
Subject: Re: Z-Buffer

Posted by [davidf](#) on Tue, 11 Feb 1997 08:00:00 GMT

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JD Smith <jdsmith@astrosun.tn.cornell.edu> writes:

> Perhaps I misphrased my question...

>

> I don't mean to break up the contest, but my real question is as follows:

> Suppose you create an image in the Z-buffer, but put no axes on it. This image

> is read from the buffer into a variable. Since I had already discovered Mr.

> Savoie's solution to the character size problem (which is what is actually

> causing the misalignment of axes in Mr. Fanning's posited conundrum), set the

> character size appropriately. And now the fun part.... Switch to the

> postscript device, display the z-buf image in a position you'd like, and *now*

> put axes on top. The reasoning for this is obvious: unless you'd like to set

> your z-buffer resolution to that of your postscript device, the text of

the axes

> will not survive that foul temptress the z-buffer with even close to

> satisfactory quality.

I'm going to work on JDs problem some more, but I'm calling the whole contest off. Have you ever noticed that you learn more about IDL when you *think* you know what you are doing, but you don't?

I thought about sending a book to everyone who submitted a better solution than mine, but it turns out I don't have that many books in my library! :-)

Anyway, I've learned that there are at *least* three or four different ways to solve my original problem. I'll announce the winners shortly.

David

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