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Subject: Re: Object Graphics

Posted by [Mark Hadfield](#) on Wed, 12 May 2004 03:33:21 GMT

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Michael Wallace wrote:

...And for the curious, here's what RSI has

> to say about this buried way down in their documentation:

>

> In some situations, IDL cannot provide this backing store.

>

> In IDL Object Graphics, it is almost always best to disable backing

> store (that is, set the RETAIN property equal to zero). This is because

> drawing to an off-screen pixmap (which is what happens when backing

> store is enabled) almost always bypasses any hardware graphics

> acceleration that may be available, causing all rendering to be done in

> software. To ensure that windows are redrawn properly, enable the

> generation of expose events on the WIDGET\_DRAW window and redraw the

> windows explicitly when an expose event is received.

Not true in my experience, though it depends on the graphics card & settings (and heaven knows what else). With the not-very-cutting-edge graphics system on my PC (Windows 2000) here are the settings that I find the best:

RENDERER = 0 (hardware renderer--it is a little faster  
than the software one)

RETAIN = 2

EXPOSE\_EVENTS = RETAIN It 2

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