
Subject: Re: Bug in the IDL8.1 VECTOR function ?
Posted by [David Fanning](#) on Thu, 05 May 2011 18:56:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

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

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
