
Subject: Re: Font Creation

Posted by [Eric Deutsch](#) on Wed, 17 Jan 1996 08:00:00 GMT

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Justin Baker wrote:

```
>
> I had no luck with my previous posting for IDL meteorological symbols,
> so...
>
> Does anyone have some routines to automatically define characters in a
> font file at a programming level ?
>
> For example, instead of manually defining 100 different weather symbols
> using efont (aaaargh !), I'd like to do something like :
>
> open_font, 16
> sym1 = new_sym
> draw,0,0,100,100
> draw,10,10,50,40
> ...
> ...
> save_sym, sym1
>
> sym2=...
>
> close_font
>
> save_font,'/home/junk/myfont'
```

I'm not sure I completely understand what you ask, but here are two suggestions:

1) If you are interested in vector-drawn characters and are willing to define them yourself (which is I think what you are try to show above), how about writing a program like:

```
pro metsym,x,y,sym,symsize
  if (sym eq 0) then begin
    plots,/100.0*symsize+x,/100.0*symsize+y
    plots,[etc.
  endif
  if (sym eq 1) then begin
    plots,/100.0*symsize+x,[0,100,20,0]/100.0*symsize+y
    plots,[etc.
  endif
  return
end
```

2) If you are interested in a bit-mapped font set, I do have something you might use: one program takes a large image which contains the whole symbol set in it and separates all the symbols into a specific format and saves that. the other program is similar to xyouts, taking x,y,string and then a fontname... the letters are TV'ed onto the screen from the stored bitmap font file. I use this when I need big block letters on the screen, larger than what my X font library contains.

hope this helps a little..

Eric

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