
Subject: Re: NG: bring_to_front doesn't always work
Posted by chris_torrence@NOSPAM on Wed, 06 Aug 2014 17:05:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi David,

I think this might be a bug in the Mesa OpenGL software-rendering library. Can you check your IDL preferences and see if you have "software" rendering enabled? If you do, can you switch it to "hardware" rendering and see if the problem goes away?

-Chris
