
Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent
Posted by [atzori.simone](#) on Mon, 06 May 2013 15:33:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have the same problem. And things don't change with the RENDERER keyword. Ah, I use IDL 8.2 under Windows 64 bit
