
Subject: Re: How to use backing store while using object graphics?

Posted by [rkombiyil](#) on Sun, 10 Jun 2007 15:07:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jun 10, 11:00 am, Robert Chuang <zhuang...@gmail.com> wrote:

> I don't know how to let IDL back store the display, note that I've
> written "device, retain=2" in the IDL_startup.pro file, and it works
> fine while using direct graphics.
>
> Here is an example,
>
> PRO test_gui
> COMPILE_OPT, IDL2
> mywindow = OBJ_NEW('IDLgrWindow') ;;retain=2
> myview = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[0, 0, 19, 19])
> mymodel = OBJ_NEW('IDLgrModel')
> data = DIST(20)
> mycontour = OBJ_NEW('IDLgrContour', data, COLOR=[100, 150, 200], \$
> C_LINestyle=[0, 2, 4], /PLANAR, GEOMZ=0, C_VALUE=INDGEN(20))
> myview->Add, mymodel
> mymodel->Add, mycontour ;how to set backup storage?
> mywindow->Draw, myview
> END
>
> The display will disappear while overlay, minimize and maximize the
> window, the "device, retain=2" command doesn't work any more. How to
> fix it?
>
> Thanks

Robert,

It works for me..If I understand the problem correctly - i.e., while
overlaying or minimizing or maximizing the window, the contours don't
disappear :P I was going to attach 2 screenshots for your viewing
pleasure (one of them advertises David's ebook - which I bought
recently- too ;-) , but I guess I can't abuse usenet :)

I usually do this backing store thingy within my xconfig. Within the /
etc/X11/xorg.conf (Section "Device"), I add the following above the
'EndSection' instead of .idlrc...

```
-----  
Option      "BACKING STORE"      "TRUE"  
-----
```

Hth,
/metachronist
