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Subject: Re: IDLgrWindow Setting - Why render image gets erased?

Posted by [Victor\[1\]](#) on Tue, 01 Nov 2005 23:00:20 GMT

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Thanks Karl for giving the right pointers. Xobjview works the best for the application that I am developing. By the way, I'm not sure if this is a bug in Xobjview - when I export the image into .TIFF (using file->export) and later open with a Tiff editor, the image is "FLIPPED". It gets exported just fine if exported as .JPEG !

Any Comments?

- Victor

PS: David, I'm working on it, and as soon as I understand and reproduce the image mountain of code I'm planning to start-up "VDL" (Victor's Data Language) ;-)

Thanks 2 all

Karl Schultz wrote:

```
>> # When you render an image in IDLgrWindow object, then if you try to
>> maximize the window/resize (interactively with mouse clicks), the image
>> disappears.
>>
> IDLgrWindow is a low-level window object that you must draw explicitly.
> This includes the initial draw as well as handling any sort of event that
> happens to the window, such as a resize. In the case of a resize, you
> generally have to at least call the Draw method again so that the
> IDLgrWindow can update the window on the screen after the resize.
>
> But IDLgrWindow is the lowest-level window object provided by IDL. There
> are several other objects and tools that are higher-level and smarter:
>
> Widgets (WIDGET_DRAW)
> IDLitWindow
> XOBJVIEW
> iTools
>
> Few applications exist that use stand-alone IDLgrWindow objects for
> display. Most applications use WIDGET_DRAW and widget application
> architecture to manage the graphics windows.
>
> Karl
```

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