
Subject: More rendering bugs

Posted by [penteado](#) on Thu, 28 Apr 2011 19:28:48 GMT

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In addition to those I mentioned previously,

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/45b1a4509304f400#

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

I now found some more bugs with rendering of object graphics. This is using 8.1 under Linux 64 (Fedora 12):

1) Hardware rendering seems to always make lines solid. A `copywindow()` call, which I guess does a re-rendering by software, does not have this problem.

2) Legend boxes get drawn correctly under hardware rendering, png and ps, but not for pdf.

This simple example shows both problems:

```
p=plot(/test,linestyle='dashed',name='some plot title')
```

```
l=legend(target=p)
```

```
p.save,'test_render_bug.png',resolution=100
```

```
p.save,'test_render_bug.pdf'
```

```
write_jpeg,'test_render_bug.jpeg',p.copywindow(),true=1
```

The outputs I get here, along with a screen capture of the plot window, are at

http://www.ppenteado.net/idl/test_render_bug_capture.png

http://www.ppenteado.net/idl/test_render_bug.png

http://www.ppenteado.net/idl/test_render_bug.pdf

http://www.ppenteado.net/idl/test_render_bug.jpeg

And, while not strictly a bug, software rendering (which only works on the command line, as mentioned above) is horribly slow. With 2 lines of ~50k points each, it takes minutes to plot these lines (or do any changes to the visualization), while it takes no noticeable time in hardware.

This combination of bugs is very upsetting to work with: Software rendering does not work at all in the Workbench, and takes forever in the command line. Hardware rendering makes some of the output wrong, and pdf makes some other part wrong.

Is anybody working on fixing those?
