
Subject: Re: cgImage abscissa values in axis feature
Posted by [David Fanning](#) on Mon, 07 Apr 2014 16:29:24 GMT
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Petros Syntelis writes:

>
> How much i would like the good old "hitting the computer" could move a cable or something
and fix the problem :p
>
> This is the result of Help, /Device
>
> IDL> help, /Device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
> Current graphics device: X
> Server: X11.0, The X.Org Foundation, Release 11404000
> Display Depth, Size: 24 bits, (1280,778)
> Visual Class: TrueColor (4)
> Bits Per RGB: 8 (8/8/8)
> Physical Color Map Entries (Emulated / Actual): 256 / 256
> Colormap: Private, 16777216 colors. Translation table: Enabled
> Graphics pixels: Combined, Dither Method: Ordered
> Write Mask: 16777215 (decimal) ffffff (hex)
> Graphics Function: 3 (copy)
> Current Font: <default>, Current TrueType Font: <default>
> Default Backing Store: Req from Server.
>
> and the idl version in 7.1.1

Yeah, I'd try giving it a smack! :-)

Then, try this in a fresh IDL session:

```
IDL> DEVICE, /BYPASS_TRANSLATION
```

Does that make any difference?

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
