Subject: IDLgrWindow (?) bug
Posted by Pavel Romashkin on Mon, 28 Feb 2000 08:00:00 GMT
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Hello everyone,
I think there is a bug in the way IDL creates an independent object graphics window. Once you change things in it, the viewport (or something else) changes, messing the displayed axes up. Try the code at the bottom of this message. I use PPC IDL 5.2 and tried it in PPC IDL 5.3.

```
IDL> test, All_objects=All_objects, window=window, scene=scene, $
IDL>  x_axis=x_axis, x_top=x_axis_top
IDL> mod_axis, window=window, x_axis=x_axis, scene=scene, x_top=x_axis_top
```

Use obj_destroy, objects toclean up after you saw the results.
After mod_axis is executed, the all axes lengthen and reach the edges of the window. However, if you try using the widget_draw in object graphics mode, it does not happen:

```
IDL> test, All_objects=All_objects, window=window, scene=scene, $
IDL>  x_axis=x_axis, x_top=x_axis_top, /wid
IDL> mod_axis, window=window, x_axis=x_axis, scene=scene, x_top=x_axis_top
```

Everything looks normal, scaling changes; of course, the labels are messed up because size recalculation is left out in the sample code.
Use obj_destroy, objects toclean up after you saw the results.
Does anyone know if this is a feature or a bug? It took me half-day yesterday to figure out why my axes act up, until I tried to put my development object window into a widget.

Cheers,
Pavel

```
pro test, All_objects=All_objects, window=window, scene=scene, $
 x_axis=x_axis, x_top=x_axis_top, wid=wid

if keyword_set(wid) then begin
 base = widget_base()
 draw = widget_draw(base, xsize=400, ysize=300, graphics=2)
 widget_control, base, /realize
 widget_control, draw, get_value=Window
endif else Window = obj_new('IDLgrWindow')

 All_objects = obj_new('IDL_Container')
 Scene = obj_new('IDLgrScene')

  ; Fill the entire window with the default view.
 View = obj_new('IDLgrView', viewplane_rect=[-0.1, -0.1, 1.12, 1.16],
```

```
location=[0.0, 0.0])
 Model = obj_new('IDLgrModel')

  ; Initialize axes.
 x_axis_top = obj_new('IDLgrAxis', 0, ticklen=0.03, tickdir=1,
loc=[1000, 1, 0], /notext, /exact)
 y_axis_top = obj_new('IDLgrAxis', 1, ticklen=0.03, tickdir=1, loc=[1,
1000, 0], /notext, /exact)
 x_axis = obj_new('IDLgrAxis', 0, ticklen=0.03, name='X_AXIS',
location=[1000, 0, 0], /exact)
 y_axis = obj_new('IDLgrAxis', 1, ticklen=0.03, name='Y_AXIS',
location=[0, 1000, 0], /exact)

 Model -> add, x_axis
 Model -> add, y_axis
 Model -> add, x_axis_top
 Model -> add, y_axis_top

 View -> add, Model
 Scene -> add, View

  ; Put all objects in container, for easy destruction.
 All_objects -> add, Scene
 All_objects -> add, Window

 window -> draw, Scene

end

pro mod_axis, window=window, x_axis=x_axis, scene=scene, x_top=x_axis_top

x_nr = normalize([20.,120.])
x_axis -> setProperty, range=[20.,120.], xcoord_conv=x_nr
x_axis_top -> setProperty, range=[20.,120.], xcoord_conv=x_nr
window -> draw, scene

end
```