
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 rendering faster (MUCH faster,
> in some cases) than software rendering.
>
> But, you can choose which of these options you
> want. You can choose it at the window level with
> the RENDERER keyword to an IDLgrWindow 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 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?
>
> Cheers,
>

> David

>

Mike

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Michael Galloy

www.michaelgalloy.com

Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

Research Mathematician

Tech-X Corporation
