
Subject: Re: cgColor and Widget_Draw Frame problem
Posted by [David Fanning](#) on Thu, 01 Nov 2012 14:23:27 GMT
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Helder writes:

> I've been using cgColor quite successfully for quite a while with this, but I started to get a strange problem.
> If I create a draw widget with a frame then cgColor throws an error.
> This is the code that generates the error:
>
> PRO TestcgColor
> wBase = widget_base()
> wDrawColor = WIDGET_DRAW(wBase, XSIZE=100, YSIZE=100, FRAME=1)
> WIDGET_CONTROL, wBase, /REALIZE
> print, !D.x_size, !D.y_size
> print, cgcolor('white')
> END
>
> And the error reads: "CGSNAPSHOT--> TVRD: Value of Area is out of allowed range."
>
> The reason is that the draw region that I generated is 100x100 pixel and the size of the window is given as 102x102 (1 pixel per side).
>
> Is there a way to overcome this problem?
> I think one can read the frame size from (widget_info(..., /geometry)).margin and then subtract this from !D.x_size and !D.y_size (actually 2*margin) when calculating the opposite pixel in cgColor().
>
> Does this make any sense or am I on the false track?

Sigh... If there is one thing I hate, it is widget geometry. :-(

Is this some kind of LINUX you are running on? What is the result of printing !D.x_vsize, and !D.y_vsize? What version of IDL is this? All of these things are going to matter.

All cgColor is trying to do is read the pixel "color" in the upper right-hand corner of the graphics window. You might think this would be a simple thing to do...

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thue. ("Perhaps thos speakest truth.")
