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Subject: Re: Object Graphics Vector Output

Posted by [Iam A. Lurker](#) on Wed, 15 Sep 2004 13:49:48 GMT

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> Hmm.

>

> When I run your example, the axes have the same thickness in MacOS 10.3.5

> running idl version...

>

> IDL> print, !version

> { ppc darwin unix Mac OS X 6.1 Jul 14 2004 32 32}

>

> Have you looked at these before printing them, perhaps with Preview?

Do they

> have varying thicknesses in Preview?

>

> Ben

IDL> print, !version

{ ppc darwin unix Mac OS X 6.0.3 Feb 26 2004 32 32}

Yes, they do have one thick line when I view in preview. For what it is worth, my primary computer is a 1GHz TiBook using a 64MB ATI Radeon 9000 mobility graphics card (<http://www.apple.com/pr/library/2002/nov/06pbg4.html>). I too am running 10.3.5 with Apple's X11.

I've tried setting `Idl.renderer = 1` in `~/Xdefaults` but to no avail.

I just tried using 6.1 and, in general, the axes and text in look to be much improved. Most importantly, both axes have the same thickness!! Sadly, this is only an eval license and it isn't clear if/when we'll upgrade to 6.1 (5.1 -> 6.0 last year).

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