David Fanning wrote:
> Folks,
>
> I have an IDL startup file on my LINUX machine. The first
> line in the file is this:
>
>   DEVICE, RETAIN=2, TRUE_COLOR=1, SET_CHARACTER_SIZE=[9,12]
>
> When I start up IDL 7.0.1 in the IDL Workbench this file
> is executed (there is a print statement at the end of the file
> to let me know it executed). And, indeed, graphics windows are
> retained, etc. *But* when I issue a plot command, I still have tiny
> fonts. At some random time during the day (I have no idea when),
> something in IDL "wakes up" and all of my graphics from then on
> contain the larger font I specified in my startup file. This
> can take an hour, sometimes I don't notice the larger fonts
> until after lunch.
>
> If I have small fonts and I .reset my IDL session,
> I re-run my startup file, and I still have small fonts.
> If I have larger fonts and I .reset my IDL session,
> I continue to have larger fonts.
>
> Does anyone have the faintest idea what might be going
> on here?

No because, well, you know, it's IDL :o) Still weird tho'.

I use IDL on linux exclusively (well, sometime on the IBM systems too, but that's
v6.something) and have never seen this behaviour. My startup file looks like:

```
DEVICE, TRUE_COLOR=24
DEVICE, RETAIN=2, DECOMP=0
WINDOW, /FREE, /PIXMAP, COLORS = -5
PLOT, [ 0 ]
WDELETE, !D.WINDOW
DEVICE, SET_CHARACTER_SIZE = [ 6, 9 ]
PRINT, 'Number of colors is ', !D.N_COLORS
PRINT, 'Color table size is ', !D.TABLE_SIZE
COLORS
COMPILE_OPT DEFINT32, STRICTARR
```

The only difference I can see is that I issue the DEVICE commands on separate lines. Or

maybe the
  DEVICE, SET_CHARACTER_SIZE = [6, 9]
should always be issued after the
  WINDOW, /FREE, /PIXMAP, COLORS = -5
  PLOT, [0]
  WDELETE, !D.WINDOW
??

My IDL version:

IDL> help, !version,/structure
** Structure !VERSION, 8 tags, length=76, data length=76:
  ARCH   STRING   'x86'
  OS   STRING   'linux'
  OS_FAMILY   STRING   'unix'
  OS_NAME   STRING   'linux'
  RELEASE   STRING   '7.0'
  BUILD_DATE   STRING   'Oct 25 2007'
  MEMORY_BITS   INT   32
  FILE_OFFSET_BITS
            INT   64

cheers,

paulv