Subject: Re: cgColor and Widget_Draw Frame problem
Posted by Helder Marchetto on Thu, 01 Nov 2012 21:31:43 GMT
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On Thursday, November 1, 2012 9:45:45 PM UTC+1, Coyote wrote:
> Helder writes:
>
>
>
>> the result of the
>
>>
>
>> print, !D.x_size, !D.y_size
>
>>
>
>> is
>
>>
>
>> 102 102
>
>
>
> What I really want to know is what is the result of *this* command:
>
>
>
> print, !D.x_Vsize, !D.y_Vsize
>
>
>
>> print, !Version
>
>>
>
>> { x86_64 Win32 Windows Microsoft Windows 8.2 Apr 10 2012 64 64}
>
>
>
> Most interesting, since this the version of IDL I ran your example
>
> program in, and I didn't have any problem whatsoever. What version
>
> of Windows are you running?
>
>

>
>> After 15 min of debugging, I found out something quite strange... I monitored the values !d.x_size and !d.y_size. Some when in cgSnapshot you use wSet to select the current window. At this point the size of the window is reduced from 102 to 100 pixel... This seems to overcome the error:
>
>
>
>> PRO TestcgColor
>
>> wBase = widget_base()
>
>> wDrawColor = WIDGET_DRAW(wBase, XSIZE=100, YSIZE=100, FRAME=1)
>
>> WIDGET_CONTROL, wBase, /REALIZE
>
>>
>
>> print,'Before wSet:',!d.x_size, !d.y_size
>
>> ThisWindow = !d.Window
>
>>
>
>> wSet, ThisWindow
>
>> print,'After wSet:',!d.x_size, !d.y_size
>
>> print, cgcolor('white')
>
>>
>
>> END
>
>
>
>
>
>> I don't understand "why" this changes. My guess is that this is a bug, but then it must be quite old...
>
>>
>
>> One way to come around this problem would be to use wSet before you get the values of the size of the image and call cgSnapShot in cgColor (line 410 in my version).
>
>
>

> Well, I sorta hope people know which window they are drawing
>
> in when the *call* cgColor (but, I realize this is asking too much
>
> of most widget programmers), but I am still holding out hope for
>
> a more elegant solution.
>
>
>
> I'm very curious to know if !D.X_VSIZE is the same as !D.X_SIZE in
>
> your special case.
>
>
>
> Cheers,
>
>
>
> David

Hi David,
sorry, I didn't see the "v" before.
I now tried this procedure:

```
PRO TestcgColor
wBase       = widget_base()
wDrawColor  = WIDGET_DRAW(wBase, XSIZE=100, YSIZE=100, FRAME=1)
WIDGET_CONTROL, wBase, /REALIZE
print,'Before wSet (without v):',!d.x_size, !d.y_size
print,'Before wSet (with v):',!d.x_vsize, !d.y_vsize
ThisWindow = !d.Window
wSet, ThisWindow
print,'After wSet (without v):',!d.x_size, !d.y_size
print,'After wSet (with v):',!d.x_vsize, !d.y_vsize
print, cgcolor('white')
END
```

Result:

```
Before wSet (without v):         102         102
Before wSet (with v):         102         102
After wSet (without v):         100         100
After wSet (with v):         100         100
    16777215
```

I'm running win 7 pro 64-bit.

If I comment out the wSet command, I get the error.

Ok, so I'm the only one having this error?

I always use some where a wSet in my programs. And this is the first time that this appears. I was writing very very simple widget to run some test I was drawing something right after the creation of the widget (/REALIZE) and then I used cgColor() for figuring out the color. I do agree that this is not the normal way a widget program runs, but as I said it was supposed to be an easy and quick widget tool...
As far as I'm concerned, I'm happy to call my window with wSet and then use cgColor, but I have something inside me wanting to understand where the error is originating (no, not in the way I wrote the widget code, but rather in the effect of wSet on !d.x_size and !d.y_size).

I also checked the geometry of the widget, but that does not change before and after using wSet.

Cheers,
Helder
