Subject: Line thickness & Z-buffer

Posted by Simon Hall on Wed, 21 Jul 1999 07:00:00 GMT

Hi,

I draw some lines of thickness 2 (using plot) directly to a window and
all is well, I get lines of thickness 2. However, I need to produce some
3000+ images for an animated sequence and rather than plot to a window
I'm plotting to the z-buffer, reading that image with tvrd(), and
writing a gif image. When I do so I get a bunch of lines of varying
thicknesses. Horizontal and vertial lines seem fine, diagonal ones are
noticably thinner.

Can someone tell me how to get lines of uniform thickness (without
plotting each segment separately) in a z-buffer-generated image???

Using IDL 5.2 on NT4. I can provide an example.

TIA,

Simon Hall