Michael Wallace wrote:
>>> It took a good 30 minutes to figure out how to draw a single diagonal
>>> line.
>>
>>
>>
>> And you saw it on the display!? You are *so* lucky!! :-)
>
>
> Oh, joy. This sounds like I'm going to be in for a fun adventure. But,
> yes, I saw it on the display. So, is seeing something on the display 30
> minutes after you look at your first object graphics code somewhere
> close to a world record?
>
>
>> P.S. That little error means that something is totally
>> screwed up. Maybe you knew that. :-)
>
>
> Mr. Obvious strikes again! :-)
>
>
>> I'd try setting the RETAIN keyword to 2 and see if that helps.
>
>
> Already was. And I can definitely tell you that the Window is not
> retaining anything. Direct graphics windows just like they're supposed
> to in the retain retain department.

Concerning the retaining:
I had a similar problem. From the RSI website I found the
following workaround (could not find the tech tip again):

The problem lies within the open gl hardware rendering.
A workaround is to force IDL into software rendering.
To do this:

cd (as user root) to the rsi subdirectory
(usually /usr/local/rsi/)

form there cd to:
idl_6.0/bin/bin.linux.x86/
(or on non-linux: idl_6.0/bin/bin.OS_NAME.ARCHTECTURE_NAME)

and do a
mv gl_driver.so gl_driver.so.off

after restarting IDL retaining worked again for me.

HDH,
marc