
Subject: Re: Exceed and IDL

Posted by [davidf](#) on Wed, 07 Jul 1999 07:00:00 GMT

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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

```
>> (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?
```

When objects first came out I noticed that my axes labels would disappear. After about 50 frustrating hours convincing myself that I was doing everything correctly, I gave up and contacted RSI. I was told in no uncertain terms that this was caused by setting the RETAIN keyword to 2 and that RETAIN should *always* be 0 in object graphics. This made sense, because you already *have* the backing store to repair the window: the view you want to display. Why carry around yet more baggage? Sure enough, it fixed the problem.

I was so scarred by this experience that I have just been plodding along doing it this way from that moment forward. Frankly, I'm shocked to hear there is another way. :-)

With respect to rendering. I spent a pile of dough getting two really nice 3D graphics cards that had OpenGL support. *Both* of those cards render slower in hardware than they do in software, although I have never tried setting the RENDERER keyword on the draw widget. I just always set the Hardware Rendering option in the Option Settings. Of course, this is one of those situations where *nobody* in technical support, from *either* company, wants to have anything to do with you. It's always *their* fault.

Let's just say I *knew* I should have bought the
Dell machine. :-(

Cheers,

David

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