
Subject: Re: How to make a big graphic window larger than Xwindows size?

Posted by [Michael Wallace](#) on Thu, 14 Jul 2005 15:30:11 GMT

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From the IDL documentation regarding the Z-buffer device: "The frame buffer that contains the picture is 8 bits deep and is accessed as channel 0. The Z depth buffer contains 16 bit integers and is accessed as channel 1."

So, I if you're trying to use channels in an RGB sense, then what you said is true.

ismxray@yahoo.com wrote:

> It seems to me that zbuffer doesn't support mutiple channel, neither
> postscript. Is this true?
>
