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Subject: Re: Software vs Hardware Rendering  
Posted by [Rick Towler](#) on Wed, 13 Mar 2002 17:23:36 GMT  
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> I have an Object Graphics hierarchy in my program that acts  
> differently with Software and Hardware Rendering.  
> It seems that the coordinate conversion factors are computed  
> in a different way depending on the type of rendering. Do you  
> have any idea what is causing that? Is there anyway that I can  
> make my program work the same way with both types of  
> rendering?

Can you elaborate a little? Describe your problem visually. Also,  
information on your version of IDL, OS and graphics interface is helpful.

That said, the general rule of thumb is to make sure you have the latest  
graphics driver available for your video card.

-Rick

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Subject: Re: Software vs Hardware Rendering  
Posted by [Karl Schultz](#) on Wed, 13 Mar 2002 18:52:00 GMT  
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"Rick Towler" <[rtowler@u.washington.edu](mailto:rtowler@u.washington.edu)> wrote in message  
news:a6o22t\$cdm\$1@nntp6.u.washington.edu...

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> Can you elaborate a little? Describe your problem visually. Also,  
> information on your version of IDL, OS and graphics interface is helpful.

A test case is good to have too :-).

COORD\_CONV factors are applied in common code, before switching between  
hardware and software rendering, so I'm a little curious about how this  
could happen.

Karl

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