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Subject: Re: repeated use of TVRD() gives different results

Posted by [Bill Nel](#) on Wed, 12 Oct 2016 13:41:41 GMT

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There's a note in the documentation under TVRD about "unexpected results" unless IDL is providing the backing store (which I hadn't seen before). Ages ago, I found that TVRD() didn't work properly when the graphics window extended off the edge of the screen. (I solved it by copying the window's contents to a pixmap and calling TVRD on the pixmap.) The note explains why.

--Wayne

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