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Subject: Re: Plotting results from z-buffer are diffrenet than xwindow.

Posted by [David Fanning](#) on Wed, 16 Jul 2014 13:26:53 GMT

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jlpippitt@comcast.net writes:

> I tried both your suggestions and the result is a red background with black data points. Not the type of output I am looking for. Leaving Device, Z\_Buffer=1 out of the sequence does not make a difference.

Seriously!? Not possible. :-)

OK, what version of IDL are you using? I have assumed it is possible to actually put the Z-graphics buffer in 24-bit, color decomposed mode. The results you describe are what I would expect if that *\*wasn't\** possible!

Don't know. Guess I'd have to see it with my own eyes to believe it. :-)

I've just re-read the Z-graphics chapter in my book to be sure I am remembering things correctly. There really is no possibility that what you describe can happen. ;-)

Cheers,

David

P.S. Of course, we do have to consider that this is a *\*computer\** we are discussing, but still...

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David Fanning, Ph.D.

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

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

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