
Subject: Re: Object Graphics when using 'stop'

Posted by [Paul Sorenson](#) on Fri, 10 May 2002 20:39:06 GMT

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The offending widget programs are written in such a way that they never draw their graphics until they receive an expose event. xObjView currently has the same weakness. Perhaps a clever fix could be put into these programs. Until then here is a lame hack I use. Its a wrapper to xObjView.

```
pro dbov, oObj, _extra=e
;
;Procedure dbov: "debug objview". Provide an invocation of xobjview
;that is useful when IDL is stopped (e.g. at a breakpoint). Widget
;programs don't run (i.e. respond to events) when IDL is stopped.
;xObjView is a widget program. If it is invoked when IDL is stopped,
;its graphic window remains blank because it is waiting for an expose
;event which never comes. Procedure dbov forces an extra draw to
;guarantee that the initial view of oObj is drawn.
;
xobjview, oObj, tlb=tlb, _extra=e
xobjview, refresh=tlb
end
```

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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:abgtdg\$1kks\$1@nntp6.u.washington.edu...

> Ahhh, widgets....

>

> Issuing the STOP command stops xmanager's ability to process events.
Since

> OG widget programs rely on events to draw the view to the window this
never

> happens and you get the black window of despair. Direct graphics widget

> programs will possibly draw the initial plot but will not be able to

process

> events either.

>

> I can't explain the details but I'm sure someone else in the group can.

>

> A non widget program will run as expected after issuing a stop. I created
a

> simple non-widget OG program that I could pass data to plot after issuing

a

> stop. You could craft yourself some nice little tools to do line and

> surface plots which automagically scale and rotate objects. You lose the

> ability to manipulate them and cleanup is awkward. You would probably have

> to use READ to wait for a keypress before destroying the objects.

>

> Or maybe you just look at your data using DG. So that's why they are keeping DG around....

>

> -Rick

>

>

> "Randall Skelton" <rhskelto@atm.ox.ac.uk> wrote in message

> news:Pine.LNX.4.33.0205101048540.16883-100000@mulligan.atm.ox.ac.uk...

>> With regard to more context, imagine a procedure aptly named 'test':

>>

>> PRO TEST

>> DATA = BESELJ(SHIFT(DIST(40),20,20)/2,0)

>> STOP

>> END

>>

>> When I run this in IDL I get:

>>

>> IDL> test

>> % Compiled module: TEST.

>> % Compiled module: DIST.

>> % Stop encountered: TEST 5 /blah/.../blah/test.pro

>>

>> If I try and plot 'data' with an object graphics routine like

>> 'fsc_surface', or any of the RSI example code 'show3_track',

>> 'test_surface' all I get is a black window? Moreover, all of these

>> routines have built-in data (in the event that the user doesn't pass an

>> array) and even this fails to display when my routine is stopped. Of

>> course, once I continue the program and allow it to finish, everything

>> is

>> fine and the object-graphics window fills with the expected surface.

>>

>> Any help would be greatly appreciated!

>>

>> Cheers,

>> Randall

>>

>> IDL 5.3 (soon to be 5.5); RH Linux 7.x; XFree 4.0.3

>>

>> On Fri, 3 May 2002, Rick Towler wrote:

>>

>>> Hi Randall,

>>>

>>> Can you provide some more context? I just stopped an OG program,

>>> manipulated objects and drew the window. Is that what you are trying

```

to
> do?
>>>
>>> -Rick
>>>
>>>
>>> "Randall Skelton" <rhskelto@atm.ox.ac.uk> wrote in message
>>> news:Pine.LNX.4.33.0205021605500.27169-100000@mulligan.atm.ox.ac.uk...
>>>> Hi all,
>>>>
>>>> I'm using IDL 5.3 under linux and I have a curious question. For
>>>> perspective, I tend to do most of my coding from the command line
and
> not
>>>> the gui (yes, I do use the 'stop' command a lot). I routinely check
> the
>>>> contents of variables with 'print' and 'plot' commands to determine
if
> my
>>>> calculations look reasonable. My problem is, once I have issued a
> 'stop'
>>>> command I cannot use object graphics to plot anything. All I get is
a
>>>> black background window that is usually dissociated from xmanager.
> I'm
>>>> sure there is a good reason for this but I'm stymied. Any thoughts?
>>>>
>>>> Cheers,
>>>> Randall
>>>>
>>>
>>>
>>>
>>
>
>

```

```

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