
Subject: Re: Coyote graphics and resizeable draw widgets
Posted by [David Fanning](#) on Fri, 23 Mar 2012 16:47:40 GMT
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David Fanning writes:

> I think I would try the cgPixmapWindow object first. This
> is a subclassed cgCmdWindow object that can be used as
> a pixmap window. Methods allow fast copying between windows
> and so forth.

I should point out that one of the HUGE advantages
of a Pixmap object is that if need be (and, believe
me, when you are doing pixmap smoke and mirror tricks
there is OFTEN need!) you can actually *see* the pixmap
window, so you can figure out what the heck is going on!

Simply set the visible property to see it:

```
pixmap -> SetProperty, Visible=1
```

And turn it off, when you don't want to see it:

```
pixmap -> SetProperty, Visible=0
```

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.")
