> I run IDL on FC1 too with a Radeon 9700 Pro. What card do you have?

ATI Radeon Mobility 7500 with the standard XFree86 drivers. I haven't
bothered trying out the Gatos drivers (http://gatos.sourceforge.net)
yet. Do you think using this might make a difference?

> You also mentioned that Direct Graphics retain settings worked as expected.
> I'm a little confused by this since Direct Graphics does the same sort of
> thing for RETAIN=2. Were your DG windows smaller than the OG windows?

I can create a DG window of any size and it retains properly. No matter
what size I use for an OG window, it does not retain. I tried bigger
windows, smaller windows and same size windows with the same final
result: OG windows never retain despite the value of RETAIN; DG windows
always retain properly.

However, I did find the source of my error message. On this particular
system, I had edited the Idl resource file to "circumvent" one little
peculiarity on this system. While I was at it, I stuck in the following
line.

Idl.retain: 2

After removing this line, I no longer saw the error message when doing
the obj_new('IDLgrWindow') command. Surprisingly, I didn't see the
error with obj_new('IDLgrWindow', RETAIN=2). I thought sure that
specifying RETAIN would make the error message come back, but I guess
not. Nevertheless, the RETAIN problem still exists.

And for what it's worth, this RETAIN issue isn't that big of a deal for
me. Most of the OG stuff I will be doing in the future will mostly
likely use IDLgrBuffer anyway! ;-)

-Mike