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Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics

Posted by [R.Bauer](#) on Thu, 17 Dec 2009 08:05:03 GMT

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Kenneth P. Bowman schrieb:

> In article <MPG.258c234f2f5d9cd298969b@news.giganews.com>,

> David Fanning <news@dfanning.com> wrote:

>

>> Have you tried software rendering? This is the solution

>> I think I am going to adopt because I see I switched from

>> using EXPOSE events originally because of undocumented

>> changes in XManager that caused EXPOSE events to not be

>> handled correctly in blocking widgets. Sigh...

>>

>> Now I am setting the RENDERER keyword to 0 on my

>> draw widget. That also seems to fix the problem for

>> me. I've left all the possible solution code in the

>> program so the user can choose his own poison.

>>

>> Cheers,

>>

>> David

>

> I still see the problem when I do

>

> isurface, dist(50), renderer=1

>

> but it only happens when using multiple monitors, so I think

> it is a Mac X-Windows bug.

>

> Also, I only do 3-D graphics when I want to interact with the plot

> (rotate, etc.). 3-D is largely useless otherwise (at least for

> my purposes). Hardware rendering is necessary to get reasonable

> speeds for the complex volumes and surfaces that we render.

>

> Cheers, Ken

OMG

that problem may not only related to graphics output functions.

please request on your bug report a unit test program which we can use  
to verify this bug on other systems. And not only a fix.

cheers

Reimar

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