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Subject: Re: Why is the content of my object graphics window being wiped?

Posted by [David Fanning](#) on Wed, 12 Jun 2013 20:13:04 GMT

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Paul van Delst writes:

- > 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?

Really!? Can you show me an example of what you mean? I wouldn't have thought FG needed any retaining. I would have thought this was all being handled via expose events. RETAIN is just going to get you into all kinds of trouble.

I'd be very curious to see what the problem looks like and what commands produce it.

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.")

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