Subject: Re: Backing store issue
Posted by David Fanning on Mon, 27 Mar 2006 20:36:23 GMT
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Jonathan Joseph writes:

> I was afraid you were going to write something like that and expose me
> for the hack-programmer that I am.

Not up to speed with DEVICE COPY!? What do you use when
you need smoke and mirrors? :-)

> I suppose I could (and will have to) do as you say, but I still believe
> that I shouldn't have to write this code when RSI claims to have written
> it for me. I think IDL should be querying the video card and if it
> doesn't have enough memory for the request, then IDL should either use
> some other method or at least give me an error message - not just give
> me garbage in the window.
>
> If I program it myself, maybe I won't get it right. Maybe the
> programmers are RSI didn't get it right, which is why works only when I
> scroll a few lines a time (and only in the vertical direction), and not
> when I scroll faster.

Having confronted the issue of backing store memory MANY
times, I'm pretty much convinced that no sane programmer
could possibly get it right. Every OS, every graphics card,
seems to do it differently. I have a program that supposedly
checks to see how much pixmap memory is available, but it
returns different results depending on the phase of the
moon and what I ate for breakfast. I always divide the result
by two, just to be on the safe side, and even that sometimes
doesn't work. (With some cards, the *shape* of the window
matters more than the *size* of the window. Go figure...)

Cheers,

David

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