Can you please post the full code?

You may have a problem with depth queuing. Try setting it to 1.

However, the routine seems to produce strange outputs. E.g., when plotting a cube that is 200x200x200 pixels instead of 20x20x20 pixels large, the result SHRINKS into the lower left corner. Also, according to IDL help, the resulting image should have (X_sample,Y_sample) dimensions. Instead I get image fitting the window size independently of how much rays (samples) I use.