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

Posted by zhuangbao@gmail.com on Sun, 10 Jun 2007 02:00:39 GMT

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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?

Thanks
