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.")