
Subject: Re: Function Graphics overlaid objects on image()

Posted by [chris_torrence@NOSPAM](#) on Fri, 27 Feb 2015 19:27:11 GMT

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Okay, that was a lot of questions. :-)

I haven't had a chance to look at your code yet, but I'm thinking it might be easier for you to just patch your graphics code, and then just distribute that in your save file.

You just need to edit lib/graphics/graphicsmanip__define.pro. Delete the following lines:

```
zvalue = (points[2,0] ne 0) ? self._normalizedZ : 0
if (ABS(zvalue) lt (MACHAR()).EPS) then $
    zvalue = 0
```

Replace them with:

```
zvalue = (ABS(points[2,0]) gt 1d-8) ? self._normalizedZ : 0
```

That's it!

Regarding IDL 8.5, we're thinking sometime later in the fall.

-Chris
