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Subject: Re: strange behaviour with z-buffer  
Posted by [rivers](#) on Tue, 09 Jun 1998 07:00:00 GMT  
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> You must configure the Z-graphics buffer to be exactly like  
> your window. This means you need to make the resolution  
> and number of colors the same. (The Z-buffer has 256 colors  
> by default, which can be a very nice feature when making  
> GIF files. In fact, is one reason why I almost always use  
> the Z-buffer to make GIF files.) To make the Z-buffer  
> exactly like your current graphics window, try this:  
>  
> ncolors = !D.N\_Colors - 1  
> Set\_Plot, 'Z'  
> Device, Set\_Resolution=[!D.X\_Size, !D.Y\_Size], \$  
> Set\_Colors=ncolors

Different devices can also have different default font sizes, so one needs to be careful of this.

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