
Subject: Re: call to X device opens window
Posted by [Sven Geier](#) on Thu, 26 Oct 2006 00:02:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bringfried Stecklum wrote:

> 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?
>

1) The correct answer: Who knows why something in IDL works the way it works...

2) The "best guess": device,/deco doesn't really do anything to the device - it merely tells IDL how to treat that device (i.e. how to handle color). It can be executed whether the device actually exists or not, as long as you're not actually plotting anything. While set_font needs to make sure whatever font you selected actually exists which means it needs to actually talk to the X-server (of Xfs, really, I suppose): Because the X-server could have different fonts available for different screens (different resolutions etc) there needs to be an actual drawable with an actually-existing resolution, color-depth etc before you can talk about "fonts".

This guess is informed more by my knowledge of X than IDL, though, so there's no guarantees...

-S

--

<http://www.sgeier.net>

My real email address does not contain any "Z"s.
