
Subject: Re: retain and graphics_level=2
Posted by [davidf](#) on Wed, 29 Oct 1997 08:00:00 GMT
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R. Bauer (r.bauer@fz-juelich.de) writes:

- > Sometimes, it has no effect if I use retain=2 in a draw_widget for
- > object_graphics.
- >
- > What's are the reasons?

The IDL documentation states that the use of Retain=2 in draw widgets used for object graphics is "strongly discouraged". This might lead you to believe it's just a bad idea. In fact, I've found that it is a disastrous idea on most of the platforms I've used object graphics on. On my WindowsNT machine, for example, use of Retain=2 with any resizeable graphics window makes all of the axes labeling disappear on the resized plot!

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).

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.

Cheers,

David

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