
Subject: Re: object graphics tvrd problem....

Posted by [Rick Towler](#) on Tue, 30 Dec 2008 01:16:38 GMT

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I'm late on this but yes, with at least linux and Windows when you're using hardware rendering and grab the contents of the window, you get whatever is currently displayed on your screen within the bounds of the drawing area of your IDLgrWindow. IDL is just copying the PC's frame buffer. Software rendering or rendering to an IDLgrBuffer (which also uses the software renderer) doesn't suffer from this limitation since IDL has access to the data before it is copied to the frame buffer.

This is a bit of a issue since I generally prefer to use hardware rendering for the anti-aliased output it generates so when creating animations I have to be really careful not to move the mouse over or pop up another window in front of my IDL window.

-Rick

David Fanning wrote:

> ghgm2008@gmail.com writes:

>

>> That works - thanks !!

>

> Ah ha. One of those life lessons for anyone working
> with object graphics. ;-)

>

> Cheers,

>

> David
