
Subject: Re: peculiar things with Z-device

Posted by [Paul Van Delst\[1\]](#) on Fri, 31 May 2002 13:26:03 GMT

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David Fanning wrote:

>

> Sverre Solberg (sso@nilu.no) writes:

>

>> I am plotting data points on maps using the map functions in idl and
>> using the Z-device. When the points are close to the plot boundary,
>> the program occasionally crashes and complains about too few valid
>> data points. It crashes when trying to call the 'oplot' procedure (for
>> each individual point). The peculiar thing is that this works
>> perfectly using other devices (as 'x', 'cgm'). And the even more
>> peculiar thing is that this depends on the value of oplot's keyword
>> 'symsize'. For example if I use symsize=0.4 it crashes, whereas
>> symsize = 0.38 or 0.42 works without problems...

>>

>> I must admit this belongs to the more weird things I have experienced
>> with idl.

>>

>> When I use the 'convert_coord' function, it doesnt seem though as the
>> problematic points are outside the plotting area (device coordinates
>> are larger than 0).

>>

>> Has anybody any similar experiences?

>

> I've seen weird things with the Z-buffer, too.

> One of the things I do as a rule is set !P.Charsize to 1

> when I enter the Z-buffer. This seems to make the buffer

> environment consistent with my display device. Since the problem

> you describe seems to have something to do with sizes,

> I would give this a try. Couldn't hurt. :-)

The OP might also consider using PLOTS rather than OPLOT for single point plotting (if I understood his post correctly).

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