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

Posted by [Rick Towler](#) on Mon, 31 Oct 2005 19:03:00 GMT

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shengbaojun wrote:

<sigh>

> id;But,C# can use IDLDrawWidget1 as draw id directly,I have fulfilled
> it.The world map can be draw corretly.

Are you sure? You are drawing the map, but maybe you're just lucky. I don't know why you wouldn't pass the DrawID property even if it does work without it? It's confusing. Have you even tried passing the draw ID in the method I suggested?

I find it hard to believe that the AX control behaves so differently in C#. For instance, why, in C#, would the control parse the command you send via ExecuteStr to pull out the string "IDLDrawWidget1" and use that to get a reference to the draw widget when in the VB and VC case you need to pass the draw ID as a long value which represents the drawID converted to a string? I'm not saying it can't work in this way, but I would be surprised.

Surprised enough that if something wasn't working that I would try a different approach. *Maybe one similar to the examples shipped with IDL and suggestions posted to the news group* And in the end, if they both work the same at least your code would be a little more understandable.

> My question is:
> 1. I have filfull the background map drawing,using the IDLgrPolyLine
> and the data source is *.shp,I want to overlay some symbols to this
> background map,the polylines can be drawn,but the symbols can't be
> drawn.

Did you try applying any of the changes I suggested? Especially the changes to the transformations to your symbols? Asking the same question again without telling us what you have tried is not productive.

> 2. Are there a good method to get variable value from IDL 's Object
> program model in C# environment.And now ,I use SetOutputWnd but not
> GetNamedData.

As we have said before, I suggest that you attack this problem in two steps. Get the IDL code working in IDL as a first step, then work on

the C# side of things. *S-I-M-P-L-I-F-Y*

-Rick
