"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:a6o22tcdm1@nntp6.u.washington.edu...
>
>> I have an Object Graphics hierarchy in my program that acts
>> differently with Software and Hardware Rendering.
>> It seems that the coordinate conversion factors are computed
>> in a different way depending on the type of rendering. Do you
>> have any idea what is causing that? Is there anyway that I can
>> make my program work the same way with both types of
>> rendering?
>
> Can you elaborate a little? Describe your problem visually. Also,
> information on your version of IDL, OS and graphics interface is helpful.

A test case is good to have too :-).

COORD_CONV factors are applied in common code, before switching between
hardware and software rendering, so I'm a little curious about how this
could happen.

Karl