
Subject: Re: call to X device opens window

Posted by [David Fanning](#) on Thu, 26 Oct 2006 00:23:19 GMT

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Bringfried Stecklum writes:

> Just a quick question related to the X device. I am just wondering why
> device,set_font='AnyFontYouLike' opens a window if none are open while,
> e.g. device,deco=0 does not do it?

Of course, you don't have to see this window open on your display, I don't think. I think a pixmap window works just as well.

```
thisWindow = !D.Window  
Window, /Free, /pixmap, XSize=10, YSize=10  
Device, Set_Font='AnyFont'  
WDelete, !D.Window  
IF thisWindow GE 0 THEN WSet, thisWindow
```

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
