
Subject: Re: Vector output of idlgrpolygon models
Posted by [penteado](#) on Mon, 21 Nov 2011 22:30:22 GMT
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On Nov 8, 3:12 pm, David Fanning <n...@dfanning.com> wrote:
> 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.)

I do remember an article mentioning some problems with hardware rendering:

http://www.idlcoyote.com/ng_tips/render.php

There was a problem with PS drawing order, logged years ago as CR ID 51003.
