

---

Subject: An IDLgrPolyline drawing position bug that's THICK dependent

Posted by [kagoldberg](#) on Fri, 09 Nov 2012 19:04:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

(IDL 8.2.1 on Mac OSX 10.7.5 and 10.8.2 both)

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?

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.

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.)

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.)

Any ideas from the IDL brain trust?

---

---

Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent

Posted by [atzori.simone](#) on Mon, 06 May 2013 15:33:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have the same problem. And things don't change with the RENDERER keyword. Ah, I use IDL 8.2 under Windows 64 bit

---

---

Subject: Re: An IDLgrPolyline drawing position bug that's THICK dependent

Posted by [atzori.simone](#) on Thu, 09 May 2013 15:59:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Il giorno lunedì 6 maggio 2013 17:33:14 UTC+2, atzori...@gmail.com ha scritto:

> I have the same problem. And things don't change with the RENDERER keyword. Ah, I use IDL 8.2 under Windows 64 bit

Ok, it was a bug that has been fixed with the latest release.

---