
Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 04:03:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

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'
```
