
Subject: Re: IDL and the SGI window manager
Posted by [fireman](#) on Tue, 24 Sep 1996 07:00:00 GMT
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In article <3247036C.15FB@cis.rit.edu>, Gus Braun <gjb7200@cis.rit.edu> writes...

> window. If another window moves in front of the IDL window the graphics
> get erased. When the IDL window is brought to the front the graphics do
> not get refreshed.

Try setting DEVICE,RETAIN=2.

This has always worked for me - but is it expensive in memory usage? Could someone comment on the different RETAIN options and when you would use them?

Gwyn Fireman, fireman@gsfc.nasa.gov, speaking only for myself.

Subject: Re: IDL and the SGI window manager
Posted by [Liam Gumley](#) on Tue, 24 Sep 1996 07:00:00 GMT
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Gus Braun wrote:

> I am running IDL on an Silicon Graphics system (SGI) and I am having a
> problem with the window manager refreshing the IDL graphics windows.
> For example, when I create a graph with the plot command I get an IDL
> window. If another window moves in front of the IDL window the graphics
> get erased. When the IDL window is brought to the front the graphics do
> not get refreshed.

Check our local SGI FAQ at

<http://cimss.ssec.wisc.edu/~gumley/sgifaq.html>

Your question is addressed in section 4.3

Cheers,
Liam.
