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Subject: IDL Objects Graphics cache and crash  
Posted by [alt](#) on Sun, 10 Mar 2002 08:16:28 GMT  
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I am trying now to turn to IDL Objects Graphics so a pair of questions to IDL gurus.

1. In IDL online help topic "The Graphics Object Hierarchy -> The Rendering Process" one can read about draw cache: "Subsequent draws of this graphic atom to the same destination can then be drawn very efficiently." But it seems not to work as declared. When I change HIDE property of some graphic atom and then draw window it takes the same time as first drawing. What's wrong? I tried different renderer and retain, but can not get any acceleration. I use Win98, IDL 5.4, video ASUS AGP3800

2. Using of IDLgrROI sometimes crashes IDL. It is very unpleasant. May be anyone can advice how avoid these crashes and other OG bugs if any. I use Win98, IDL 5.4

Thank you in advance.

Best regards,  
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