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

Posted by [Karl Schultz](#) on Tue, 01 Nov 2005 16:02:17 GMT

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On Mon, 31 Oct 2005 17:06:17 -0800, Victor wrote:

> Hi all,
>
> After swimming through IDL Documentation and messg boards, I couldn't
> find an answer to the following (and I'm surprized this hasn't been
> discussed .. or maybe I couldn't find it - it looks fundamental)
>
> # When you render an image in IDLgrWindow object, then if you try to
> maximize the window/resize (interactively with mouse clicks), the image
> disappears.
>
> Thanks in advance
> - Victor
>
> P.S. Setting RETAIN = 2 helps with leaving the image rendered if you
> switch between windows, however, doesn't solve the above problem.

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
