

Subject: Answer - Image not being retained  
Posted by [dean](#) on Wed, 06 Apr 1994 04:20:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I received several responses about my problem with retaining the image in WIDGET\_DRAW with scoll bars after implementing CURSOR, even after using RETAIN=2. I have been told that WIDGET\_DRAW and CURSOR are not designed to work together.

The solution is very simple - after it was pointed out to me. By removing `CURSOR` and using `WIDGET_DRAW`'s `BUTTON_EVENTS` and `MOTION_EVENTS`, the image is retained while scrolling.

If you set up `WIDGET_DRAW` to look like this:

```

draw = Widget_Draw(drawbase,      $
/BUTTON_EVENTS,      $ ;Generate mouse buttons events
/MOTION_EVENTS,      $ ;Generate mouse motion events
/FRAME,              $ ;Frame drawing area
RETAIN = 2,          $ ;Make sure IDL provides backing store.
XSIZE = x_size,      $ ;The x size of display area
YSIZE = y_size)      ;The y size of display area

```

You can do this later on without CURSOR.

```

.
.
.
pxvnt = widget_event(draw)
WHILE (pxvnt.press NE 4 ) DO BEGIN
  pxvnt = widget_event(draw)
  x = pxvnt.x
  y = pxvnt.y

```

Thanks everybody for your help.

Kelly Dean  
CSU/CIRA