Subject: Re: 3D UserSym?

Posted by Brian Daniel on Mon, 10 Aug 2009 13:22:31 GMT

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I put in some time and effort on learning the basics of objects and
object graphics. I relied heavily on Scatter_Plot.pro, an example
from a previous post on this thread. I've run across some challenges.

1) I have a memory leak. I've explicitly thrown every object in my
Container object and destroy it in my cleanup routine. I have checked
to make sure the routine gets called, but I still get 6 objects and 20
pointers still alive after I quit the program. No new objects are
created elsewhere in the widget event handlers, but the objects are
called in and put back for every one. The other strange thing is that
even if I just open and close the GUI (i.e. without creating any user
events), I get the same amount of leakage. Any memory advice is
greatly appreciated.

2) One axis of the scatter plot is of a much different scale (2 order
of magnitude different). The 'orb' object is set with a radius value
in data coordinates, so my orbs look like discs... getting me back to
the same problem I had to begin with (2D symbols).

3) This is a less important issue, but still worth mentioning. I have
a lot of data to plot, and it looks like a big cloud of points. There
are 3 data points that are important to see in the context of the
whole data set. Using direct graphics, I could just over plot the 3
points and always be able to see them. How can you do that in object
graphics? Is there a way to set my full data set to be partially
transparent?

Thanks for everybody's help so far. You've helped me come a long way
in a short time.

> If you want a shortcut for building object graphics
> programs, I recommend Revolution, which I think you
> can find on the IDL Code Contrib web page. That program
> produces beautiful code which you can actually use and
> modify easily for your own purposes. And, a significant
> bonus, you might actually learn about IDL object programming
> in the process. Something I doubt seriously would happen
> with a similar time investment in the iTools code.
>
> 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.")