
Subject: Re: Coyote graphics and resizable draw widgets
Posted by [David Fanning](#) on Fri, 23 Mar 2012 14:34:29 GMT
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David Fanning writes:

- > All you will have to do to add this to your widget
- > program is pass the cgCmdWindow the ID of its parent
- > widget. Then it's, well, done! Keep it's object reference
- > around so you can call its methods. It is really as
- > simple as that. :-)

I should have probably said a little more about this.
At the time I separated cgWindow from the underlying
object-widget functionality, I added a few methods
to make working with the object-widget easier. In
particular, the PackageCommand method will package
an IDL command up into a cgWindow_Command object.
(This was the essential functionality of the old
cgWindow code.) Once you have the command object,
you simply add it to the window with either the
ReplaceCommand or AddCommand methods.

```
commandObj = windowObj -> PackageCommand('cgPlot', data)
windowObj -> AddCommand, commandObj
```

If your interface is resized, you determine what
size your graphics window should be, and you call
the Resize method with the new sizes.

```
windowObj -> Resize, event.x, event.y
```

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.")
