Subject: Re: peculiar things with Z-device
Posted by David Fanning on Fri, 31 May 2002 12:21:49 GMT
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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. :-)

Cheers,

David
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