Subject: Re: Bug in object selection in iTools and Graphics Posted by penteado on Mon, 14 Feb 2011 18:24:55 GMT

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On Feb 14, 3:55 pm, David Fanning <n...@dfanning.com> wrote:

- > Paulo Penteado writes:
- >> I am looking fro help on and ood odd bug I experienced when trying to
- >> work interactively with surfaces, both in isurface and surface().

> Have you tried it with software rendering turned on?

I forgot to try that when I was at that computer, so I cannot try it now. But I do not think it would make a difference, as the problem appeared also when using that computer to run IDL remotely (in a computer where all works locally), since the remote X forces it to be software rendering. Also, see my other post on the troubles with hardware X software rendering:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_t hread/thread/848810d6b74346a0#