

Folks,

> Richard G. French writes:
>
>> I have a Direct Graphics question. How can I quickly erase lines that I have
>> drawn in displayed images?
>
> The standard way to do this kind of "quick erasing" is
> to use a pixmap and the "Device Copy" technique.

Participants in my class this week wrote a pixmap object
that proved extremely useful. I've made it available here:

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

To create a pixmap with an X size of 300 and a Y size
of 400 pixels, you do this:

```
pixmap = Obj_New('pixmap', XSize=300, YSize=400)
```

Given that you have something in IDL graphics window
2 that you want to copy to a pixmap, you would do this:

```
pixmap -> CopyToPixmap, 2
```

Or, you can simply draw graphics in the pixmap:

```
pixmap -> SetWindow  
Plot, findgen(11) ; etc.
```

To copy to a window, say window index number 3:

```
pixmap -> CopyToWindow, 3
```

If you wish to make the pixmap a different size (for
example, in a resizable graphics window application):

```
pixmap -> Resize, newXsize, newYsize
```

But, best of all, if you want to see what you actually
have in the pixmap (i.e., so you can debug your program):

```
pixmap -> Map, 1
```

To hide it again:

```
 pixmap -> Map, 0
```

Be sure to destroy it when you are done. If it is mapped, you can destroy it with your mouse. If not, you must do it like this:

```
 Obj_Destroy, pixmap
```

Cheers,

David

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