
Subject: Re: IDL Objects Graphics cache and crash
Posted by [Mark Hadfield](#) on Wed, 13 Mar 2002 20:51:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

"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!

--

Mark Hadfield
m.hadfield@niwa.co.nz Ka puwaha et tai nei
http://katipo.niwa.co.nz/~hadfield Hoesa tatou
National Institute for Water and Atmospheric Research (NIWA)
