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Subject: Re: Black Widgets Draw Window in d\_plot2d and d\_gridding

Posted by [R.Bauer](#) on Tue, 10 Mar 2009 11:47:00 GMT

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edwinretana@gmail.com schrieb:

> On Mar 8, 10:29 pm, David Fanning <n...@dfanning.com> wrote:

>> edwinret...@gmail.com writes:

>>> The program already has set RETAIN =3D 2, when WIDGET\_DRAW is called.

>>> wAreaDraw =3D WIDGET\_DRAW(wRightBase, XSIZE=3DdrawXSize,  
YSIZE=3DdrawYSize,

>>> RETAIN=3D2)

>>> PD : I am using the d\_plot2d.pro program that is included in the IDL

>>> Demos.

>> Ah, I see.

>>

>> Yes, well, ITTVIS assumes you will be running a crippled

>> graphics card. Try these two commands:

>>

>> IDL> Device, Decomposed=0

>> IDL> d\_plot2d

>>

>> This is really an inexcusable programming error for a demo

>> system, in my opinion. Please don't use this code as an

>> example of how IDL programs are suppose to be written. You

>> can find MUCH better IDL code elsewhere on the Internet. :-)

>>

>> 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.")

>

> Thanks ! It worked.

>

> Actually my graphics card is a Nvidia 8600 GT, which is a good

> graphics card (I there are betters ) but for using 2-d idl plotting.

>

> Thanks ! Again.

Well the problem isn't really the graphic card. The problem is that an example should not be written that way. It assumes too much user settings and knowledge of the user so that it usually looks like you described.

cheers  
Reimar

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