Subject: Re: IDL Objects Graphics cache and crash Posted by Mark Hadfield on Wed, 13 Mar 2002 20:51:17 GMT

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"Altyntsev Dmitriy" <alt@iszf.irk.ru> wrote in message news:6b9fda50.0203130607.55173b3c@posting.google.com...

- > Thanks to all of you and especially to Karl Schultz for almost
- > exhaustive information about OG cache and drawing order. I see it
- > was useful and appreciated by many people. I join to others thanks.

>

> But I asked this question on other matter....

It's my fault for raising that red herring. I did it only to make the point that the IDL documentation doesn't necessarily tell you everything you need to know to use Object graphics effectively. I think the subsequent discussion by Rick & Karl supports this!

--

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Hoea tatou

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