## Subject: Re: Bug in the IDL8.1 VECTOR function? Posted by Michael Galloy on Thu, 05 May 2011 19:13:23 GMT

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On 5/5/11 12:56 PM, David Fanning wrote:

> Laurent Testut writes:

>

- >> Thanks David but what do you call software rendering turned on?
- >> Anyway I've a double boot so tomorrow I will try to crash my windows
- >> IDL!

>

- > Object graphics commands can be rendered using the
- > OpenGL libraries build into your graphics card
- > (hardware rendering) or using the OpenGL Mesa
- > Library that is distributed with IDL (software
- > rendering). Hardware rendering is the preferred
- > (and default) choice, since graphics cards will
- > typically implement some kind of hardware acceleration
- > process that will make the rending faster (MUCH faster,
- > in some cases) than software rending.

>

- > But, you can choose which of these options you
- > want. You can choose it at the window level with
- > the RENDERER keyword to an IDLqrWindow or draw widget
- > object, or you can choose it at the system level using
- > some preference that I can never remember and can never
- > find. (Maybe someone will remind both of us.) In the
- > Workbench, you choose the IDL preferences and the
- > Graphics tab. You will find a switch there.

IDL\_GR\_X\_RENDERER on Unix systems, IDL\_GR\_WIN\_RENDERER on Windows

For example, to set software rendering as the default for all object graphics windows:

IDL> pref\_set, 'IDL\_GR\_X\_RENDERER', 1, /commit

- > 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 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?
- > Cheers,
- >

>

> David

Mike

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