
Subject: Re: texture map irregularities OR pimento problems

Posted by [david\[2\]](#) on Fri, 22 Jun 2001 04:28:09 GMT

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Rick Towler writes:

- > Update: On another machine with the same graphics adapter but different
- > driver revision the first case renders exactly like the software renderer.
- > Which is good, I guess (but this is actually farther away from what I want).
- > I still don't understand why I can't see the inside of the green orb in the
- > first case.

I'm not at all surprised by the different hardware rendering. Every machine (practically) that I have ever run an object graphics program on with hardware rendering has rendered the scene differently. Unless I want trouble, I always choose software rendering for the draw widget in object graphics programs. I spent too much time when I released my first object programs chasing phantom bugs. :-)

But I don't have a clue about the rest of it. Maybe Randy Frank is listening in. :-)

Cheers,

David

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