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Subject: Re: why the idlgrwindow select can't performant??!!

Posted by [airy.jiang](#) on Wed, 11 Feb 2009 10:25:40 GMT

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> Hi, all friends

>

> I'm puzzled, the "select" method of idlgrwindow can't

> performant, when i set the "double" keyword to idlgrview object. It's

> return -1 when I click on a really existed graphic object like

> "idlgrpolygon". And without "double" keyword it's all in order. Could

> I have the normal status both setting the "double" keyword and using

> the "select" method. My friends, please help me!

>

> Thanks!

I did some tests, David you're right, that's a bug. When u put a idlgrimage into the view, and set the keyword double=1, then the bug come out~~ Without the idlgrimage object in the view, it works very nice, nothing was wrong~

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