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Subject: Re: Backing store issue

Posted by [Jonathan Joseph](#) on Mon, 27 Mar 2006 20:24:18 GMT

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David,

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

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.

-J

David Fanning wrote:

>  
> When scrolling, usually only a \*few\* rows or columns need  
> to be drawn. Most of what you need is already on the display,  
> it just has to be moved with DEVICE COPY. Surely, \*this\*  
> is fast enough! :-)  
>  
> Cheers,  
>  
> David

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