Subject: Re: Relationship between IDLgrXXXX and associated NG functions. Was: IDL documentation gripe - How to erase a new graphics window?
Posted by Paul Van Delst[1] on Tue, 01 May 2012 14:48:33 GMT

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On 05/01/12 10:27, David Fanning wrote:
> Paul van Delst writes:
>
>> I've started replacing the DG draw widgets in my widget apps with NG window widgets. The way I use a particular app was
>> to plot different things based on a selection from a button group. In DG there's no worries - you just call plot and the
>> erase happens automagically and the new plot appears. But in NG the plots just pile on top of each other. I've searched
>> the IDL documentation for the PLOT() and WINDOW() functions but there doesn't appear to be an "Erase" method.
>>
>> However, when I look at the IDLgrWindow window documentation there is the Erase method listed.
>>
>> Which does work with the window created using Window(),e.g.
>>
>> IDL> w=window()
>> % Loaded DLM: XML.
>> IDL> p=plot(indgen(100),current=w)
>> IDL> w.erase
>>
>> So, does this mean ALL IDLgrXXXX methods work with the associated NG functions (e.g. IDLgrPlot for PLOT(), IDLgrSurface
>> for SURFACE() etc)?
>>
>> And what about vice-versa?
>
> You must be living in a perfect world!
>
> I would say the connection between IDLgrXXXX methods
> and function graphics routines is "casual" at best.
> Maybe "haphazard" or "accidental" is a better description.
> Most things work right up until you are too committed to
> turn back. :-)

Well, you know, this is probably about the sixth or seventh time where, after a period of weeks/months of doing actual
work, I come back to some IDL apps thinking "you know, it sure would be neat to use NG in this application". And then,
after a day of mucking about trying to figure out the cognitive pathways that led to the NG system, I realise why I
stopped doing this the last time.

It is quite frustrating.

paulv