
Subject: Re: animation_image_doc.pro

Posted by [Vince Hradil](#) on Tue, 26 Aug 2008 11:22:16 GMT

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On Aug 26, 4:40 am, Wox <nom...@hotmail.com> wrote:

```
> It works for me (WinXP Pro 64bit, IDLpref > Hardware rendering)
>
> IDL> animation_image_doc
> % Compiled module: ANIMATION_IMAGE_DOC.
> % Compiled module: FILEPATH.
> % Compiled module: PATH_SEP.
> % Compiled module: READ_BINARY.
> IDL> print,!version
> { x86_64 Win32 Windows Microsoft Windows 7.0 Oct 25 2007    64 64}
>
> I also tried IDL6.2 on Linux and there animation_image_doc behaves
> strange. When I run it: empty window. Breakpoint in the OnTimer method
> breaks, so the timer is running. When I enlarge the window: the frames
> appear.
```

It's the backing store! I had it set to IDL(2) and the animation doesn't show up. Setting None(0) or System(1) works.
