
Subject: Re: cgHistoPlot - locations and histdata keywords?

Posted by [BLesht](#) on Fri, 16 Mar 2012 21:45:44 GMT

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On Friday, March 16, 2012 3:43:49 PM UTC-5, David Fanning wrote:

> Barry Lesht writes:

>

>> Hi - I'm having problems using cgHistoPlot in a re-sizable graphics window.

>>

>> For example,

>>

>> cgWindow, xwsize=xSize, ywsize=ySize

>> cgWindow, 'cgHistoPlot', data, binsize=1., LOCATIONS=locs, HISTDATA=hists, /LoadCmd

>> HELP, locs, hists

>> cgWindow, /ExecuteCmd

>>

>> Yields,

>> LOCS UNDEFINED = <Undefined>

>> HISTS UNDEFINED = <Undefined>

>>

>> There is an old post referring to what looks like a similar problem; is there a simple way around it?

>

> The simple way to work around it, of course, is to first
> do the command in a regular display window, where there
> is no issue in returning keywords. I would use a pixmap
> window, probably, if I didn't want anyone to see it:

>

> IDL> data = cgDemoData(7)

> IDL> cgDisplay, /Pixmap, /Free

> IDL> cgHistoPlot, data, binsize=1., LOCATIONS=locs, HISTDATA=hists

> IDL> WDelete, !D.Window

> IDL> Help, locs, hists

> LOCS INT = Array[256]

> HISTS LONG = Array[256]

>

> Then you can proceed normally with the values you need.

>

> Cheers,

>

> David

>

>

> --

> David Fanning, Ph.D.

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

> Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Hi David,

OK, I think I get it. Essentially I do it twice; the second time I can use the values returned by the first call to `cgHistoPlot` to do what I want, which is to annotate the histogram created by `cgHistoPlot` with the number of elements in each bin. Since I'm not using passed keywords in the second call, I can put it into a `cgWindow`, and then use `cgText` to do the annotation.

Thanks, Barry
