
Subject: Re: Coyote graphics and resizable draw widgets
Posted by [David Fanning](#) on Fri, 23 Mar 2012 14:18:37 GMT
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Wayne Landsman writes:

> Coyote graphics allows one to display plots in a resizable graphics window
> (http://www.idlcoyote.com/graphics_tips/cgwindow.php). While I
> don't often need a resizable window for a single plot, I do often
> want to have a resizable draw window for a plot in a widget
> application, where I can have buttons controlling the features of the
> plot. Creating a resizable draw widget is currently quite
> tedious (http://www.idlcoyote.com/widget_tips/resize_draw.html)
> but it is not clear to me that the process can be simplified using
> Coyote graphics. Or can it?

Well, of course, it can. :-)

After fooling around with cgWindow for some time, I realized that I wanted much of that functionality in another widget program. Then I realized that most of the functionality is already written as an object-widget, which is how I normally write resizable widget windows. So, about a month ago I separated cgWindow from the underlying object-widget, which I call cgCmdWindow.

If you look at the cgWindow code now, you will see that it is nothing but a shell or "skin" to the underlying cgCmdWindow code. The idea is that you can write any kind of "skin" to the functionality that you like. In other words, you can wrap that window up in its own graphical user interface.

I haven't found a compelling reason to do this myself yet, but I have no doubt that it is absolutely going to work. ;-)

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. :-)

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.")
