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Subject: Re: Backing Store Question

Posted by [R.G. Stockwell](#) on Fri, 16 Sep 2005 14:31:57 GMT

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"David Fanning" <davidf@dfanning.com> wrote in message  
news:MPG.1d947822e772a52c989a86@news.frii.com...

> Folks,

>

> 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.

>

> Anybody have any idea which systems this is taking about?

The Commodore 64?

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