
Subject: Re: how to keep an image object in the window?

Posted by [Michael Galloy](#) on Sun, 24 Sep 2006 21:42:36 GMT

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yy wrote:

> Hi there,
> I have a basic question about object. In my simulation, I want to
> display some 3D data, read the image displayed in the window and save
> the 2D image as one movie frame. When I display the image by using
> object graphics, I found that it will be erased by other windows which
> happened to be on top of it. In that situation, what I read in will be
> the content in the top window not the 3D data I displayed. This is
> really bad for me b/c limited by the storage space, it takes more than
> a day to run the whole program and get all the data. If I have to keep
> the displaying widow always on top, I can't do any other things while
> the program is running and I have to even turn off the screen saver. I
> don't know if there is some way to solve this problem. I found that
> even the examples given in IDL help has this problem. Could anybody
> help me about this? Thanks a lot!
>
> Jingyi
>

I have had weird issues with things like that too. I can't remember exactly what was going on, but since you just want to get frames for your movies and you're not looking at the frames anyway, try rendering them to an IDLgrBuffer instead of an IDLgrWindow.

Mike

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