
Subject: Re: IDLgrWindow->Draw,/CREATE_INSTANCE

Posted by [davidf](#) on Sun, 28 Nov 1999 08:00:00 GMT

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Marc Schellens (m_schellens@hotmail.com) writes:

- > They don't work means:
- > When I draw some background with ->Draw,/CREATE_INSTANCE, nothing is
- > drawn
- > while ->Draw,/DRAW_INSTANCE behaves like no keyword is set (so it just
- > clears the screen and draws)
- > I added a little test program, which should draw a picture
- > and overdraws this picture shifted a little bit to the upper right
- > corner.
- > For this program I figured out that it did not work on windows NT also.
- > Please try, if this works on your machine.

Well, it doesn't work on my machine either, but this is not because IDL capabilities are lacking. Rather, I think it is because you are just a bit unclear about how this works. The example in the IDL documentation is not too bad as far as pseudo-code goes, although if you perform the rotations in the way they suggest you get some truly interesting--if unintentional--effects. :-)

There are several things wrong with your example code. But since I'm doing this for **my** purposes as well as yours, I decided to create my own example program, rather than fix yours.

I modified a Simple_Surface program I have to illustrate object instancing. There is a new Rotation menu item that gives you the opportunity to rotate the surface about the X, Y, or Z axis. The Simple_Surface_Rotate event handler contains the details. You can find the program, named Rotate_Surface, here:

`ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/rotate_surface.pro`

Compile the program and run it like this:

```
IDL> .Compile rotate_surface
IDL> Simple_Surface
```

You will notice that I have two models in the program, one holds the objects that do not change in the rotation and one holds the objects that do. The real key to performing this

kind of instancing is to hide the appropriate model at the proper time and to be sure you see everything (by making the view transparent) when you are performing the operations. It's a bit tricky, but the code in the event handler illustrates how straightforward it is once you have the concepts clearly in mind.

Cheers,

David

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