Subject: Re: wset equivalent in obj graphics?
Posted by marc schellens[1] on Fri, 25 Aug 2000 07:48:14 GMT

View Forum Message <> Reply to Message

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

Hae???
How do you draw at all if not: windowObj->Draw,IDLgrViewObject ?
The object reference returned from widget_control IS your window
(object).
But as there isn't another way of drawing object graphics I nearly
suspect I miss something here? (perhaps a joke?)
To an object graphics window you cannot draw direct graphics.
cheers,
:-) marc