Subject: Re: IDL 8 Questions

Posted by David Fanning on Wed, 22 Sep 2010 04:16:34 GMT

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## Paulo Penteado writes:

- >> 1. In the IDLDE, why are the tabs now on the \*bottom\*
- >> of the windows and not the \*top\*!? Can I change the
- >> position? >
- > Preferences->General->Appearance->View tab positions.

Hooray! I knew this had to be \*somewhere\*! Thanks!

- >> 2. I thought I would learn about the NG by porting
- >> some of my DG applications. But, yowzer! Most of the
- >> applications I wanted to port use some kind of
- >> interaction in the graphics window. For example,
- >> draw a rubberband box, move a line, window and
- >> threshold, things like that. I can't seem to find
- >> any way to do those kinds of things and use the
- >> new graphics. Am I missing something? Are the
- >> new graphics strictly for display and not for
- >> interaction?

>

- > There is the new widget\_window, somewhat like a draw widget, but to
- > contain new graphics.

Yeah, something like it. But here is a very simple widget program. Running it produces \*two\* windows. A window that looks like a normal IDL graphics window and one that has a plot in it. The one that has the plot in it is NOT the one that produces events when I click in it. (This code is almost verbatim from the on-line IDL help.) Any ideas?

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')

XManager, 'test', tlb, /No\_Block, Event\_Handler='test\_ev' **END** 

After I wrote this, I find that I can get it to work if I set the CURRENT keyword on the plot function. But, I thought window.select made that window the current window. (This is what the on-line help says.) But I can't find a select property for the window object in the help anywhere. Any insight into this?

Thanks,

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.")