alx writes:

> I could note that the "p.save"d PNG file size is depending on the
> window size when using an open NG graphics window. I guess that the
> saved graphic file will depend on the off-screen buffer size when
> BUFFER keyword is used. But what is this size? I could not find the
> answer in 8.1 documentation. Maybe larger that Coyote's one
> (IDLgrBuffer has a maximum size of 82192x8192) ?

I don' think an open window makes any difference
in Function Graphics. In my tests, I got the same
huge raster file output whether I created a normal
sized window, or used the buffer. The only way to
control this (confirmed by a re-read of one of
Mark's articles on his blog) is to use the
RESOLUTION keyword.

Cheers,

David

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