
Subject: Re: IDL 5.0 PLOT or DEVICE bug: hidden graphics buffering?

Posted by [davidf](#) on Sat, 07 Mar 1998 08:00:00 GMT

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Russ Welti (on mapper) (rwelti@mapper.mbt.washington.edu) writes:

- > I have an app which runs fine in 4.0 (i.e. does NOT have
- > the following behavior). I'm converting it to 5.0

- > [snip]

- > Here's the mystery:
- >
- > First time through the loop, thing #1 is drawn, then there is
- > a pause while computing, THEN thing #2 is drawn along with
- > the SECOND thing #1.! They are NOT plotted in pairs.

Graphics output buffering like this is rare, but not unheard of. Fast loops are one of the places where I've seen it occur. Use the EMPTY procedure to flush the graphics output buffer. It works less obtrusively than the Print statement. :-)

Cheers,

David

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