Subject: object graphics and IDL >= 8.2
Posted by natha on Wed, 07 Jan 2015 20:37:02 GMT
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Hi guys,

I was trying to re-compile an old object-grahics code with IDL 8.3 and the result is awful. Instances of IDLgrText do not appear and all IDLgrAxis "explode".

When I use IDL 7.0 - 8.1 everything goes well, the problems appear when I use IDL 8.2.
I was able to reproduce a similar problem with the following code that I found in an old thread:

h = double(HANNING(100,100)*2.3e-13)
s = surface(h,COLOR='black', style=1, CLIP=0)

It seems that this graphical issue was tagged as a bug (IDL-68998) but it has not been fixed yet.
The problem appears on my Linux machine but not on my Mac.

Do you have any idea of why object graphics behave differently in IDL 8.2?

Similar problem here:
https://groups.google.com/forum/#!searchin/comp.lang.idl-pvw
ave/IDL$208.2$20object$20graphics/comp.lang.idl-pvwave/TE-Li NHMrbI/01nu5bzeXY0J

Subject: Re: object graphics and IDL >= 8.2
Posted by natha on Wed, 07 Jan 2015 20:48:59 GMT
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Ok, it seems that the problem comes from my hardware (openGL driver or something similar).
Using software rendering I don't have any problems.

Subject: Re: object graphics and IDL >= 8.2
Posted by penteado on Fri, 09 Jan 2015 02:11:12 GMT
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I have seen this problem in the past (I do not remember which IDL version), when the scale of the z axis is several orders of magnitude different from the x/y scale, as is the case in the example you gave. I agree it seems to be a problem in the OpenGL rendering, though I do not know whether it would be a bug in IDL or the graphics driver.

Since software rendering was too slow, I resorted to multiplying the Z values by some number in order to bring them to the same scale as the x/y values.

FYI, I tried the example you gave in my computer (IDL 8.3, Linux, NVIDIA card with proprietary driver), and it worked in hardware rendering.