David Fanning writes:

> OK, this turns out to be a problem with the RETAIN=2
> keyword on the Draw Widget. For some reason, with
> IDL maintaining the backing store on 64-bit Windows
> versions, an error is thrown. I'll report it to ITTVIS.

One more update. I can fix this problem in either of
two ways. I can use software rendering instead of
hardware rendering, which fixes it for *me* if not
for the rest of the world. Or, I can do my own backing
store by using EXPOSE events. This is how I used to do
all my object graphics programs and the code is already
in place to do this, so this is how I'll fix this.

I'm told this kind of exception is extremely common
with hardware rendering of object graphics code. So
much so, that a great deal of code exists that turns
off exception handling when calling the Draw method
on IDLgrWindows. (Perhaps the reason we don't see the
problem in iTools. :-)

PRO CallDrawMethodWithoutErrors, thisWindow, thisView

```
   exceptSave = !Except
   !Except = 0
   thisWindow-> Draw, thisView
   dummy = Check_Math()
   !Except = exceptSave
```

END

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.")