
Subject: Re: Software vs Hardware Rendering
Posted by [Rick Towler](#) on Wed, 13 Mar 2002 17:23:36 GMT
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- > 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.

That said, the general rule of thumb is to make sure you have the latest graphics driver available for your video card.

-Rick
