Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent
Posted by kagoldberg on Fri, 09 Nov 2012 21:39:22 GMT

Interesting point. I set RENDERER=0|1 in my widget_draw() and the x-shifted-line appearance did not change. However, the frames-per-second rendering dropped from 87 to 24 with RENDERER=1. Thanks for the suggestion, though.