
Subject: Re: Slow exposure events

Posted by [David Fanning](#) on Fri, 09 Jan 2004 14:59:49 GMT

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

Nuno Oliveira writes:

- > I've seen that IDL doesn't refresh windows. If I have an application and
- > simply minimize e get the window again the image on the window is lost. This
- > is particularly annoying when you have a window (made by widget draw) that
- > has a size greater then the window you have defined and you use a scroll
- > bar. When you go down on your image you don't see anything at all. This can
- > be avoided by using the keyword EXPOSURE EVENTS on the widget draw. But this
- > makes the application slower.
- >
- > Two questions:
- >
- > This happens only in the Unix operating system? (I work with both Window and
- > Unix and this, as far as I've seen, doesn't happen in Windows) Anyone knows
- > why?
- >
- > Is there any solution that not the keyword EXPOSURE EVENTS?

What you are talking about, repairing window damage, is called "backing store". By default, IDL asks the window manager to handle this technical detail. The window manager doesn't have to, although almost all of them do. (And probably all of them can be configured to, although I don't know the details.)

In any case, if yours doesn't, you can ask IDL to keep track of the backing store for you. To do it for **all** graphics windows, type this:

```
Device, Retain=2
```

To do it for a **particular** window, do this:

```
Window, 3, Retain=2
```

This will keep you from having to deal with `Expose_Events`.

Cheers,

David

P.S. This is best down in your IDL startup file if you do it for all windows, or you can probably set the value in a `.cshrc` file or equivalent. I'd have to look for the proper resource (perhaps `Idl_retain?`).

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
