

The window is printed at a multiple of screen resolution. The multiple is controlled by the Default Output Resolution Factor in the Gizmo section of the Miscellaneous Settings dialog which you can access via the Misc menu. The factory default value for this multiple is 2.

You can override the default printing resolution by executing:

```
ModifyGizmo outputResFactor = n
```

where *n* is a positive integer, typically 1, 2, 4 or 8. This applies to the active window only. It affects subsequent printing and overrides the Default Output Resolution Factor setting. This setting is not stored in the recreation macro for the Gizmo window and therefore does not persist. The maximum value of *n* that will work depends on the amount of video memory (VRAM) that you have in your graphics hardware.

You can also improve the output by anti-aliasing objects. To do this, add to the display list a blend function with `GL_SRC_ALPHA` and `GL_ONE_MINUS_SRC_ALPHA` and add an enable operation with `GL_LINE_SMOOTH`. You can also enable the `GL_POINT_SMOOTH` to smooth points in a scatter object.

If you are unable to print an image from Gizmo you may have run out of VRAM. This may produce a blank or distorted graphic. Some of the things that you should try are:

- Close any other Gizmo window that you might have open.
- Reduce the size of the Gizmo display window.
- Reduce the resolution as set by the Default Output Resolution Factor setting or via `ModifyGizmo outputResFactor`.
- If you are working on a system with more than one monitor move the display window to the one driven by a graphics card with the most VRAM.
- Run the experiment on hardware that has more VRAM.

Exporting Gizmo Windows

You can export a Gizmo plot using one of these techniques:

- Choose File→Save Graphics to export to a PNG, JPEG or TIFF file. This generates a **SavePICT** command.
- Choose Edit→Export Graphics to export to the clipboard as PNG, JPEG or TIFF.
- Choose Edit→Copy. This exports to the clipboard using the settings last set in the Export Graphics dialog.
- Right-click and choose Copy to Clipboard from the contextual pop-up menu. This is the same as choosing Edit→Copy.

The **ExportGizmo** operation is also available for backward compatibility only. It is obsolete and you should use **SavePICT** instead.

The Export Graphics dialog and the **SavePICT** operation give you control of the output resolution as a multiple of screen resolution. Exporting at high resolution requires sufficient video memory (VRAM). Most hardware supports 2x (two times screen resolution). You may be able to increase resolution further depending on the available VRAM.

If you are unable to export an image from Gizmo you may have run out of VRAM. This may produce a blank or distorted graphic. Some of the things that you should try are:

- Close any other Gizmo window that you might have open.
- Reduce the size of the Gizmo display window.
- Reduce the resolution as set in the Export Graphics or Save Graphics dialogs.
- If you are working on a system with more than one monitor move the display window to the one