Posted by natha on Wed, 07 Jan 2015 20:37:02 GMT

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Hi guys,

I was trying to re-compile an old object-grahics code with IDL 8.3 and the result is awful. Instances of IDLgrText do not appear and all IDLgrAxis "explode".

When I use IDL 7.0 - 8.1 everything goes well, the problems appear when I use IDL 8.2.
I was able to reproduce a similar problem with the following code that I found in an old thread:

```
h = double(HANNING(100,100)*2.3e-13)
s = surface(h,COLOR='black', style=1, CLIP=0)
```

It seems that this graphical issue was tagged as a bug (IDL-68998) but it has not been fixed yet. The problem appears on my Linux machine but not on my Mac.

Do you have any idea of why object graphics behave differently in IDL 8.2?

Similar problem here:
 https://groups.google.com/forum/#!searchin/comp.lang.idl-pvw ave/IDL$208.2$20object$20graphics/comp.lang.idl-pvwave/TE-Li NHMrbI/01nu5bzeXY0J