Subject: Re: Catalyst library: pixmap object use.
Posted by David Fanning on Fri, 12 Dec 2008 04:49:05 GMT
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Giorgio writes:

> This is intended to David, but maybe someone knows better.
> I am using the catalyst library to visualize in real time a
> transformation to some data with some spinners added to control the
> parameters. I use the imgwin program of the library as a template. In
> there, when you creates the selectable draw widget object the erase
> window keyword is specified. This provokes a flickering of the screen
> each time is updated. To disable that I know that we have to use a
> pixmap window. However I did not figure out how to implement and
> coordinate the pixmap object with the selectable draw widget. Then my
> question: Can you give an example or a road map to implement the
> pixmap object.

The DrawWidget object (from which the SelectableDrawWidget is subclasses) has a container already set up for the purpose of "buffering" the output from a pixmap. You set the pixmap with the REFRESHBUFFER keyword. The Refresh method, then, will copy the contents of the refresh pixmap into the draw widget window. So, for example, if you had set the pixmap up as the refresh buffer, you would call the Refresh method rather than the Draw method to see the contents of the draw widget. (You would probably add your image object to the pixmap widget, rather than the draw widget, too, but this depends on how you are using the refresh buffer. There are no hard and fast rules for it.)

That said, it is pretty hard to avoid the flicker. In resizeable widgets, showing images, we *have* to erase the display somehow or we would get image "debris" in our windows. However, if your image (or display) takes up the entire window, you wouldn't have to erase, since you are guaranteed to write over everything. In this case, you can turn the erase off. DEVICE, COPY is faster than ERASE, for sure, but it doesn't completely eliminate the flicker problem.

> As a side note, the coyote nickname reminds me of a similar animal
> from Argentina, the aguara guazu.

Now there is *another* new thing I have learned today.
I'll have to travel down there and see that. :-)

Cheers,

David
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Sepore ma de ni thui. ("Perhaps thou speakest truth.")