Subject: Default vector font size under X

Posted by Liam Gumley on Mon, 07 Apr 1997 07:00:00 GMT

Try typing the following commands right after starting IDL under X:

```
print,!d.x_ch_size,!d.y_ch_size
window,0
print,!d.x_ch_size,!d.y_ch_size
```

On an SGI, I get
6 9, followed by 12 12.

In other words, the default vector font size is changed to a
platform-specific value after the first window is created. Why this
happens is a mystery to me - RSI support just says that it happens. The
IDL 5.0 pre-release does this too.

This behavior has caused me problems in the past (before I understood
the problem). Specifically, I would write a program on an SGI console
that produced nice looking on-screen figures using vector fonts, with
the character sizes all nicely adjusted to take account of the
relatively large default SGI vector fontsize. Then I would run the same
program on a Sun console, and oops, the figure is all messed up,
principally because the characters are a different size than they were
on the SGI. Has this happened to anyone else? Maybe I'm slow, but I'd
been using IDL mostly on SGI boxes for over 3 years before I realized
that this was a problem, and discovered how to fix it.

Has anyone else noticed this problem?

To fix this problem my IDL 4.01 startup file now looks like this:

```
device, retain = 2, pseudo = 8
window, /free, /pixmap, colors = -5
plot, [ 0 ], /nodata, xstyle = 4, ystyle = 4
wdelete, !d.window
device, set_character_size = [ 6, 10 ]
```

Cheers,
Liam.