
Subject: Re: object graphics and IDL >= 8.2
Posted by [penteado](#) on Fri, 09 Jan 2015 02:11:12 GMT
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I have seen this problem in the past (I do not remember which IDL version), when the scale of the z axis is several orders of magnitude different from the x/y scale, as is the case in the example you gave. I agree it seems to be a problem in the OpenGL rendering, though I do not know whether it would be a bug in IDL or the graphics driver.

Since software rendering was too slow, I resorted to multiplying the Z values by some number in order to bring them to the same scale as the x/y values.

FYI, I tried the example you gave in my computer (IDL 8.3, Linux, NVIDIA card with proprietary driver), and it worked in hardware rendering.
