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

Posted by [David Fanning](#) on Mon, 29 Dec 2008 20:39:10 GMT

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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

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

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