Subject: Re: IDL Menu Fonts
Posted by Peter Mason on Wed, 05 Feb 1997 08:00:00 GMT
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On Tue, 4 Feb 1997, Brian J Soher wrote:

- > Got a question about how to change the font for the elements in a
- > CW PDMENU. We are using IDL 4.0 in a Windows NT 4.0 PC. I
- > create a base with a Mbar keyword followed by a bunch of other
- > widget element declarations (text, buttons etc). I use a:

>

> WIDGET CONTROL, tlbid, Default font='arial*16'

>

- > immediately after the base declaration to change the font in the
- > base. All the widget elements in the base behave nicely,
- > realized in arial*16 font, but the elements I load into the Mbar
- > base ID stick with the NT defined menubar font (as set in the
- > Control Panel Display utility).

>

- > I have also tried setting the FONT keyword for the CW_PDMENU
- > call. No change. I have tried a: WIDGET_CONTROL, menu_base,
- > Default_font='arial*16' command too. No change.

>

- > I am starting to think that it is a problem with NT4.0 ? just
- > because, nothing I do seems to affect the font used in the
- > menubar.

>

> Any thoughts would be appreciated, thanks in advance.

I experience the same problem under NT 3.51 - I can't change the font of widgets in a menubar. I suspect that it is due to a style restriction in the Windows API (not IDL) - i.e., that Windows doesn't let you pick a font for a menu "widget".

One can change menubar fonts freely under Unix.

By the way, I think that WIDGET_CONTROL, DEFAULT_FONT=... is one of those "global" WIDGET CONTROL calls, even though the docs don't point this out. (In fact the docs are misleading in that they state that WIDGET_CONTROL requires a widget_id argument for all calls except /RESET.) It ignores any widget-id argument you pass, and sets the font for all widgets created subsequently. (If you explicitly specify a widget's font via the /FONT keyword then this default is overridden, of course.) It still would have worked in your case - that is, if Windows allowed it:)

Peter Mason