Hi Koldo,

I recompiled my spearfishing app yesterday and tried it a bit and ... fell on a total application/desktop freeze.

I am working under linux and after a code compare and a few tests I found the modified line that was causing the trouble:

```
void Scatter::SetDrawing(Draw& w, const int& scale) const
.
.
if(antialiasing)  //  && w.IsGui()) IsGui() is always false in Linux
false in Linux
 {
   ImageDraw imdraw(3*l,3*h);
   Plot (imdraw,3,3*l,3*h);
   w.DrawImage(0,0,l,h,imdraw);
 } else
   Plot(w,scale,l,h);
.
.
```

I just re established the following test condition or turn off antialiasing
&& w.IsGui()

```
==> if((antialiasing)  && w.IsGui()) //IsGui() is always
```

And it worked again.

The 'Scatter::SetDrawing()' is called from the following method

```
Drawing Scatter::GetDrawing() const
{
 DrawingDraw ddw(6*GetSize());
 SetDrawing (ddw, 6);
 return ddw;
}
```

Any ideas ??