
Subject: Re: Backing store

Posted by [Stein Vidar Hagfors H](#) on Fri, 12 Sep 1997 07:00:00 GMT

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David Fanning wrote:

>
> William Thompson:
>> It seems to me that there are two possibilities. Either the problem is
>> associated with the newer Alpha hardware, or with the newer version of the
>> Operating System. So far, we have not upgraded our older machines to OSF 4.0,
>> so maybe that's why those machines do not give any problems.

Hi Bill,

(This is partially an "internal" discussion, but in the hope that others recognize the problem, I'll let everybody else in on it)

We're running several (older) Alphas here with OSF 4.0 (or, strictly speaking, Digital Un*x 4.0, isn't it?) without seeing that problem. Personally I haven't tested it on a new Alpha, but you could ask Paal if he's ever seen anything.

Im not 100% sure right now, but I think I saw that problem at Goddard even before the new Alpha(s) arrived (I think Andrzej may have seen it, too, and asked me for a solution). This was on the cdsa machines, *not* reproducible on your machine, but then the configuration was not identical). I seem to remember that we could reproduce it on the cdsa machines with e.g., your account (?).

Are the "symptoms" such that the backing store *does* work when you leave the widget alone (not moving it), but does not work when the widget *has* been moved since the draw window was last "refreshed"?

> I don't know about Alpha Workstations, but I do know that I
> wouldn't put Device, RETAIN=2 into an IDL startup file if you
> are planning to run any IDL object graphics programs. These
> programs just do not run correctly when the RETAIN flag is set
> to 2.

And this has not been fixed in the latest version (5.0.2)?

Ugh - ugly. I mean - if this is *not* something that will be fixed, RSI should at least turn *off* backing store automatically for all object graphics windows, if it causes inexplicable results..

> What I have been doing is turning off backing store completely
> at the system level, and using the Window, RETAIN=2 flag on direct
> graphics windows when I create them. This allows me to use
> direct graphics and object graphics windows in the same

> application without conflicts.

..without conflicts except for any old routine relying on the retain=xx being set to the correct value for that system.

For the sake of backward compatibility (with the zillions of *existing* routines, to which people have presumably found fixes, one of them being DEVICE,RETAIN=2 on *some* systems) I'd much rather recommend setting RETAIN=0 explicitly in the *object* graphics routines (if it's possible, I'm not yet into that kind of stuff). Object graphics routines are, after all, pretty recent compared to direct graphics routines.

Stein Vidar
