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Subject: Re: Object Graphics

Posted by [Michael Wallace](#) on Wed, 12 May 2004 02:42:27 GMT

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- > Well, you can make the argument that retaining an object
- > graphics window is a gross misuse of the Earth's resources.
- > Why retain? You have the whole damn graphics hierarchy
- > already in memory. When you get an EXPOSE event in your
- > draw widget, just re-draw the graphics.

```
window = obj_new('IDLgrWindow', RETAIN=0)
```

This command works like a charm. No error. No problem. I had a setup file I was using which always set RETAIN to 2 since my work up until now had been in Direct Graphics. 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.

If you are using software rendering (that is, the RENDERER property is set equal to one), IDL will refresh the window automatically regardless of the setting of the RETAIN property.

- > That's what you \*had\* to do when object graphics were
  - > first released, although they have become more user
  - > friendly over the years. (To much chagrin in the IEPA,
  - > I can tell you!) You can think of this (if you choose,
  - > of course) as your machine wanting to force you into
  - > good programming practices. Those of us with Windows
  - > machines will be drooling at your good luck! :-)
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