R.G. Stockwell wrote:
> "David Fanning" wrote
>
>> Folks,
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>> In poking around in the IDL documentation this morning, I came
>> upon this in the WIDGET_DRAW documentation:
>>
>>   On some systems, when backing store is provided by the
>>   window system (RETAIN=1), reading data from a window
>>   using TVRD( ) may cause unexpected results. For example,
>>   data may be improperly read from the window even when
>>   the image displayed on screen is correct. Having IDL
>>   provide the backing store (RETAIN=2) ensures that the
>>   window contents will be read properly.
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>> Anybody have any idea which systems this is taking about?
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> The Commodore 64?

No, it works on my C64 using the x86 emulator. I think they are talking
about the Timex Sinclair 1000 but I'm not sure since I haven't been able
to find enough audio cassette tapes to copy my IDL CD onto to load it up.