David Fanning <davidf@dfanning.com> wrote in message
news:MPG.11ed28f44513782f989815@news.frii.com...
> Several obtuse reasons for setting RETAIN=0 in a draw widget
> come immediately to mind:
>
>   (1) You are using object graphics in the window, in which
>   case RETAIN should *always* be set to 0.

I disagree. For object graphics draw widgets on Windows NT, I have found the
best results (fast drawing, fast refresh when a window is re-exposed) are
achieved with:

    RENDERER = 0   ; "Hardware" renderer
    RETAIN=2   ; IDL provides backing store
    EXPOSE_EVENTS=0   ; Not necessary for widget application to redraw its
own windows

I imagine that other platforms have different optimum settings, but you use
NT primarily, don't you David?

--
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>
>   (2) You know how screwy colors can be and you wish to
>   protect the colors associated with this application
>   by "restoring" your colors every time the widget is
>   exposed.
>
> Cheers,
>
> David
>
> --
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