Subject: Re: Z-Buffer
Posted by Robert.M.Candey on Tue, 11 Feb 1997 08:00:00 GMT
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In article <davidf-ya02308000100297220346000l@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:

> Here is a bit of IDL code that illustrates the problem John-David
> is having. You will notice that the axes don't line up, even though
> the same code is used to display the surface both in the Z-buffer
> and on the display.
>
>   TVLCT, [255, 0], [255, 255], [0,0], 1
>   data = DIST(40,40)
>   thisDevice = !D.NAME
>   SET_PLOT, 'Z'
>   DEVICE, Set_Resolution=[300,300]
>   SURFACE, data, Color=1
>   picture = TVRD()
>   SET_PLOT, thisDevice
>   WINDOW, XSize=300, YSize=300
>   TV, picture
>   SURFACE, data, /NoErase, /NoData, Color=2
>
> I've sent John-David a solution to this problem via private
> e-mail and have sworn him to secrecy so we can have a little
> diversion on this newsgroup.
>
> This problem illustrates one of the deepest mysteries about
> IDL that I know. I don't think there are many IDL programmers
> who can solve this problem. If you can, you get an automatic
> invite to the IDL Expert Programmers Convention. So here is
> the contest.
> ...

Ah, the answer is simple: add ",set_char=[6,10]" to the device line. This
defines the same character size as X, so the margins become the same size.
(submitted 1997 Feb 11 20:50 EST)

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Robert.M.Candey@gsfc.nasa.gov
NASA Goddard Space Flight Center, Code 632
Greenbelt, MD 20771 USA 1-301-286-6707