
Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 06:23:47 GMT
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On Mar 26, 12:03 pm, "bianbian.org" <bianbian....@gmail.com> wrote:
> On Mar 26, 11:10 am, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> bianbian.org writes:
>>> Hi, I found a strange thing:
>>> IDLgrClipboard not works in callable mode (I use VC++ to execute IDL
>>> procedure to draw some plots, and
>>> copy the result to clipboard)
>
>>> oClipbrd = OBJ_NEW('IDLgrClipboard', DIMENSIONS=windowSize)
>>> oClipbrd->Draw, oView
>
>>> It works well under IDL-workbench, but when call from VC++, everything
>>> goes OK except clipboard is empty.
>
>> Please don't take this the wrong way, but you have
>> some evidence of this, huh? I'd be **extremely** interested
>> in seeing it. I guess you could say, I'm from Missouri.
>> (An American expression that means, "show me the money".)
>
>> Cheers,
>
>> David
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
> Thank you very much, though I maybe misunderstand your meaning.
> I think it's a bug of IDL.
> Finally, I have no choice but to save the drawing to a file, and it
> works:
>
> oClipbrd->Draw, oView, FILENAME='tempout.bmp'

After running a system-clipboard-viewer-tool, I conclude it must be a bug.
