
Subject: problem with corrupted pix-maps

Posted by [mirko_vukovic](#) on Tue, 30 Jun 1998 07:00:00 GMT

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hello,

following instructions of some of our more esteemed colleagues on this group,
I created copies of two windows in memory.

The purpose was to animate a marker. This is a gui application in which
with a cursor on one plot, the code finds the closest point on the curve,
puts a marker there, *and* a marker on the corresponding point on the curve
on the other plot.

I use the memory resident copies to restore the plots prior to re-plotting
the markers when the cursor moves.

It almost works in practice, except that on one of the plots, if I put the
marker close to the left axis, it seems to *corrupt* (ie, make its way into)
the memory resident copy of the plot.

Now, in such situations, the first thought that comes to mind is a bug in IDL.
The second (and usually more correct thought) is that I overlooked something.
But it must be something truly peculiar, as the plot gets corrupted only
when the cursor and marker move into that particular region of the plot
(say leftmost 20% of the plot region).

Any thoughts outthere on what I may be missing? I contacted RSI, and
other than suggesting that I send them the code, they could not offer any
advice.

mirko

-----== Posted via Deja News, The Leader in Internet Discussion ==-----

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