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Subject: Re: Object Graphics

Posted by [David Fanning](#) on Wed, 12 May 2004 01:12:34 GMT

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Michael Wallace writes:

- > So, is seeing something on the display 30
- > minutes after you look at your first object graphics code somewhere
- > close to a world record?

Pretty much. You were smart to choose a line and not an image. Most people just starting out stare at the first pixel of their image looming large on their display for \*days\* before they figure it out. :-)

>> 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.

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.

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! :-)

Cheers,

David

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

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