
Subject: Re: max dimension in IdgrBuffer

Posted by [Karl Schultz](#) on Mon, 17 Mar 2003 17:23:19 GMT

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"Gilberto Medeiros" <medeiros1@yahoo.com> wrote in message
news:3352215e.0303170624.5783cd0a@posting.google.com...

> Hi Karl,

> I used versions 5.1 and 5.5, both of them with the same limit. Do you

> think is just a software issue?

> thanks,

> gilberto

It is a software issue. IDLgrBuffer uses the software renderer (Mesa). We upgraded the version of Mesa for IDL 5.6 and the maximum buffer size changed to 2048x2048 as a result of that upgrade. The max buffer size for IDLgrBuffer is independent of your graphics hardware.

Karl
