
Subject: Re: Backing store issue

Posted by [Karl Schultz](#) on Mon, 27 Mar 2006 21:48:30 GMT

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

On Mon, 27 Mar 2006 16:20:51 -0500, Jonathan Joseph wrote:

What happens if you try:

```
device, true=24, decomposed=1
window, xsize=23000, ysize=3000, retain=2
tv, bindgen(3,23000, 3000), /true
```

?

On my linux box with nvidia FX 500, the large window repairs automatically, as it should, when I drag it around or drag other things on top of it.

If I make the window a LOT larger, say 23000 x 23000, I get a nice error from IDL saying that there are not enough resources to allocate a pixmap, which is what IDL uses for backing store when RETAIN=2.

It would be interesting to know how the above code behaves on your machine.

Karl

> So be it.

>

> Thanks for your insights David.

>

> -Jonathan

>

> David Fanning wrote:

>

>> I'm not saying these are perfect solutions. I'm just saying you are
>> creating one BIG window! It doesn't surprise me (given my experience
>> with pixmaps and backing store) you are having problems. I would be
>> more surprised if you weren't having problems. :-)

>>

>> Cheers,

>>

>> David

>>

>> P.S. You could always write machine-specific code and let the guys on
>> the SUN get by with sluggish graphic performance. They might even be
>> used to it. :-)

>>
