Subject: Z-Graphics Buffer Resolution
Posted by David Fanning on Wed, 27 Oct 2010 20:18:44 GMT

View Forum Message <> Reply to Message

Folks,

I am looking for someone with a better memory than mine.
I've run into that old problem where the character size
is different in the Z-graphics buffer than it is on the
display, so that things just don't QUITE line up when
you want them to. I would have thought I would have
written an article about this, but apparently not.
Maybe I'm mis-remembering what actually causes the problem.
In any case, it seems the plot margins are not completely
aligned.

While I was searching through the Google archives I came
upon this bit of whinging. Who do you suppose wrote it?

    That said, if history is anything to go by, 5.3
    will leave intact the bugs identified by Moses
    back in version 0.1b5, while presenting a radical
    new way to 'simplify' programming on Windows 3.1
    (only) which ensures nice long coffee breaks for
    any user daft enough to plot arrays with more
    than about ten elements.

    Cynical? Moi?

No, you are wrong. It was NOT me! :-)

Cheers,

David

P.S. Let's just say it's reassuring to some of us
that some things just don't ever change. :-)

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")