /PNG
>
> But, I've read the documentation five times now, followed directions
> EXACTLY as specified (modifying the ttfont.map file, etc.), and can't get
> it to work.
>
> This leads me to believe this functionality must be broken in IDL 8.2.2.
>
> Cheers,
>
> David
>

Sure, here is an example using Brush Script MT:

<http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.ps>

Converted to an image:

<http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.png>

I used MG_FONTS to install Brush Script MT:

https://github.com/mgalloy/mglib/blob/master/src/vis/util/mg_fonts.pro

I also had to change the name of the font file to BrushScript.ttf
(removing a space).

```
mg_fonts, install={ mg_fonts_tt, $  
                    name: 'Brush Script', $  
                    filename: filepath('BrushScript.ttf',  
root='~/Desktop'), $  
                    direct_size: 0.625, $  
                    object_size: 1.0 }
```

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

Research Mathematician

Subject: Re: calligraphic font

Posted by [David Fanning](#) on Tue, 21 May 2013 16:50:33 GMT

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Michael Galloy writes:

> Sure, here is an example using Brush Script MT:

>

> <http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.ps>

>

> Converted to an image:

>

> <http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.png>

>

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> https://github.com/mgalloy/mglib/blob/master/src/vis/util/mg_fonts.pro

>

> I also had to change the name of the font file to BrushScript.ttf

> (removing a space).

>

> mg_fonts, install={ mg_fonts_tt, \$

> name: 'Brush Script', \$

> filename: filepath('BrushScript.ttf',

> root='~/Desktop'), \$

> direct_size: 0.625, \$

> object_size: 1.0 }

Well, this definitely doesn't work on my Windows computer. I don't know why. :-(

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: calligraphic font

Posted by [Michael Galloy](#) on Tue, 21 May 2013 16:53:43 GMT

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On 5/21/13 10:50 AM, David Fanning wrote:

> Michael Galloy writes:

>

>> Sure, here is an example using Brush Script MT:

>>

>> <http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.ps>

>>

>> Converted to an image:

>>

>> <http://michaelgalloy.com/wp-content/uploads/2013/05/calligraphic-font.png>

>>

>> I used MG_FONTS to install Brush Script MT:

>>

>> https://github.com/mgalloy/mglib/blob/master/src/vis/util/mg_fonts.pro

>>

>> I also had to change the name of the font file to BrushScript.ttf

>> (removing a space).

>>

```
>> mg_fonts, install={ mg_fonts_tt, $
>>                      name: 'Brush Script', $
>>                      filename: filepath('BrushScript.ttf',
>> root='~/Desktop'), $
>>                      direct_size: 0.625, $
>>                      object_size: 1.0 }
```

>

> Well, this definitely doesn't work on my Windows computer. I don't know

> why. :-(

Mine was on OS X, IDL 8.2.2.

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

Research Mathematician

Tech-X Corporation

Subject: Re: calligraphic font

Posted by [David Fanning](#) on Tue, 21 May 2013 17:03:34 GMT

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David Fanning writes:

> Well, this definitely doesn't work on my Windows computer. I don't know
> why. :-(

You know, Windows has a very strange permission set-up. It may be that even though it *looks* like I am able to write into this ExelisVis directory that I really can't. (This has happened to me before when trying to change a library routine.) If I can't, then it is always the *old* ttfont.map file that is getting read, which is why nothing ever changes for me.

Device, Set_Font=fontname, /TT_Font will complain if I pass a name that is not in the C:/Windows/Fonts folder, so I think that part is working. But, clearly, IDL doesn't know anything about the font when I try to use it. This command works:

```
device, set_font='Brush Script MT Italic', /tt_font
```

The relevant line in my ttfonts.map file is this, after I copied the font to the IDL true-type fonts folder:

```
"Brush Script MT Italic" brushsci.ttf 0.625 1.0
```

No joy whatsoever, even after restarting IDL, etc., etc. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Subject: Re: calligraphic font

Posted by [David Fanning](#) on Tue, 21 May 2013 17:28:33 GMT

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David Fanning writes:

> No joy whatsoever, even after restarting IDL, etc., etc. :-(

I think it is time to retire again. I'm not having ANY luck today.

It finally dawned on me this might be a problem with how PS_Start works. Sure enough, I can get the calligraphy font if I read my own

documentation and set the PostScript file up like this:

```
ps_start, tt_font='Brush Script MT Italic', font=1, 'tester.ps'  
cgplot, cgdemodata(1), title='This is a Callegraphy Font'  
ps_end, /png
```

So, I guess it works OK. Just more work needed in PS_Start, I guess.

I suppose the real problem is that there is no way I know of to obtain the current true-type font programmatically, and I want to use true-type fonts in PS_Start, so I define a default one. Humm. :-(

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: calligraphic font

Posted by [David Fanning](#) on Tue, 21 May 2013 18:29:19 GMT

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David Fanning writes:

```
> I suppose the real problem is that there is no way I know of to obtain  
> the current true-type font programmatically, and I want to use true-type  
> fonts in PS_Start, so I define a default one. Humm. :-(
```

OK, here is the real problem. I see I've dealt with this before.

The real problem is that to get the PostScript device to use a true-type font, you have to specify the font from *within* the PostScript device. In other words, this command:

```
Device, Set_Font='Times', /TT_FONT
```

Has to be issued after the SET_PLOT, "PS" command. It does no good to issue it at the IDL command line if you want to make a PostScript file.

Since PS_Start is issued at the IDL "command line" normally and sets up the PostScript file for you, that is why you have to use the TT_FONT keyword to specify the font:

PS_Start, TT_Font='Times'

This allows it to issue the proper command after the PostScript device has been entered.

Then, of course, the PostScript device is "sticky" and it stays configured until you change it to something else. If I could figure out which true-type font was in effect at the command line (I don't know of any way to do this), I could keep the PostScript output in sync.

One way to handle this would be to write a cgSet_TTFont command that would set the true-type font for both the display and for PostScript output. That way, I could keep things in sync. But, how many people would use it?

Cheers,

David

--

David Fanning, Ph.D.

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