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Subject: Re: Writing on X without X device (!)  
Posted by [David Foster](#) on Wed, 17 Mar 1999 08:00:00 GMT  
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Kenneth P. Bowman wrote:

>  
> In article <36E6D94F.E9A5C81D@fz-juelich.de>, "R.Bauer"  
> <R.Bauer@fz-juelich.de> wrote:  
>  
>> Look at the Device Z Buffer.  
>  
> This is not directly related to the question originally asked, but one  
> problem I have with the Z-buffer is that only the Hershey fonts are  
> available. Therefore, when I need a 2-D frame buffer, I usually use X  
> instead of Z. At least that way I can use the X fonts and get a more  
> attractive graphic.  
>  
> Ken Bowman

This is one reason I recommended using the xvfb virtual frame buffer program that is part of X11R6; you can specify a virtual display and then run your programs unmodified, while no one is logged in on the console.

Dave

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