Subject: Re: questions regarding using cgWindow, cgLoadCT, and something else
Posted by David Fanning on Thu, 27 Oct 2011 17:25:23 GMT

Bill Murong writes:

> I'm a beginner of using David's cgWindow. I'm wondering how to
> display two images using two different color tables in a cgWindow?
> I've tried a few things, but all failed.

cgLoadCT, 5, RGB_TABLE=pal_1
cgLoadCT, 33, RGB_TABLE=pal_2
cgWindow, WMulti=[0,2,1]
cgControl, Execute=0
cgImage, cgDemoData(5), PALETTE=pal_1, /AddCmd
cgImage, cgDemoData(7), PALETTE=pal_2, /AddCmd
cgControl, Execute=1

> A second quesiton I'm having is when I issue the command: "cgloadct,
> 13, /addcmd". It will pop up two resizable windows: one with black
> background and one with white background.

That's weird. I'll look into that. :-)

It is probably because there is no cgWindow at first, so it has to
create one to "add itself to", then, cgLoadCT actually sends a
command to a window to "load colors". This is probably generating
a second window because it didn't realize it had just created one!

Anyway, it sounds broken. I'll fix it. :-)

> My final question is regarding using postscript font in IDL 7.0. When
> I generate a postscript file with ps font, the "multiple" sign cannot
> be displayed correctly (displayed as a "dot"); e.g., 6x10^5 will be
> displayed as 6*10^5. I have tried this on various computers with both
> Win and Mac. All give the same results.

I guess I'm not sure what you mean. I tried this:

  cgplot, cgdemodata(1), title='Something 6x10^5', /window

And it seemed to work perfectly in PostScript when I created the
PostScript file. Can you provide an example that is failing
for you?

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")