
Subject: Re: graphics_level

Posted by [David Fanning](#) on Thu, 13 May 2004 13:22:20 GMT

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Gethyn Lewis writes:

- > Does anyone know how to change the graphics_level setting of a
- > widget_draw window by pressing a widget_button in a widget event.

This is not going to happen in IDL. :-)

The two drawing systems are **completely** unrelated. One kind of window cannot be turned into the other kind of window.

- > I have a widget interface with a widget_draw window which is set to
- > graphics_level=2. When I press a widget_button in the event handler an
- > object graphics plot is drawn in the draw window. But I want to be
- > able to press another widget_button in the event_handler and have a
- > direct graphics plot drawn in the widget_draw window.
- >
- > The two plots will never be drawn together, so I would like to be able
- > to change the graphics_level setting when a widget_button is pressed.

What you **could** do, if you didn't mind a bit of flashing, is stack two draw widgets, each belonging to a different graphics system and each residing in a base widget, on top of one another in a bulletin-board base widget. When you click your button you could map and unmap the base widgets containing the draw widgets. This would have the effect you want, but at the expense of some momentary flashing, similar to the flashing you get in a tab widget. (Which, now that I think of it, would be another alternative.)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
