
Subject: Re: Z-Graphics Buffer Resolution

Posted by [David Fanning](#) on Thu, 28 Oct 2010 15:14:13 GMT

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Kenneth P. Bowman writes:

> Isn't this due to differences for the default values of
> !D.X_CH_SIZE and !D.Y_CH_SIZE for different devices?

Well, these are system variables, so they wouldn't change, but there *is* something about the character size in the Z-buffer that is different. A "different" default character size, it seems to me. You can solve the problem either by explicitly setting the CHARSIZE keyword (so you use those system variables above), or by explicitly setting the plot margins, so the plot region doesn't move around in character size units.

I'm having some EXTREMELY interesting fun with the Z-buffer this morning. If I set the buffer to use decomposed color, and I write three orthogonal images into the buffer with different color tables, then take a "picture" of the result:

```
picture = TVRD(True=3)
```

And display that, I get three small thumbnail images instead of the one large image I want! I have NO idea at the moment what the heck is going on here! :-(

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.")
