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Subject: IDLgrWindow zoomIn bug?

Posted by [Erik\[1\]](#) on Mon, 07 Apr 2008 11:03:06 GMT

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Hi Folks,

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:

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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.

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I already wrote some code to do the job for me, but what it doesn't do is update the Roi's in the zoomed area. I thought this function could help me out, but unfortunately I got some strange results. I use the following code to zoom at a mouseclick (self.View is added to self.Window);

```
self.Window->setProperty, ZOOM_BASE=2.0
self.Window->zoomIn
self.Window->Draw, self.View
self.Window->getProperty, Current_Zoom=cz, ZOOM_NSTEP=nstep
print, nstep
print, cz
```

What happens is that nstep and cz are updated as expected. On the first zoom, the coordinates of the drawwidget suddenly changes to 0,0 so the drawwidget moves on my widget to the upper left corner... When I click once more, the drawwidget jumps back to it's original position again, and luckily stays there. Very strange... But even worse; there is absolutely no zoom effect to be found in the drawwidget!

Given the fact this function is introduced in IDL 6.1 I expected it to be functional in 6.3 (or is this too optimistical? ;-) ). Anyway I would love to hear that this is my fault and not a bug, because this function will be very useful!

Regards,  
Erik

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