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

Posted by [David Fanning](#) on Sun, 10 Jun 2007 02:36:55 GMT

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Robert Chuang writes:

```
> 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?
```

It is exceedingly rare (this is the only program I've ever seen that did it!) to see an object graphics program that doesn't draw into a draw widget window. So, normally, this problem is solved by turning EXPOSE events on for the draw widget and then just drawing the view in the draw widget event handler when the window is "exposed".

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
