
Subject: Re: Problems with Retain on OS X Mavericks
Posted by [David Fanning](#) on Sat, 21 Dec 2013 22:41:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matthew Argall writes:

- > Mavericks now seems to require DEVICE, RETAIN=2 when saving output from IDL's direct graphics procedures (e.g. via a combination of PLOT and cgSnapshot). This was not true in previous versions of OS X (if my memory serves me correctly).
- >
- > Coyote Graphics programs (e.g. cgPlot, cgWindow, cgZPlot) work fine /unless/ the window they are displayed in was opened by a non-cg program/procedure (e.g. WINDOW, PLOT).

I wouldn't have thought this was anything new. I have routinely, for the past 10 years or so, set RETAIN=2 for *all* UNIX machines and RETAIN=1 for all Windows machines whenever I open an IDL graphics window. This is how all the Coyote Library routines work.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
