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Subject: call to X device opens window

Posted by [Bringfried Stecklum](#) on Thu, 19 Oct 2006 10:49:44 GMT

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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?

regards,

Bringfried Stecklum

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### File Attachments

1) [stecklum.vcf](#), downloaded 98 times

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Subject: Re: call to X device opens window

Posted by [Sven Geier](#) on Thu, 26 Oct 2006 00:02:48 GMT

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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

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<http://www.sgeier.net>

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

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Subject: Re: call to X device opens window

Posted by [David Fanning](#) on Thu, 26 Oct 2006 00:20:25 GMT

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Sven Geier writes:

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

I think that about nails it.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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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

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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