Subject: Re: Persistent Object Graphics Not Persistent in Resizeable Windows Posted by davidf on Fri, 06 Jun 1997 07:00:00 GMT

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[A copy of this article was sent to the cited author.]

Phil Williams writes:

- > There is a suggestion in one of the manuals that retain=2 should not be
- > used for draw widgets that are objects (grpahics level=2). Instead use
- > /expose_events keyword and then have something like this

if event.id eq info.drawID then begin

- if event.type eq 4 then info.thisWindow->draw, info.thisView >
- endif
- > in the event handler to draw the window when it's exposed.
- > I added this to your sample code and the axes appear fine when the > widget is resized.

Thanks to Phil Williams and RSI for pointing out my problems with this code. In fact, setting the Retain flag for object windows is NOT a good idea. Removing it got my code working fine.

Here is what I heard from RSI about this issue:

- > As far as 'retain' goes. If you have are using a widget application
- > I would recommend that you always set your retain to 0 then process
- > the EXPOSE event in your event handler by calling the draw method
- > on your window object.
- > This is mainly a performance/memory issue. Using retain of 0 allows
- > OpenGL to double buffer the window and drawings occur much faster.
- > Since you have the window retained already (the view/scene object)
- > you can make the determination of when to reissue a draw command.
- > With retain=2, OpenGL has a buffer of the graphic, IDL has a buffer
- > of the graphic (so it can repair the bits), and you have a 'buffer'
- > to the graphic (the object). Under IDL 4.x this wasn't the case,
- > so retain of 2 was the best choice (and still is for level 1
- > graphics).

Good information to have. I'll update the data base and add a tip to my web page.

Cheers.

David

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