
Subject: IDL 8 NG widget problem

Posted by [vanessa_c](#) on Tue, 01 Feb 2011 12:02:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am trying to create a widget using the new IDL 8 plot function and widget_window. I'd like to be able to display different plots in the widget window and each time I choose a different menu button, have a fresh plot appear. I am using /current to make each plot appear in the same widget window. However, I'm having trouble with the plots simply being plotted over each other within the graphics window. I've played around with using /overplot but I don't think it helps because I need to have multiple plots on the screen. There isn't this problem when I use the old graphics (widget_draw), with the code not very different to the one I am using now. Perhaps I am missing something that clears the current plot?

Thanks.

PRO

barebones_event, ev

WIDGET_CONTROL, ev.id, GET_UVALUE = uval

WIDGET_CONTROL, ev.top, GET_UVALUE = state

case uval of

'menu1': BEGIN

; Retrieve the newly-created Window object.

WIDGET_CONTROL

, state.Draw, GET_VALUE = graphicWin

; Make sure this is the current window

graphicWin.

SELECT

p=

plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,1])

p=

plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,4])

END

'menu2': BEGIN

WIDGET_CONTROL

, state.Draw, GET_VALUE = graphicWin

; Make sure this is the current window

graphicWin.

SELECT

p2=

plot([0,10],[15,15],title='plot2',/

current,yrange=[0,20],layout=[2,2,2])

p2=

plot([0,10],[15,15],title='plot2',/

current,yrange=[0,6],layout=[2,2,4])

```

END
;buttons
'Cancel': WIDGET_CONTROL, ev.top, /DESTROY

ELSE :
ENDCASE
WIDGET_CONTROL, state.base, SET_UVALUE = state
END

PRO
barebones
; menu bar widget
base =
WIDGET_BASE(MBAR=bar, TITLE='test', row = 1)
menu1 =
WIDGET_BUTTON(bar, VALUE='menu', UVALUE='menu', /MENU)
men1but1 =
WIDGET_BUTTON(menu1, VALUE='menu1', UVALUE='menu1')
men1but2 =
WIDGET_BUTTON(menu1, VALUE='menu2', UVALUE='menu2')
draw = WIDGET_WINDOW(base, UVALUE='draw', UNAME='DRAW')
bbase =
WIDGET_BASE(base, column = 1, frame =1, title = 'OPTIONS')
bsize =
75
buttb =
widget_button(bbase, value = 'Cancel', uvalue = 'Cancel', $
xsize = bsize, /align_center, yoffset =
30)

DEVICE, decomposed=0
state = { base:base, $
draw:draw $
}

WIDGET_CONTROL, base, SET_UVALUE = state
WIDGET_CONTROL, base, /REALIZE
XMANAGER, 'barebones', base
END

```
