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Subject: Backing store

Posted by [thompson](#) on Thu, 11 Sep 1997 07:00:00 GMT

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I run IDL on DEC Alpha Workstations running OSF/Digital Unix. I've noticed that the newer machines give me more problems with backing store. In other words, if a graphics window is covered up and then brought back to the foreground, then the parts of the image that were obscured are lost, unless one uses RETAIN=2. This is not a problem on the older Alpha workstations.

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.

I could put DEVICE, RETAIN=2 into the IDL startup script, but according to the online help:

Pixmap are a precious resource in the X server, so backing pixmaps should only be requested for windows with contents that must absolutely be preserved.

Has anyone else noticed this behavior under Digital Unix? Is there anything to do to tune the system to keep this from happening?

Thank you,

William Thompson

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