Subject: Conundrum

Posted by J.D. Smith on Tue, 19 May 1998 07:00:00 GMT

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Any ideas why the command:

device,get\_fontnames=df,font='\*cour\*bold-r-normal\*--14\*'

causes a graphics window to open if one isn't yet? Any way around this? Thoughts on general cross-platform font selection schemes for widget fonts (not graphics fonts)?

JD

Subject: Re: Conundrum

Posted by David L. Windt on Fri, 22 May 1998 07:00:00 GMT

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## J.D. Smith wrote:

- > fine. My problem with widget fonts is, e.g. for display of formatted
- > text. Non-uniform spacing fonts are very rude. I should probably try
- > to implement things in a table widget or something, but what a lot of
- > overhead just to show some columns of data!

>

What's wrong with setting the widget keyword font='\*fixed'? This seems to work forme on Windows, Mac, HPUX and SunOS.

-David Windt windt@bell-labs.com

Subject: Re: Conundrum

Posted by Mike Schienle on Tue, 26 May 1998 07:00:00 GMT

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## J.D. Smith wrote:

- > fine. My problem with widget fonts is, e.g. for display of formatted
- > text. Non-uniform spacing fonts are very rude. I should probably try
- > to implement things in a table widget or something, but what a lot of
  - > overhead just to show some columns of data!

What's wrong with setting the widget keyword font='\*fixed'? This seems to work forme on Windows, Mac, HPUX and SunOS.

-David Windt windt@bell-labs.com

Nothing is wrong with that under most conditions. I prefer to use proportional fonts for the majority of my widgets to make their appearance a little less forced. Also, you can make better use of screen real-estate with proportional fonts. For base widgets with just a few sub-widgets, this is probably not a big deal. I just checked two files out of nearly 150 files from a recent project. The two files had well over 100 Widget\_ or CW\_ calls in them. With that many widgets screen real-estate and precise location was an issue at times.

I spent some time working on cross-platform appearances for the above project and a couple others. I reworked a few of RSI's compound widgets (CW\_\*) to allow setting of fonts for titles, fields, labels, etc., as well as width of buttons to get a uniform appearance on multiple platforms. I also added in the ability to do widget tracking to the compound widgets to accommodate context-sensitive help.

I'm under the impression these type of things aren't very important or popular for most people, but I can add some pages to my web site at http://ww2.sd.cybernex.net/~mgs/ to provide details if anyone is interested. Just let me know.

Regards,

Mike Schienle