
Subject: Re: Bugs with hardware rendering
Posted by [penteado](#) on Mon, 14 Feb 2011 18:42:42 GMT
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I was playing with the dimensions, with this slightly different code:

```
dx=n_elements(dx) eq 1 ? dx : 1000
dy=dx
hls,50,50,0,100,60,0,tab
z1=randomu(seed,dx,dy,/normal,/double)
z1[*,dy/2]=dx+randomu(seed,dx,/normal,/double)*dx*0.5d0
z2=z1*1d-18*dx
s1=surface(z1,layout=[2,1,1]);,rgb_table=tab,texture_image=z 1)
s2=surface(z2,layout=[2,1,2],/
current);,rgb_table=tab,texture_image=z2)
s_win=s1.copywindow()
im=image(s_win)
```

And found that with dx smaller than 1000, worse things happen: with 500, part of the z2 surface goes missing in hardware. With 200, nearly all of it goes missing. The z1 surface seems to always look Ok.
