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Subject: Re: Vector output of idlgrpolygon models  
Posted by [David Fanning](#) on Tue, 08 Nov 2011 17:12:42 GMT  
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D D writes:

- > Having checked the machines which have pdf support I noticed that my
- > Draw widget is using software rendering. Could this be the cause for
- > the "missing" polys? I recall an old message from this list where
- > there was a problem with the draw order when using software rendering,
- > so this is something I will check (though this is academic as I have
- > no way of using idl 8 on a machine which does have hardware enabled).

I don't remember any problem with draw order using software rendering. I would be more inclined to think that you may have that backwards. Generally speaking, we turn to software rendering when everything else is hopeless. (Not to say there couldn't be problems in software rendering, too. It wouldn't surprise me much. Just more than I would be surprised to find problems in hardware rendering.)

Hardware and software rendering can be turned on for the individual draw widget or window, so I'm guessing if you are running the program, you probably have some kind of control.

You may not have a machine with a decent graphics card. But that's something else, entirely. :-)

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.")

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