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

Posted by [ghgm2008](#) on Mon, 29 Dec 2008 20:46:17 GMT

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On Dec 29, 1:39 pm, David Fanning <n...@dfanning.com> wrote:

> George writes:

>> Yeh, retain=2 doesn't do it and your show solution doesn't fully work

>> - the window does 'show' but the screengrab is still black in areas

>> where other

>> windows were covering.

>

>> I think it might be something to do with my graphics card -

>

>> Is there a way to do this with the Z-buffer ?

>

> Well, the object graphics are suppose to *be* a Z-buffer,

> so I wouldn't know how to do this off-hand.

>

> Since you think it is a graphics card issue, have you

> tried doing your window rendering in software, rather than

> hardware? Set the RENDERER keyword equal to 1 on your

> WIDGET_DRAW call.

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

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> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

That works - thanks !!

George.
