
Subject: Re: Different Platforms

Posted by [David Foster](#) on Wed, 19 Nov 1997 08:00:00 GMT

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Neil Winrow wrote:

>
> Can anyone offer me any advice.
>
> I have written a number of widget programs, which are visually correct
> on my PC, however when they are run on the silicon graphics machines the
> layout starts to go terribly wrong. The character sizes are wrong, and
> the labelling carried out using the 'XYOUTS' call is all wrong. The
> whole window sizing falls down. The programs are going to be used on
> PC's, silicon graphics, and MAC's. Could anyone offer me a few pointers
> on how to correct these problems to run the programs on the different
> platforms.
>
> Many Thanks In Advance
>
> Neil.

When I needed to run IDL programs on an SGI that were originally written on a Sun system, I had to make the following modifications to the 'idl_startup' file on the SGI:

```
; Choose pseudo-color 8-bit visual
device, pseudo_color=8

; Select default backing-store method to be provided by IDL, as SGI
; X server does not seem to provide it
device, retain=2

; Change size of font so programs fit on-screen (IRIX 4.0 or later)
; Reference: sgi.doc document in $IDL_DIR/notes
WIDGET_CONTROL, $
    DEFAULT_FONT="-adobe-helvetica-bold-r-normal-*-14-100-*-*-*-* "

; Set default plotting font to same hardware font above
; (Create a pixmap window to avoid window creation upon
; calling DEVICE, FONT= ; then delete window)
window, xsize=5,ysize=5,/free,/pixmap
!p.font = 0 ; Use hardware font
device, FONT="-adobe-helvetica-bold-r-normal-*-10-100-*-*-*-*"
wdelete ; Delete window created
```

Of course this assumes that you have access to the IDL configuration on the SGI. But this worked well for me.

Dave
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