Subject: Re: Bug in object selection in iTools and Graphics
Posted by David Fanning on Mon, 14 Feb 2011 17:55:30 GMT

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?

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.")