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

Posted by [David Fanning](#) on Wed, 16 Jul 2014 20:30:45 GMT

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jlippitt@comcast.net writes:

> I tried it with IDL version 6.3 and 8.2, both give the same result. Check out the images in question on the link below. They were created from the same data file, one in Z-buffer and one in x-window.

>

> http://gpm-gv.gsfc.nasa.gov/Radar/zbuff_ZZ.gif

Well, the images look exactly like you would expect if you don't pin the data coordinate space down by using the position keyword with what I presume is a Map_Set command in your drawing program. That was my original suggestion. The "smoothing" effect might go away if you fix that problem.

Or, the smoothing effect could also be caused by possibly not using the same number of colors in the X device and Z-graphics buffer. Do you have some kind of pre-1970s code in your IDL start-up file that somehow restricts the number of colors you are using? It looks to me like something fewer than 256 colors are being used on the display device. You could check by doing a "HELP, r" after you issue this command:

```
tv!ct, r, g, b, /Get
```

Make sure these vectors are the same size in both devices.

How are you specifying your drawing colors?

Cheers,

David

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

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