
Subject: Re: retain and graphics_level=2

Posted by [Stein Vidar Hagfors H](#) on Wed, 29 Oct 1997 08:00:00 GMT

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David Fanning wrote:

[.snip.]

> The fact is, object graphics windows do not have to have
> a pixmap around to "buffer" the window's contents. The
> object graphics themselves **are** the buffer! In fact you
> might say that the whole point of object graphics is that
> they are persistent and that the object "scene" can be
> reproduced at any time (albeit slowly sometimes).

^^

And this is a bit worrying. Let me say that I have very little experience (yet) with object graphics, but I don't understand why one is forced (implicitly) to use a slow method to refresh windows that have been overlaid by another window.

> I have gotten into the habit of setting Retain=0 and
> Expose=1 on any window I create for object graphics
> output. On any expose event I simply call the Draw
> method on the Window. Simple. Easy. And it works
> every time.

But how slow is it, really?

Regards,

Stein Vidar
