
Subject: Backing Store Question

Posted by [David Fanning](#) on Fri, 16 Sep 2005 13:35:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

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?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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