
Subject: Re: Problems with Retain on OS X Mavericks
Posted by [David Fanning](#) on Sun, 22 Dec 2013 17:24:56 GMT
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Matthew Argall writes:

> After writing the initial post, it occurred to me your routines must work for a reason... However, before I updated to Mavericks (from Snow Leopard), I did not ever have to set RETAIN=2.

The default in IDL is to ask the window manager to take care of what is technically called the "backing store", or the repair of windows. Some window managers (Windows, for example) are happy to do this, but it is not something they MUST do by default. Almost all UNIX window managers ignore the request unless special care is taken to configure them to do so.

I don't have a Mac, so I don't know. Maybe with the update Apple now configures the window manager to act more like other UNIX window managers.

In any case, IDL can easily do the job itself. It just has to be told to do so. This is trivially easy with Coyote Graphics. Just open graphics windows with `cgDisplay` instead of `Window` and you are set. :-)

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.")
