
Subject: Re: IDL 8 Questions

Posted by [David Fanning](#) on Wed, 22 Sep 2010 14:22:06 GMT

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Paul van Delst writes:

```
>
> David Fanning wrote:
>> David Fanning writes:
>>
>>> PRO Test_EV, event
>>>   Help, event, /Structure
>>> END
>>>
>>> PRO Test
>>>
>>>   tlb = Widget_Base()
>>>   draw = Widget_Window(tlb, XSIZE=400, YSIZE=400, $
>>>       BUTTON_EVENTS=1)
>>>   Widget_Control, tlb, /REALIZE
>>>   Widget_Control, draw, Get_Value=window
>>>   window.select
>>>   p = plot(findgen(11), color='red', /CURRENT)
>>>   XManager, 'test', tlb, /No_Block, Event_Handler='test_ev'
>>> END
>>
>> Sorry, I forgot what I was writing about. :-)
>>
>> So, that program above gives me a window, and I want
>> to do something in the window. Maybe draw a rubberband
>> box around some data points to do a statistical
>> calculation of some kind.
>>
>> When I click inside the plot, I can move the plot!
>> Hooray! But, I don't WANT to move the plot. :-(
>
> Yeah, I actually find that annoying. Why would I want to move the plot within a window?
>
> Anyway, when I've used plot(), if I hold the shift key down, a zoom-rubberband box appears. I
think that should be the
> default and the plot-move action the one made active using the shift key. I would also like the
middle mouse button to
> back out the zooming-steps, and the right mouse button return the plot to the original scaling (I
know the window button
> down the bottom does that but I don't want to have to move my mouse all the way down there
everytime I want to rescale
> -- my wrist and forearm muscles are getting sore!)
```

Well, there are no buttons at the bottom of this widget window to even restore the plot to its original condition. :-(

Here is something else that is weird. If I start IDL 8 and just compile and run "TEST", then the window appears, but it is *black*. Something only appears in it if I put my cursor into the window.

After I put my cursor into the window, any subsequent times I run it, the plot appears normally. We are going to have to train people to "get IDL up to speed". :-(

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
