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Subject: Re: IDLgrPalette woes

Posted by [Michael Wallace](#) on Wed, 29 Mar 2006 15:41:44 GMT

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I tried software rendering as David suggested and I see my colors again.

I'm glad to know that I'm not going crazy. :-)

During my IDL hiatus, I did upgrade the kernel on my machine a couple of times. Previously the stock driver had worked, but I'll download and install the latest the drivers from the manufacturer. That's probably better anyway. Thanks!

-Mike

Robbie wrote:

- > I had the same problem with IDL running on Fedora Core 4 out of the
  - > box. I couldn't get hardware rendering to work in color.
  - >
  - > If you are using linux then I would recommend getting the latest 3D
  - > graphics card drivers from the manufacturer rather than using the stock
  - > standard kernel drivers. You will also probably want to turn off
  - > automatic kernel updates, or remember to re-run the graphics driver
  - > install application each time you update your kernel.
  - >
  - > If you are using windows then I would recommend getting the latest 3D
  - > graphics card drivers from the manufacturer rather than using the
  - > Windows installation CD.
  - >
  - > I still find object graphics to be a bit quirky on my box. Very
  - > occasionally, my 3D graphics will spit the dummy a refuse to render.
  - > Sometimes have to restart my X session to get 3D graphics in IDL. I
  - > haven't had the problem for a few months now and it was not
  - > reproducible enough to warrant a bug report. It was probably solved in
  - > a driver update or something.
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