Subject: Problems with Retain on OS X Mavericks
Posted by Matthew Argall on Sat, 21 Dec 2013 18:58:02 GMT
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Mavericks now seems to require DEVICE, RETAIN=2 when saving output from IDL's direct graphics procedures (e.g. via a combination of PLOT and cgSnapshot). This was not true in previous versions of OS X (if my memory serves me correctly).

Coyote Graphics programs (e.g. cgPlot, cgWindow, cgZPlot) work fine /unless/ the window they are displayed in was opened by a non-cg program/procedure (e.g. WINDOW, PLOT).

IDL> print, !version
{ x86_64 darwin unix Mac OS X 8.2 Apr 10 2012   64   64}

Subject: Re: Problems with Retain on OS X Mavericks
Posted by David Fanning on Sat, 21 Dec 2013 22:41:57 GMT
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Matthew Argall writes:

> Mavericks now seems to require DEVICE, RETAIN=2 when saving output from IDL's direct graphics procedures (e.g. via a combination of PLOT and cgSnapshot). This was not true in previous versions of OS X (if my memory serves me correctly).
>
> Coyote Graphics programs (e.g. cgPlot, cgWindow, cgZPlot) work fine /unless/ the window they are displayed in was opened by a non-cg program/procedure (e.g. WINDOW, PLOT).

I wouldn't have thought this was anything new. I have routinely, for the past 10 years or so, set RETAIN=2 for *all* UNIX machines and RETAIN=1 for all Windows machines whenever I open an IDL graphics window. This is how all the Coyote Library routines work.

Cheers,

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

Subject: Re: Problems with Retain on OS X Mavericks
Posted by Matthew Argall on Sun, 22 Dec 2013 16:59:04 GMT
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> I wouldn't have thought this was anything new.

After writing the initial post, it occurred to me your routines must work for a reason... However, before I updated to Mavericks (from Snow Leopard), I did not ever have to set RETAIN=2.

Subject: Re: Problems with Retain on OS X Mavericks
Posted by David Fanning on Sun, 22 Dec 2013 17:24:56 GMT
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Matthew Argall writes:

> After writing the initial post, it occurred to me your routines must work for a reason... However, before I updated to Mavericks (from Snow Leopard), I did not ever have to set RETAIN=2.

The default in IDL is to ask the window manager to take care of what is technically called the "backing store", or the repair of windows. Some window managers (Windows, for example) are happy to do this, but it is not something they MUST do by default. Almost all UNIX window managers ignore the request unless special care is taken to configure them to do so.

I don't have a Mac, so I don't know. Maybe with the update Apple now configures the window manager to act more like other UNIX window managers.

In any case, IDL can easily do the job itself. It just has to be told to do so. This is trivially easy with Coyote Graphics. Just open graphics windows with cgDisplay instead of Window and you are set. :-)

Cheers,

David
--
David Fanning, Ph.D.
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