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Subject: Re: IDLgrWindow zoomIn bug?

Posted by [David Fanning](#) on Tue, 08 Apr 2008 04:02:49 GMT

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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

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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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