
Subject: IDL 5.0 PLOT or DEVICE bug: hidden graphics buffering?
Posted by [Russ Welti \(on mapper\)](#) on Sat, 07 Mar 1998 08:00:00 GMT
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I have an app which runs fine in 4.0 (i.e. does NOT have the following behavior). I'm converting it to 5.0

The app is computing something in a loop and when it finishes computing it draws (PLOTS) 2 things in the window.

X=100

LOOP:

```
compute for a while.... say 3 secs
draw thing #1 at X,Y
draw thing #2 at X+100,Y
Y=Y-50
END LOOP
```

So it basically makes a stack of plots in the window.

Here's the mystery:

First time through the loop, thing #1 is drawn, then there is a pause while computing, THEN thing #2 is drawn along with the SECOND thing #1.! They are NOT plotted in pairs.

So I get: first thing #1,pause,
first thing #2 and second thing #1,pause,
second thing #2 and third thing #1 ... etc ...

HOWEVER--

If I put a simple PRINT statement just AFTER drawing thing #2, then things #1 and #2 ARE drawn in pairs, at the same time, as one would expect, and as is done in my IDL 4.0 version of the app.

So it seems there is some hidden graphics buffering function which is being flushed by the PRINT statement...

I can't find any discussion of buffering in the DEVICE section except for the Z buffer, which I am not using.

Any ideas on this?

thanks very much,

Russ Welti

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