
Subject: Re: strange behaviour with z-buffer
Posted by [davidf](#) on Mon, 08 Jun 1998 07:00:00 GMT
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Damiano Zilio (damiano.zilio@jrc.it) writes:

```
> I produce gif files with these 2 different ways:
>
> 1)
> set_plot,'x'
> window,0,reatin=2,xsize=700,ysize=500
> plot.....
> img=tv()
> write_gif,'filename',img
>
> 2)
> set_plot,'z'
> device,set_resolution=[700,500]
> plot
> img=tv()
> write_gif,'filename',img
>
> But the gif files obtained are different!!!
> The relative position of the colorbar, using the z-buffer are wrong!,
> there are some
> strange overplottings!!
> Can I avoid this problem?
```

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
```

Cheers,

David

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