
Subject: Re: strange behaviour with z-buffer
Posted by [davidf](#) on Mon, 08 Jun 1998 07:00:00 GMT
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Mark Rivers (rivers@cars3.uchicago.edu) adds good advice to this thread when he writes:

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

The reality is even more sinister than this. I haven't checked this out in IDL 5.1, but in earlier versions I have had great difficulty getting 3D axes aligned properly as I go back and forth in the Z-buffer.

I notice this particularly when I am trying to add axes to something I need to render in the Z-buffer. (I don't like to add axes in the Z-buffer because the resolution in PostScript will be screen resolution and not PostScript resolution.)

I have solved this problem (I don't know why, exactly) by making sure I set !P.Charsize = 1 before I enter the Z-buffer. This seems to make sure that the default plot margins are set the same way as they are outside the Z-buffer.

Just one of those weird things you spend about 3 days learning on your own. Since I screwed up so badly offering advice today, I thought I would share something that I normally only offer to the people who come to my IDL programming classes. :-)

Cheers,

David

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