
Subject: Re: Exceed and IDL

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

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David Fanning wrote:

> 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.

>

> (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.

David points out some good reasons why an IDL programmer should not assume a particular value for RETAIN. Here's a few other values/settings that I've learned not to take for granted when an application runs (i.e. I don't assume any particular value).

(1) DEVICE keywords:

RETAIN

DECOMPOSED

SET_CHARACTER_SIZE

(2) System variables:

!ORDER (order for displaying images)

!D.TABLE_SIZE (size of the color table)

!D.N_COLORS (number of colors available)

!D.NAME (name of the current display device)

!D.WINDOW (index of the current graphics window)

(3) Widget appearance:

WIDGET_CONTROL keyword DEFAULT_FONT

Anyone else care to add to the list?

Cheers,

Liam.

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