

---

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

Posted by [penteado](#) on Fri, 28 Oct 2016 19:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Wednesday, October 12, 2016 at 6:42:06 AM UTC-7, 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.

>

A long time ago, I used to have problems with tvrd() when the backing store was set to 1, for some versions of the X server under Linux. It would copy whatever was shown in that area of the screen, meaning if there was another window over the window I was reading from, that window's contents would show up in the result of tvrd(). I have not seen the problem in many years, but I rarely use direct graphics, and I generally stopped using tvrd() from a real window (as opposed to a pixmap), except when doing it interactively (so I would then see the result right away and notice any problems).

---