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Subject: Re: Relationship between IDLgrXXXX and associated NG functions. Was: IDL documentation gripe - How to erase a new graphics window?

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Wed, 02 May 2012 15:03:18 GMT

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On Tuesday, May 1, 2012 2:07:56 PM UTC-6, Paul van Delst wrote:

>  
> Thanks for the info. I will alert of our IT folks to keeep an eye out for the release.  
>  
> And, yes, I realise that the setdata method is better/faster but, as I pointed out in my reply to MikeG, this was a  
> drop-in replacement of an NG window into a DG widget app. I would have to add the NG graphics reference to the widget  
> state vector. As I also said, that's not a very big deal, but a working erase method would have been immediately successful.  
>  
> I know, I know, I'm a crotchety bugger... but I miss those "Will this work? Yes it does!" moments. Especially after I  
> had one when I replaced the WIDGET\_DRAW function with WIDGET\_WINDOW simply by changing the name and, voila, there was my  
> newly created NG window in my widget app waiting for me to fill it data plots.  
>  
> cheers.  
>  
> paulv

Hi paulv,

I totally understand your frustration. With IDL 8.2, I think we've made some great strides in making things "just work" in new graphics. Examples would include: allowing array inputs for Arrow and Symbol, custom Axis ranges, the Erase method, a new Clip property, a new symbol font with planetary symbols, a much better Colorbar, legends for vector plots, etc.

Nevertheless, I'm sure there are a lot more enhancements (and bug fixes) that need to be done before we truly surpass everything that direct graphics can do.

Please keep giving feedback as to where you think we can improve new graphics. At this point, we've done most of the "low-hanging" fruit, and from now on, we really need to rely on user input as to where you think we should go.

Thanks!

-Chris  
ExelisVIS

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