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Subject: Re: cgImage abscissa values in axis feature  
Posted by [Petros Syntelis](#) on Mon, 07 Apr 2014 16:36:34 GMT  
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This didn't solve the problem.. I think though the different colors on the axis became more vivid now!!!

On Monday, April 7, 2014 5:29:24 PM UTC+1, David Fanning wrote:

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

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