
Subject: Re: Backing Store Question

Posted by [R.G. Stockwell](#) on Fri, 16 Sep 2005 14:31:57 GMT

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"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1d947822e772a52c989a86@news.frii.com...

> Folks,

>

> In poking around in the IDL documentation this morning, I came
> upon this in the WIDGET_DRAW documentation:

>

> On some systems, when backing store is provided by the
> window system (RETAIN=1), reading data from a window
> using TVRD() may cause unexpected results. For example,
> data may be improperly read from the window even when
> the image displayed on screen is correct. Having IDL
> provide the backing store (RETAIN=2) ensures that the
> window contents will be read properly.

>

> Anybody have any idea which systems this is taking about?

The Commodore 64?

Subject: Re: Backing Store Question

Posted by [Rick Towler](#) on Fri, 16 Sep 2005 18:09:27 GMT

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R.G. Stockwell wrote:

> "David Fanning" wrote

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> The Commodore 64?

No, it works on my C64 using the x86 emulator. I think they are talking about the Timex Sinclair 1000 but I'm not sure since I haven't been able to find enough audio cassette tapes to copy my IDL CD onto to load it up.

Subject: Re: Backing Store Question

Posted by [Michael Wallace](#) on Fri, 16 Sep 2005 18:32:07 GMT

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> about the Timex Sinclair 1000 but I'm not sure since I haven't been able
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Wow. You learn something new every day. All this time I though they were talking about Radio Shack's TRS-80.
