
Subject: Re: Z-Graphics Buffer Resolution

Posted by [David Fanning](#) on Thu, 28 Oct 2010 16:19:13 GMT

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Heinz Stege writes:

- > I'm not sure, if I'm getting something wrong. You can change the
- > character size with the device procedure:
- > device,set_character_size=[x_ch_size,y_ch_size]
- >
- > Don't know, if it helps.

Yes, of course, but this is not the Z-graphics buffer issue we are talking about. The *default* character size is different in the Z-buffer than it is on your display. If you *set* the character size in your graphics commands with Charsize, all is well. Charsize uses the character size set with the Device command above as its Charsize=1.0 character size.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
