
Subject: Default vector font size under X

Posted by [Liam Gumley](#) on Mon, 07 Apr 1997 07:00:00 GMT

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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.

Subject: Re: Default vector font size under X

Posted by [R. Bauer](#) on Mon, 07 Apr 1997 07:00:00 GMT

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Liam Gumley wrote:

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I posted this problem a few mounth ago, we had the same results
transferring source from PC to RS6000. Or from one RS6000 to another one.

--
R.Bauer

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