
Subject: Re: IDLgrWindow->Draw,/CREATE_INSTANCE
Posted by [Marc Schellens](#) on Sun, 28 Nov 1999 08:00:00 GMT
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Ben Tupper wrote:

>
> In article <383E214F.11846F94@hotmail.com>, Marc says...
>>
>> Hello,
>> As I follow this newsgroup not for so long, sorry if this
>> topic was already raised, but on my Solaris system, using IDL5.2,
>> the IDLgrWindow Draw method works not as suggested with the
>> /CREATE_INSTANCE or /DRAW_INSTANCE keyword.
>> It seems that the method just ignores them.
>> Has anybody made the same experience, or even better, found a way
>> to get them work?
>> thanks,
>> :-) marc
>
> I have used these keywords extensively on a Solaris but I hadn't noticed a
> problem. How can you tell that they don't work as expected? (I know that
> sounds like a silly question... but maybe its not working for me either and I
> simply didn't know better!)
>
> I did bump into an oddity with the Solaris system I was operating... expose
> events were handled by the system regardless of the value set for the RETAIN
> keyword. I don't know if/how RSI resolved this issue... but it was placed in
> the bug reporting queue.
>
> Ben Tupper
> PemaquidRiver@tidewater.net

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.

thanks,

:-) marc

;;-----

pro test

```
w=obj_new('IDLgrWindow',DIMENSIONS=[512,512])

v1=obj_new('IDLgrView',VIEWPLANE_RECT=[0,0,512,512])
v2=obj_new('IDLgrView',VIEWPLANE_RECT=[0,0,512,512])

m1=obj_new('IDLgrModel')
v1->Add,m1
m2=obj_new('IDLgrModel')
v2->Add,m2

;; use the path to your rsi directory here
read_gif,'/usr/local/rsi/idl/examples/demo/demodata/sunvel.g if',image

i1=obj_new('IDLgrImage',image)
m1->Add,i1
i2=obj_new('IDLgrImage',image,LOCATION=[10,10])
m2->Add,i2

;; also with next line commented in it did not work
;; then at least it draws the instance, but nevertheless erase it when
;; drawing with /DRAW_INSTANCE
;;w->Draw,v1,CREATE_INSTANCE=0
w->Draw,v1,CREATE_INSTANCE=1 ;; 2 did not work either

for i=1,10 do begin
  i2->SetProperty,LOCATION=[i*10,i*10]
  w->Draw,v2,/DRAW_INSTANCE
endfor

end
```
