

---

Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent  
Posted by [atzori.simone](#) on Thu, 09 May 2013 15:59:31 GMT

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

---

Il giorno lunedì 6 maggio 2013 17:33:14 UTC+2, atzori...@gmail.com ha scritto:

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

Ok, it was a bug that has been fixed with the latest release.

---