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

Posted by [yy](#) on Sun, 24 Sep 2006 17:59:58 GMT

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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

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