
Subject: Re: Draw IDLgrImage and IDLgrPlot in the correct order
Posted by [humanumbrella](#) on Fri, 25 Jul 2008 18:29:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jul 25, 1:53 pm, humanumbre...@gmail.com wrote:
> On Jul 25, 12:39 pm, bernat <bernat.puigdomen...@gmail.com> wrote:
>
>> Yes, sure !
>
> Unfortunately I would like to help, but I think I need a piece of code
> or something to work with.
>
> Do you have this ?
>
> It works for me by default, as long as I add them one after the other:
>
> oView = OBJ_NEW('IDLgrView', \$
VIEWPLANE_RECT=[0,0,80, 100])
> oModel = OBJ_NEW('IDLgrModel')
> oView->Add, oModel
>
> head = READ_BINARY(FILEPATH('head.dat', \$
SUBDIRECTORY=['examples','data']), \$
DATA_DIMS=[80,100, 57])
>
> oModel->Add, OBJ_NEW('IDLgrImage', head[*,*,0], /INTERP)
> y = FIndGen(200)
> y = Sin(y/2) / Exp(y/1000)
> x = IndGen(N_Elements(y))
>
> plot = OBJ_NEW('IDLgrPlot',x,y,color=[255,255,255])
> oModel->Add,plot
> oWin = OBJ_NEW('IDLitWindow', DIMENSIONS=[300,300], \$
TITLE="Test")
> oWin->Add, oView

This might help too:

```
pro test3
szx = 1000L
szy = 650L
img = bytscl(dist(szx,szy))
N = 100L
x = randomu(seed,N) * szx
y = randomu(seed,N) * szy

w = obj_new('IDLgrWindow', dim = [szx,szy], retain = 0, render = 0)
```

```
v = obj_new('IDLgrView', view = [0,0,szx,szy])
m = obj_new('IDLgrModel')
im = obj_new('IDLgrImage', img)
pl = obj_new('IDLgrPolyline', x, y, color = [255,0,0] )
pg = obj_new('IDLgrPolygon',[0,szx,szx,0],[0,0,szy,szy],
[-0.1,-0.1,-0.1,-0.1], $ 
    color=[255,255,255], $
    TEXTURE_MAP=im, TEXTURE_COORD=[[0,0],[1,0],[1,1],[0,1]])
v -> add, m
m -> add, pg
m -> add, pl
t0 = systime(1)
widget_control, hourglass=1
for dx = 0, 700 do begin
    pl -> SetProperty, xcoord = [dx,1]
    w -> draw, v
endfor
widget_control, hourglass=0
print, 'Time = ', systime(1) - t0
```

end

Cheers,
--Justin
