Subject: Re: repeated use of TVRD() gives different results
Posted by wlandsman on Thu, 13 Oct 2016 03:11:06 GMT

Thanks.   Interestingly, I don't find any other problems with using IDL_GR_X_RETAIN = 1 (the default value) on my MacBook.   The backing store seems to work fine, and you only run into trouble when using TVRD().

It turns out that this has been a cause of a lot of mysterious color problems I've had when using Coyote graphics.   The safe fix is to always set RETAIN=2 but I've also sent a pull request to https://github.com/idl-coyote/coyote to update CGCOLOR so that it never uses TVRD() on X windows when IDL_GR_X_RETAIN is less than 2.   I've also put an updated CGCOLOR on http://idlastro.gsfc.nasa.gov/ftp/pro/coyote/cgcolor.pro

--Wayne

On Wednesday, October 12, 2016 at 9:42:06 AM UTC-4, ri...@crd.ge.com wrote:
> 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