
Subject: Re: Bug in the IDL8.1 VECTOR function ?
Posted by [David Fanning](#) on Thu, 05 May 2011 15:32:52 GMT
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Laurent Testut writes:

- > I fought all the day to try to draw a vector field with the new IDL8.1 *VECTOR* and I realized that there is a bug in this function. If you use the example provided in the doc (see below), the window appears well and if you click then IDL simply crash !
- > Is this bug specific to my config IDL8.1 on OpenSuse 11.3 or it is an intrinsic to VECTOR ?

It doesn't crash my Windows 7 64-bit machine.

Have you tried this with software rendering turned on?
Many LINUX problems with object graphics are due to problems in the hardware OpenGL driver.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
