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Subject: Re: problem:symbol not be showed in IdlgrPlot object etc.

Posted by [Mark Hadfield](#) on Thu, 27 Oct 2005 04:09:49 GMT

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shengbaojun wrote:

> Hello,I have draw the background map.Thanks for Mr.Rick Towler and  
> Mr.Mark Hadfield a lot.  
> But I met some difficulties when I try something else,so could you give  
> me some advce please.

>

> 1, I want to draw some cities above the background map,but the symbols  
> can not be showed.

> I use the code as follows:

```
> ;-----  
> ;draw cities  
> cityUV = map_proj_forward(lon, lat, $  
>                          map=map_info.smap $  
>                          )  
> ;define the symbol  
> pentagon=OBJ_NEW('IDLgrPolygon', [0.1,0.5,0.9,0.7,0.3], $  
>                                [0.6,0.9,0.6,0.1,0.1], $  
>                                COLOR=Color_cities $  
>                                )  
> symModel = OBJ_NEW('IDLgrModel')  
> symModel -> Add, pentagon  
> symModel -> Scale, 8, 8, 1  
> symModel -> Translate, -1, -1, 0  
> ocitiesSymbol = OBJ_NEW('IDLgrSymbol', symModel)  
> ; ocitiesSymbol=OBJ_NEW('IDLgrSymbol',4,$  
> ;                          color=Color_NoData,$  
> ;                          thick=8.0,$  
> ;                          size=[9.0,9.0]$  
> ;                          )  
> map_info.ocitiesSymbol=ocitiesSymbol  
>  
> oPlotCities=OBJ_NEW('IDLgrPlot',cityUV[0,*],cityUV[1,*], $  
>                      Symbol=ocitiesSymbol,$  
>                      _Extra=extra,$  
>                      ;Thick=2,$  
>                      LINSTYLE =6 $  
>                      )  
>  
> map_info.odel->ADD,oPlotCities  
> map_info.owindow->DRAW,map_info.oview,/draw_instance
```

```
> ;-----  
> If I change the LINSTYLE value from 6 to 3,The lines has been  
> showed,but the Symbols also can not be showed .
```

Can you see the symbols when you use one of the standard symbol types (eg type 4, or diamonds, which you've commented out)?

If you can see the standard symbols but not the user-defined ones, then you must have done something odd in setting up the symbol polygon or model. Actually, I can see from your code that you *\*have\** done something odd. The guideline in the IDL documentation is that a user-defined symbol's data should extend from -1 to +1 in the x & y directions. The SIZE property is then used to scale the symbol to an appropriate size for the plot. Your symbol polygon extends from 0 to 1 and then you scale and translate the symbol model. I don't know why you did this, but I'm sure it's a not a good idea.

>

> 2,I use the develop model of C# plus axIDLWidgetControl 3.0,I write  
> the mouse event in C#,so I must obtain the value of IDL's variable from  
> IDL's .pro file.But I can not get them .The code is as follows:

Wooooa. That's way beyond me, sorry.

I don't know how to put this without sounding condescending, but are you sure you know enough about basic IDL programming to start trying to mix it with C#?

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