
Subject: Re: Bug in the IDL8.1 VECTOR function ?
Posted by [penteado](#) on Thu, 05 May 2011 19:49:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

On May 5, 3:56 pm, David Fanning <n...@idlcoyote.com> wrote:
> Many, many problems in object graphics display are caused
> by lousy OpenGL libraries on graphics cards. So ANY time
> you have a problem with object graphics output, you test
> it with software rendering so you can be sure to know who
> you should be complaining to. Not that it makes all that
> much difference. No one's going to do anything for you, except to
> remind you to go get the latest drivers for your graphics
> display card. Something you are doing routinely anyway, right?

Then there is the stuff that gets broken in software rendering:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/1a150afc3bc5bb22/
