Subject: Re: Why is the content of my object graphics window being wiped?
Posted by David Fanning on Wed, 12 Jun 2013 12:57:40 GMT

David Platten writes:

> OK - I've solved it. I have had to change the backing store setting in the IDL graphics
preferences. Setting this to "Bitmap buffered, RETAIN=2" has fixed the problem.

If you want this program to work on machines (e.g., running LINUX) that
treat RETAIN=2 as an onerous command from one of their parents that is
safe to ignore, then the other, probably preferred, alternative is to
set expose events on your draw widget and then to simply redraw the
graphics hierarchy in this case. I've always thought of this one-line
command as "elegant" rather than "clumsy", but I guess beauty is in the
eye of the beholder. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")