
Subject: Re: wset equivalent in obj graphics?

Posted by [promashkin](#) on Thu, 17 Aug 2000 07:00:00 GMT

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This is not going to be as simple as Wset. You will have to use that window ID and get the Scene (or View) that is displayed there, then select a Model from that View to which the data is going to go, then scale the data (or ask Randall how to get away without scaling - I have no clue how to do that), then place the data in the model, then update the display by calling Draw method on that Window and Scene (or View). Just look at all the opportunities Object Graphics present! :-)

Cheers,
Pavel

tb wrote:

```
>
> What's the object graphics version of direct graphics'
> wset command (IDL 5.2a) to make the desired window the
> active one? I'm doing alot of processing and occasionally
> the software spits out some data to a map_set, map_grid,
> map_continents combo plotting thingy.
> I originally used direct graphics for the plotting widget,
> so I could use wset, e.g.
>
> drawWID = widget_draw(baseWID, ...)
> widget_control, drawWID, get_value=drawWindow
> wset, drawWindow
>
> Then, I decided to add printing and other cool capability
> so I went to obj. graphics (Graphics_Level=2). Now get_value
> returns an obj. reference and wset says nope. I can't seem
> to tell my app which window to go to cause I can't wset it
> so my plotting stuff goes to a wrong window (a direct
> graphics window I also have up).
>
> tia
```