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Subject: Re: cw\_dual\_slider: a slider with two slides  
Posted by [David Fanning](#) on Fri, 27 Oct 2006 23:41:18 GMT  
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Hi Mike

You write:

> I have the same problem if I run it on windows  
>  
> If I toss a device, retain=2, decomposed=0 into my startup file (it was  
> already there on my linux systems) then it works, although the colors  
> are not quite right. So I'll add "use widget\_info(/system\_colors)" to  
> the list of things to do.

Humm. OK, looks promising. Here are a couple of ideas.

First, since you are saving and restoring the color table, you assume we have 24-bit graphics cards. Why then do you want us to cripple them to run this program by setting DEVICE, DECOMPOSED=0? If you *\*must\** use indexed color, don't bother us with it. Let us use all the colors we want. Get the current decomposed state (GET\_DECOMPOSED) when you get the colors, and restore it when you restore the colors. :-)

Second, the numbers on top of the bar disappear when I move the sliders towards the ends. You could either put the numbers at either end of the bar (with the appropriate ALIGN keyword) or, if you liked the numbers moving, you could calculate how wide the number is (use a negative value to the WIDTH keyword on XYOUTS) so you could always keep it in view. You might need a pixmap to do this properly, but see 3, below.

Third, the slider "flashes" as I move it. You could get rid of most of the flashing if you "buffered" the output in a pixmap, and then moved it over to the window with the DEVICE, COPY technique.

I like the way it works, though. Good job! -)

Cheers,

David

P.S. I've done a similar window/level colorbar widget. (Seen in Catalyst.) But I like the natural look of this

one better.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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