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

Posted by [David Fanning](#) on Tue, 01 May 2012 14:27:01 GMT

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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. :-)

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.")
