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Subject: Re: How to use backing store while using object graphics?

Posted by [Robbie](#) on Sun, 10 Jun 2007 02:25:08 GMT

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I would recommend using either  
mywindow = OBJ\_NEW('IDLgrWindow',RETAIN=2)  
or  
PREF\_SET, 'IDL\_GR\_WIN\_RETAIN', 2

Robbie

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Subject: Re: How to use backing store while using object graphics?

Posted by [David Fanning](#) on Sun, 10 Jun 2007 02:36:55 GMT

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Robert Chuang writes:

> I don't know how to let IDL back store the display, note that I've  
> written "device, retain=2" in the IDL\_startup.pro file, and it works  
> fine while using direct graphics.  
>  
> Here is an example,  
>  
> PRO test\_gui  
> COMPILE\_OPT, IDL2  
> mywindow = OBJ\_NEW('IDLgrWindow') ;;retain=2  
> myview = OBJ\_NEW('IDLgrView', VIEWPLANE\_RECT=[0, 0, 19, 19])  
> mymodel = OBJ\_NEW('IDLgrModel')  
> data = DIST(20)  
> mycontour = OBJ\_NEW('IDLgrContour', data, COLOR=[100, 150, 200], \$  
> C\_LINestyle=[0, 2, 4], /PLANAR, GEOMZ=0, C\_VALUE=INDGEN(20))  
> myview->Add, mymodel  
> mymodel->Add, mycontour ;how to set backup storage?  
> mywindow->Draw, myview  
> END  
>  
> The display will disappear while overlay, minimize and maximize the  
> window, the "device, retain=2" command doesn't work any more. How to  
> fix it?

It is exceedingly rare (this is the only program I've ever seen that did it!) to see an object graphics program that doesn't draw into a draw widget window. So, normally, this problem is solved by turning EXPOSE events on for the draw widget and then just drawing the view in the draw widget event handler when the window is "exposed".

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: How to use backing store while using object graphics?  
Posted by [David Fanning](#) on Sun, 10 Jun 2007 02:41:15 GMT  
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Robbie writes:

> I would recommend using either  
> mywindow = OBJ\_NEW('IDLgrWindow',RETAIN=2)

This didn't work for me when I maximized or  
minimized my window on Windows XP with IDL 6.4.  
Nor did DEVICE, RETAIN=2. I don't know why. :-(

Cheers,

David

--

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Subject: Re: How to use backing store while using object graphics?  
Posted by [zhuangbao@gmail.com](#) on Sun, 10 Jun 2007 03:41:32 GMT  
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On Jun 10, 10:41 am, David Fanning <n...@dfanning.com> wrote:

> Robbie writes:  
>> I would recommend using either  
>> mywindow = OBJ\_NEW('IDLgrWindow',RETAIN=2)  
>  
> This didn't work for me when I maximized or  
> minimized my window on Windows XP with IDL 6.4.  
> Nor did DEVICE, RETAIN=2. I don't know why. :-(

>  
> Cheers,  
>  
> David  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

It didn't work on my ubuntu 6.10,too.  
I am afraid there is no method to solve this.  
Could you give me an example of rewriting this code using widget\_draw?

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Subject: Re: How to use backing store while using object graphics?  
Posted by [David Fanning](#) on Sun, 10 Jun 2007 03:49:49 GMT  
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Robert Chuang writes:

> It didn't work on my ubuntu 6.10,too.  
> I am afraid there is no method to solve this.  
> Could you give me an example of rewriting this code using widget\_draw?

Well, I explained a method to solve it. You can look at any object graphics program on my web page to see it solved in action! I'd start with something like XPLOT for something easy:

<http://www.dfanning.com/programs/xplot.pro>

Look at the XPLOT\_DRAW\_WIDGET\_EVENTS module.

Cheers,

David

--

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Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: How to use backing store while using object graphics?  
Posted by [rkombiyil](#) on Sun, 10 Jun 2007 15:07:05 GMT  
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On Jun 10, 11:00 am, Robert Chuang <zhuang...@gmail.com> wrote:

```
> I don't know how to let IDL back store the display, note that I've
> written "device, retain=2" in the IDL_startup.pro file, and it works
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> Here is an example,
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> mywindow->Draw, myview
> END
>
> The display will disappear while overlay, minimize and maximize the
> window, the "device, retain=2" command doesn't work any more. How to
> fix it?
>
> Thanks
```

Robert,

It works for me..If I understand the problem correctly - i.e., while overlaying or minimizing or maximizing the window, the contours don't disappear :P I was going to attach 2 screenshots for your viewing pleasure (one of them advertises David's ebook - which I bought recently- too ;-), but I guess I can't abuse usenet :)

I usually do this backing store thingy within my xconfig. Within the /etc/X11/xorg.conf (Section "Device"), I add the following above the 'EndSection' instead of .idlrc...

```
-----
Option      "BACKING STORE"      "TRUE"
-----
```

Hth,  
/metachronist

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