Subject: Re: animation_image_doc.pro
Posted by Mike Potter on Wed, 27 Aug 2008 03:44:58 GMT
View Forum Message <> Reply to Message

Well, I know what I saw, but am uncertain enough of my own clumsy
knocking around with the object graphics keywords and such to insist
that I didn't make a mistake somewhere (not to mention being VERY
familiar with my seemingly infinite capacity for screw-ups). In fact
running the very same short piece of test code that I ran yesterday
which produced the effect that I described - now seems to work just
fine. I don't think I changed anything - but clearly SOMETHING
changed. Since I'm the only user on my computer......

Mike

On Aug 26, 10:46 am, David Fanning <n...@dfanning.com> wrote:
> Mike Potter writes:
>>   had set backing store to IDL(2) because when
>> displaying a single image my system (WinXP Home) does not handle
>> backing-store as requested and so any time another window passes over
>> the image it is "erased" until re-drawn.
>
> I find this incredibly hard to believe. Are you sure?
>
> I've never used anything but the default (DEVICE, RETAIN=1)
> on any Windows computer I've ever owned (lots of them) and
> I've never had a window not do backing store correctly
> even once.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")