
Subject: Re: Bug in object selection in iTools and Graphics
Posted by [David Fanning](#) on Mon, 14 Feb 2011 17:55:30 GMT
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Paulo Penteado writes:

> I am looking for help on and odd odd bug I experienced when trying to
> work interactively with surfaces, both in isurface and surface().

Have you tried it with software rendering turned on?

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Bug in object selection in iTools and Graphics
Posted by [penteado](#) on Mon, 14 Feb 2011 18:24:55 GMT
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On Feb 14, 3:55 pm, David Fanning <n...@dfanning.com> wrote:

> Paulo Penteado writes:
>> I am looking for help on and odd odd bug I experienced when trying to
>> work interactively with surfaces, both in isurface and surface().
>
> Have you tried it with software rendering turned on?

I forgot to try that when I was at that computer, so I cannot try it now. But I do not think it would make a difference, as the problem appeared also when using that computer to run IDL remotely (in a computer where all works locally), since the remote X forces it to be software rendering. Also, see my other post on the troubles with hardware X software rendering:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/848810d6b74346a0#

Subject: Re: Bug in object selection in iTools and Graphics

Posted by [penteado](#) on Mon, 11 Apr 2011 19:16:37 GMT

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Any news on these and the hardware / software rendering issues (http://www.google.com/url?sa=D&q=http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/848810d6b74346a0%23)?

Are they going to be fixed for 8.1?

The only reference I know of to one of these (<http://www.ittvis.com/services/techtip.asp?ttid=4600>) is disappointing:

"The solution in these cases (i.e. when using these open source systems), is to make use of the Command Line IDL when users need to use Software Rendering in their workflow."

I am not able to use ITTVIS support because I do not currently have a valid support contract. And if I did, it would still be through only the Brazilian representative, not ITTVIS.

On Feb 14, 3:24 pm, Paulo Penteado <[pp.pente...@gmail.com](mailto:pp.penteado@gmail.com)> wrote:

> On Feb 14, 3:55 pm, David Fanning <n...@dfanning.com> wrote:

>

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>>> I am looking for help on an odd bug I experienced when trying to

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Subject: Re: Bug in object selection in iTools and Graphics

Posted by [penteado](#) on Wed, 01 Jun 2011 20:07:28 GMT

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You may think I keep beating this dead bug. But I do it only because ITTVIS seems to allow it to keep living. I just had to tell another user that, because hardware rendering was not available, the only way to use Graphics was through command line. And that was after fixing the (even older) `gl_driver.so` bug (Tech Tip 1737), which was keeping everything from working.

I just noticed David's article on this (http://www.idlcoyote.com/ng_tips/render.php). I would add to it only that ITTVIS' Tech Tip is very discouraging:

"Fedora, Ubuntu and OpenSUSE

Under these systems, that includes: Fedora 12 and 13, Ubuntu 9.04, 9.10 and 10.04, and OpenSUSE 11.2, the activation of Xinerama using the xorg.conf file will not fix the Software Rendering problem, and it's not recommended because it may cause additional problems.

(...)

The solution in these cases (i.e. when using these open source systems), is to make use of the Command Line IDL when users need to use Software Rendering in their workflow."

Really? "solution"?
