
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_DRAW, 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:
> 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?

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

>> 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

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

--

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