Subject: Re: Why is the content of my object graphics window being wiped?
Posted by Paul Van Delst[1] on Wed, 12 Jun 2013 19:55:16 GMT
View Forum Message <> Reply to Message

I'm having a similar problem, but with Function graphics.

I've gotten an nVidia driver installed (which apparently doesn't play
nice with RHEL6). Could that be the cause of the problem?

How does one set the FG equivalent of RETAIN=2?

cheers,

paulv

On 06/12/13 08:24, David Platten wrote:
> Hi there. I've been looking into using object windows to display
> object graphics. I have successfully written a routine that draws the
> Mandelbrot set on the screen. The problem I have is that if I
> minimize the window and then restore it, the contents of the object
> window are gone. Equally, if I move the window so that some of it is
> off the side of my screen, and then move it back, the content that
> was off the screen is also wiped. I can issue another "draw" command
> to the object so that it comes back, but this is a bit clumsy. I
> suspect there is a command that I don't know about that will
> automatically redraw the object for me - does anyone know what it
> is?
>
> This simple example illustrates my point:
>
> ; Create a destination object, in this case a window: oWindow =
> OBJ_NEW('IDLgrWindow') ; Create a viewport that fills the entire
> window: oView = OBJ_NEW('IDLgrView')
>
> ; Set the color property of the view: oView->SetProperty,
> COLOR=[255,0,0] ; Redraw: oWindow->Draw, oView
>
> If you minimize the window, and then restore it the red has been
> replaced with black. Equally, if you were to drag the window off the
> edge of the screen the red is replaced with black.
>
> Thanks for your help,
>
> David
>