
Subject: Re: Backing store issue

Posted by [Jonathan Joseph](#) on Mon, 27 Mar 2006 19:37:01 GMT

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Technology-schmology. It's speed I'm interested in. I use app_scroll in another application that will view the same images without any problems, and the scrolling is *MUCH* slower if you have any reasonably sized viewing window - like 1000 x 1000 pixels.

Sure app_scroll may be more reliable, but it doesn't make me happier.

And when I'm paying big \$\$ for applications like IDL and pricey video cards, I expect them to work as advertized. OK, so I'm not paying - but somebody is :-)

-Jonathan

David Fanning wrote:

> Jonathan Joseph writes:

>

>

>> I'm having a weird backing store problem. I have an application in
>> which I sometimes display very large images (eg 23123 x 3193 pixels).

>

>

> Uh, if you don't mind my saying so, you put too
> much faith in technology. :-)

>

> I'd use the APP_SCROLL, and redraw when something comes
> into view. It will be SO much more reliable!

>

> Cheers,

>

> David
