
Subject: Re: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 10:04:07 GMT

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> By the way, I forgot to mention in my previous reply: Can you not set
> the RESOLUTION of the buffer to match the window? The RESOLUTION
> property is not settable for an IDLgrWindow, but it *is* settable for an
> IDLgrBuffer.

Yes, but this particular code will need to run on different machines.
Each machine its own resolution numbers and so each one would produce
something slightly different. To ensure that the plot output always
looks the same, I'd rather use a buffer all the time because I can then
guarantee myself that the output will be identical. I realize that the
differences in resolution between machines is pretty minor, but in this
particular case it can be noticeable in the output.

-Mike
