Any program which displays graphics in an X window should work just
fine under Xvfb. In fact, there is no need to use the Z-buffer if you
can use Xvfb.

However, if you are maintaining code which is already hardwired to use
the Z buffer, you need to explicitly set the number of colors and the
font size in the Z buffer for consistent results across platforms. For
example:

```
set_plot, 'Z'
device, z_buffering=0, set_resolution=[800, 600], $
  set_colors=256, set_character_size=[10, 12]
```

will set the Z buffer to 800 x 600 pixels with 256 colors.

Cheers,
Liam.
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