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Subject: Re: Vector output of idlgrpolygon models  
Posted by [penteado](#) on Mon, 21 Nov 2011 22:35:54 GMT  
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I meant "problems with software rendering". Though there are plenty with hardware rendering as well.

On Nov 21, 8:30 pm, Paulo Penteado <pp.pente...@gmail.com> wrote:  
> I do remember an article mentioning some problems with hardware  
> rendering:  
>  
> [http://www.idlcoyote.com/ng\\_tips/render.php](http://www.idlcoyote.com/ng_tips/render.php)  
>  
> There was a problem with PS drawing order, logged years ago as CR ID  
> 51003.

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