
Subject: Re: Buffer -> Window

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 04:43:18 GMT

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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.

By the way, I forgot to mention in my previous reply: Can you not set the RESOLUTION of the buffer to match the window? The RESOLUTION property is not settable for an IDLgrWindow, but it *is* settable for an IDLgrBuffer.

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