
Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent
Posted by [Karl\[1\]](#) on Fri, 09 Nov 2012 19:49:46 GMT

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On Friday, November 9, 2012 12:04:59 PM UTC-7, kagol...@lbl.gov wrote:

> (IDL 8.2.1 on Mac OSX 10.7.5 and 10.8.2 both)

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> I'm having an odd bug with IDLgrPolyline objects being drawn with an unexpected x direction displacement ONLY when THICK is not 1. Has anyone else seen something like this?

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> In my object's IDLgrModel, I have an IDLgrPolygon (box) and a IDLgrPolyline (border) with the same x,y,z values except for a +1. on the border so it draws on top. They are both added to a IDLgrModel and Translate and Scale are applied.

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> When THICK=1, everything lines up. When THICK=2 or higher, the border is drawn shifted by about 200 pixels to the right (not up and down), and THICK is the only thing I change. (I tried intermediate THICK values from 1 to 1.8 and they all line up fine. >= 2 is the problem.)

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> I tried writing a few simple test programs to isolate and demonstrate the problem, but those all work as expected, at every THICK value, so I'm perplexed.)

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> Any ideas from the IDL brain trust?

If it is still possible, turn on software rendering. If it works with software rendering, then it likely could be a problem with your (OpenGL) driver in the area of rendering wide polylines.

Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent
Posted by [kagoldberg](#) on Fri, 09 Nov 2012 21:39:22 GMT

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Interesting point. I set RENDERER=0|1 in my widget_draw() and the x-shifted-line appearance did not change. However, the frames-per-second rendering dropped from 87 to 24 with RENDERER=1. Thanks for the suggestion, though.
