Why not display as an IDLgrImage in the window? I must be missing
something... Or you could texture the image onto a billboard to give
you a bit more flexibility but I don't think you need it.

-Rick

Michael Wallace wrote:
> I want to copy the contents of an IDLgrBuffer pixel by pixel to an
> IDLgrWindow of the same dimensions. What's the easiest way to do this?
> I do not want to redraw the graphics tree because redrawing the tree in
> the IDLgrWindow will result in a slightly different image due to
> differences in resolution between the buffer and window. I can see that
> I can get the individual pixels via the IMAGE_DATA property, but there
> seems to be no way to load the pixels directly into the IDLgrWindow.
>
> -Mike