
Subject: problem:symbol not be showed in IdlgrPlot object etc.
Posted by [shengbaojun](#) on Thu, 27 Oct 2005 02:35:50 GMT
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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 advice 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,$  
                   LINESSTYLE =6 $  
                   )
```

```
map_info.omodel->ADD,oPlotCities  
map_info.owindow->DRAW,map_info.oview,/draw_instance  
;-----
```

If I change the LINESSTYLE value from 6 to 3,The lines has been showed,but the Symbols also can not be showed .

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:

IDL's code

```
////////////////////////////////////
```

```
PRO MouseMove,drawid,x,y
```

```
common lonlat_mousemovex,lonlat_mousemovey  
widget_control,drawid,get_uvalue=map_info,/no_copy
```

```
if size(map_info, /type) eq 0 then return  
result = map_info.owindow -> pickdata(map_info.oview, $  
                                     map_info.omodel,$  
                                     [x,y], xy)
```

```
lonlat_mousemove = map_proj_inverse(xy, map = map_info.smap)  
map_info.lonlat_mousemovex=lonlat_mousemove[0]  
map_info.lonlat_mousemovey=lonlat_mousemove[1]  
widget_control,drawid,set_uvalue=map_info,/no_copy  
END
```

C# 's code

```
////////////////////////////////////
```

```
private void axIDLDrawWidget1_MouseMoveEvent(object sender,  
AxIDLDrawX3Lib._DIDLDrawX3Events_MouseMoveEvent
```

```
e)  
{  
  
    int myYY=axIDLDrawWidget1.Height-e.y;  
    string  
    command="MouseMove,IDLDrawWidget1,"+e.x.ToString()+","+myYY.ToString();  
    int temp=axIDLDrawWidget1.ExecuteStr(command);  
    temp=axIDLDrawWidget1.ExecuteStr("widget_control,IDLDrawWidget1,get_value=map_info ");  
    object  
    lonlat_mousemovex=axIDLDrawWidget1.GetNamedData("map_info.lonlat_mousemovex ");  
    object  
    lonlat_mousemovey=axIDLDrawWidget1.GetNamedData("map_info.lonlat_mousemovey ");  
}
```

I try my best to test above codes,but did not success.
I wish you can help me.

Thanks you
