Subject: Re: Widget
Posted by David Fanning on Tue, 18 May 2004 23:36:29 GMT

Anand writes:

> Can anyone help me out with IDL widgets. I created a widget to
> display the image and from there I opened one more image to show a
> region in that image in a different widget. After I close the new
> widget my old widget does not seem to be my current graphic window.
> So when I try to perform some mouse commands it by default open a new
> IDL window. Can some one tell me how do I make my old widget the
> current graphic window after I close the current widget. I used
> widget_control, ev.top,/destroy, to detroy the top widget.

Oh, dear. :-(

You might have a look at ZIMAGE. It might even do exactly
what you are trying to do. You *definitely* need to know
what window is the current graphics window (the one you
will be drawing into) in a widget program. You do it
by doing a WSET to the window index number. This number
is the *value* of the draw widget:

```
  Widget_Control, drawWidgetID, Get_Value=wid
  WSet, wid
```

Cheers,

David

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