
Subject: Re: WShow Prayers Answered!

Posted by [David Fanning](#) on Wed, 09 Feb 2011 13:42:49 GMT

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

Fabzou writes:

```
> I have this problem too.
>
> The following code would not produce anything on my screen neither:
>
> IDL> print, !VERSION
> { x86_64 linux unix linux 7.1.1 Aug 21 2009    64    64}
> IDL> cgDisplay, /FREE, XSIZE=500, YSIZE=500, /PIXMAP
> IDL> cgplot, LOADDATA(17)
> IDL> xwin = !D.WINDOW
> IDL> help, xwin
> XWIN      LONG      =      44
> IDL> wshow, xwin
>
> So what are the alternatives? Currently I am doing this:
>
> IDL> img = Transpose(tvrd(/TRUE), [1,2,0])
> IDL> WDELETE, xwin
> IDL> cgDisplay, /FREE, XSIZE=500, YSIZE=500
> IDL> cgImage, img
>
> But is there a better solution ?
```

Well, the xwin window won't appear on your display because it doesn't *exist* on your display! You have made it a pixmap, so it exists only in memory. There is no physical manifestation of it, so you will never be able to see it.

(Interestingly, one of the features of Catalyst Library pixmap widgets that I always loved is the ability to flip the "visible" property of these pixmaps so that they immediately appear on the screen! This has saved my patooie on numerous occasions when I was doing some crazy smoke and mirrors thing in pixmaps and something was going wrong. But this is only possible because these pixmap widgets are actually draw widgets in unrealized base widgets. Making the widget "visible" is simply to realize the base widget holding the draw widget.)

Note that you don't have to use the XSIZE and YSIZE keywords with cgDisplay, either. This (aside from its obvious ability to create the same "size" window

in the Z and PS devices) is what makes it so much more convenient than the WINDOW command:

```
IDL> cgDisplay, 400, 500, /Free
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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