
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 for help on an 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_thread/thread/848810d6b74346a0#
