

DefaultUIFont

DefaultUIFont [/W=*winName* /Mac/Win] **group** = {*fNameStr*,*fSize*,*fStyle*} [, ...]

The DefaultUIFont operation changes the default font for user-defined controls and other Graphical User Interface elements.

Parameters

fNameStr is the name of a font, *fSize* is the font size, and *fStyle* is a bitwise parameter with each bit controlling one aspect of the font style. See **Button** for details about these parameters.

group may be one of the following:

all	All controls
button	Button and default CustomControl
checkbox	CheckBox controls
tabcontrol	TabControl controls
popup	Affects the icon (not the title) of a PopupMenu control. The text in the popped state is set by the system and can not be changed. The title of a PopupMenu is affected by the all group but the icon text is not.
panel	Draw text in a panel.
graph	Overlay graphs. Size is used only if <code>ModifyGraph gfSize= -1</code> ; style is not used.
table	Overlay tables.

Flags

/Mac	Changes control fonts only on Macintosh, and it affects the experiment whenever it is used on Macintosh.
/W= <i>winName</i>	Affects the named window or subwindow. When omitted, sets an experiment-wide default. When identifying a subwindow with <i>winName</i> , see Subwindow Syntax on page III-92 for details on forming the window hierarchy.
/Win	Changes control fonts only on Windows, and it affects the experiment whenever it is used on Windows.

Details

Although designed to be used before controls are created, calling DefaultUIFont will update all affected windows with controls. This makes it easy to experiment with fonts. Keep in mind that fonts can cause compatibility problems when moving between machines or platforms.

The /Mac and /Win flags indicate the platform on which the fonts are to be used. If the current platform is not the one specified then the settings are not used but are remembered for use in window recreation macros or experiment recreation. This allows a user to create an experiment that will use different fonts depending on the current platform.

If the /W flag is used then the font settings apply only to the specified window (Graph or Panel.) If the /W flag is not used, then the settings are global to the experiment. Tip: Use /W=# to refer to the current active subwindow.

fNameStr may be an empty string ("") to clear a group. Setting the font name to "*_IgorSmall*", "*_IgorMedium*", or "*_IgorLarge*" will use Igor's own defaults. The standard defaults for controls are the equivalent to setting all to "*_IgorSmall*", tabcontrol to "*_IgorMedium*", and button to "*_IgorLarge*". Use a *fSize* of zero to also get the standard default for size. On Windows, the three default fonts and sizes are all the same.

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