
Subject: Re: Antialiasing under IDL 5.5

Posted by [David Fanning](#) on Tue, 10 Sep 2002 15:48:51 GMT

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Filipe (engpcris@livjm.ac.uk) writes:

- > It's working fine now!!
- >
- > in fact as I need the mouse events in the window area I was using the
- > Widget_draw fonction (with Graphic level=2) to create the window.
- >
- > The problem is I was using Retain = 2 witch dissable the hardware
- > rendering!!!
- >
- > Does anyone knows how to have a Backing store and use the hardware
- > rendering under windows?

I think the rule of thumb (at least as I learned it)
is that object graphics programs should never use backing
store anyway, since it is completely redundant. :-)

Cheers,

David

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