
Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics
Posted by [Kenneth P. Bowman](#) on Fri, 11 Dec 2009 19:56:11 GMT
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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
