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

Posted by [bkelley_1](#) on Thu, 17 Jul 2014 23:48:36 GMT

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Karl, thanks for your detailed and informative explanation, as well as your suggestions on how to proceed.

I do use DEVICE, DECOMPOSED=0. I tried your advice on drawing a single polygon on the map setting, using different sizes, but didn't see a significant difference in appearance. Of course I was only eye-balling the images--I need to do some quantitative comparisons as you suggest. Your explanation of the rasterization issue really makes sense.

This is an interesting problem, and I will continue experimenting.

Thanks to all for your help.

Bart
