Subject: Re: Quickly Erasing lines on direct graphics images
Posted by David Fanning on Mon, 14 Nov 2005 05:19:36 GMT

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Richard G. French writes:

> David - I tried this, and nothing showed up in window 3 (which I had already
> created, using
> Window,3,xsize=300,ysize=400
>>
>>   pixmap -> SetWindow
>>   Plot, findgen(11) ; etc.
>>
>> To copy to a window, say window index number 3:
>>
>>   pixmap -> CopyToWindow, 3

Wait! Macintosh, right!

Here is one thing I *have* learned in the past couple
of weeks. If you are going to write programs that run
on a Macintosh, you darn well better learn what RETAIN=2
means! In fact, if I were a Mac user, you can bet I would
have this command in my IDL startup file:

  DEVICE, RETAIN=2

Otherwise, not much good software is going to run on that
damn machine.

That said, I, uh, put the wrong number on the RETAIN
keyword. Sorry. :-(

> In the version on the ftp site, I get:
> IDL> pixmap->map,1
> % Attempt to call undefined method: 'PIXMAP::MAP'.
> % Execution halted at: $MAIN$
> IDL>
>>
> Is there a newer version out there somewhere?

Sigh... Computers are a mystery to me, as they are
to most of my students. "Do you mean I have to *save*
the file before I transfer it over there via FTP!?"

OK, I haven't *tested* this one on a Macintosh, but
I think it has a better chance of working than the
last one I put over there. :-)

ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/pixmap__de fine.pro

Cheers,

David

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Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/