
Subject: Re: IDLgrWindow zoomIn bug?

Posted by [Erik\[1\]](#) on Tue, 08 Apr 2008 08:23:43 GMT

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On 8 apr, 06:02, David Fanning <n...@dfanning.com> wrote:

> Erik writes:

>> I have a problem using the ZoomIn function from the IDLgrWindow object

>> in IDL 6.3. According to the IDL help file I expected the following to

>> happen:

>

>> ---

>> The IDLgrWindow::ZoomIn procedure method causes the current zoom

>> factor for this window to be increased (that is, multiplied by the

>> factor given by the window's ZOOM_BASE property). The current zoom

>> factor, the virtual canvas dimensions, and the location of the visible

>> portion of the window are updated to reflect the new zoom factor.

>

> I've never used the ZoomIn/ZoomOut features before. But

> I just put it into a program that was zooming in a different

> way. For me, when I zoom in, the draw widget gets twice its

> current size!! Zoom out, it shrinks down again.

>

> I don't know about you, but that is not what I expected

> at all. (IDL 6.4 on Windows). I was sort of hoping the

> view would zoom in and out. Why would you want the draw

> widget changing size!?

>

> 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.")

Hi David,

Wow that isn't what I expected either and I was hoping the same thing as you! I can't check it in 6.4, but in 6.3 it didn't work that way.

Well, it seems that I have to continue writing my own zoom code and that it wasn't a waste of time writing it. Only some minor issues I have to face (like re-drawing the ROI's in the same proportion as the zoomed image) ;-)

Thanks
