Subject: Re: how to keep an image object in the window?
Posted by yy on Mon, 25 Sep 2006 21:30:27 GMT

Michael Galloy wrote:

> 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
> --
> www.michaelgalloy.com
Thanks a lot for your suggestion! It works well!

Jingyi