Subject: Re: Coyote graphics and resizeable draw widgets Posted by David Fanning on Fri, 23 Mar 2012 16:34:07 GMT

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Wayne Landsman writes:

> Enlightenment comes slowly, Sensei.

Of course, my son. Life is messy. But imagine if you had to learn the iTools framework. It would take more than one lifetime! ;-)

- > I assume that I still need to compute the new size
- > of the graphics window, i.e. if there are other buttons
- > on the widget, I need to get their sizes and subtract
- > them from the new size reported by TLB_GET_SIZE
- > keyword for the resizing event.

Yes, you will have to do this.

- > I currently use a single giant event handler, that
- > distributes to the method name and object reference
- > stored in a UVALUE. Its not yet clear to me how to
- > store a UVALUE (that can be fetched with a GET_UVALUE)
- > or even how to get the widget draw ID with the
- > cgcmdwindow object, though there are things I can try.

Well, I cobbled this together a little bit, so there isn't a UVALUE, per se. Although there is a "storage" pointer that can be used in the same way. Access it with the STORAGE keyword to the Get/Set property methods.

- > Another thing that cgcmdwindow might help with are
- > graphics overlays. For example, I want a circle to
- > appear (only) at the position where the user has
- > clicked with his cursor. Currently, I keep a separate
- > pixmap window of the plot which gets copied back (to erase
- > any old circles), and then a circle drawn at the cursor
- > position. (The pixmap window also needs to be resized
- > when the widget is resized.) But now I could use a
- > DeleteCommand method for the old circle, and an AddCommand
- > method for the new circle. (This might be slower since
- > the plot would be redrawn rather than copied.)

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.

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.")