
Subject: Re: Disappearing Object Graphics...

Posted by [Ted Cary](#) on Sun, 24 Feb 2002 17:30:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

>
> I really don't know, Ted. But I *do* know that whenever
> I see something really, really weird I've learned to
> turn the software renderer on. Could this be the problem?

At least someone agrees it's weird. I thought I was going insane, or else that I was missing something obvious. But the renderer is not the problem. I've tried all combinations of RENDERER and RETAIN, and in fact the problem first showed up with the software renderer on. I'm scared now to use IDLgrWindow::GetProperty to retrieve the renderer number--probably it is -Pi. Anyway, I think I read somewhere that MACs always use the software renderer--not sure of this, though.

At least I solved the speed problem I was having, but I'm not sure the solution is newsgroup-worthy. After running PROFILER (thanks Rick Towler), I noticed dozens of calls to BYTARR that did not make sense. Sure enough, there was a forgotten and useless line of code using IDLgrImage::GetProperty to retrieve the image data with every Widget_Draw motion event, probably left over from some image check I was doing during debugging. After removing that line the object graphics program runs faster now than the old direct graphics version. I was pretty pleased with myself until things started disappearing.
