Subject: Re: hardware renderer

Posted by natha on Thu, 31 Mar 2011 22:43:10 GMT

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On 29 mar, 17:20, JamesMeteo <jim.dr...@gmail.com> wrote:

- > I'm running IDL 7.1 on Red Hat Linux on two systems, one local and one
- > remote. The behavior of a scrolling draw window in a program differs
- > between the systems. Is there a way to determine from the IDL- or
- > Linux-command line if it uses a hardware renderer?

See the RETAIN keyword for WINDOWS, WIDGET\_DRAWS, etc. I have the same problem on my Linux machine and I always have to specify software rendering to make things work properly.

I don't know if my answer is what you are looking for...

Cheers, nata

Subject: Re: hardware renderer

Posted by Michael Galloy on Thu, 31 Mar 2011 22:56:22 GMT

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On 3/29/11 3:20 PM, JamesMeteo wrote:

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- > remote. The behavior of a scrolling draw window in a program differs
- > between the systems. Is there a way to determine from the IDL- or
- > Linux-command line if it uses a hardware renderer?

0 for hardware, 1 for software:

IDL> print, pref\_get('IDL\_GR\_X\_RENDERER')
0

Use 'IDL\_GR\_WIN\_RENDERER' on Windows.

Mike

--

www.michaelgalloy.com Research Mathematician Tech-X Corporation

Subject: Re: hardware renderer

Posted by Michael Galloy on Thu, 31 Mar 2011 23:01:28 GMT

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On 3/31/11 4:56 PM, Michael Galloy wrote:
> On 3/29/11 3:20 PM, JamesMeteo wrote:
>> I'm running IDL 7.1 on Red Hat Linux on two systems, one local and one
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> 0 for hardware, 1 for software:
> IDL> print, pref_get('IDL_GR_X_RENDERER')
> 0
> Use 'IDL_GR_WIN_RENDERER' on Windows.
>
> Mike
By the way, you could do something like the following if you actually
want this from the Linux command line:
~$ idl -quiet -e "exit, status=pref_get('IDL_GR_X_RENDERER')"
~$ echo $?
0
Mike
www.michaelgalloy.com
Research Mathematician
Tech-X Corporation
```