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Subject: Software vs Hardware Rendering

Posted by [lyubo](#) on Wed, 13 Mar 2002 07:11:30 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?

lyubo

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