
Subject: Re: setcurrent and buffer don't work together?
Posted by [penteado](#) on Mon, 18 Mar 2013 16:25:42 GMT
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Thanks, Chris. I was just opening this thread to post something like it, copied from GraphicsWin::SetCurrent.

On Mar 17, 1:42 pm, Chris Torrence <gorth...@gmail.com> wrote:

> Hi Paulo and jls,
> I'll fix this in the next release. Thanks for pointing it out. In the meantime, if you need it, you can just save the following code to a file called "graphicsbuffer__setcurrent.pro" [note there are 2 underscores]:

```
>  
> pro GraphicsBuffer::SetCurrent  
>   compile_opt idl2, hidden  
>   oSystem = _IDLitSys_GetSystem(/NO_CREATE)  
>   if (Obj_Valid(oSystem)) then $  
>     oSystem->_SetCurrentTool, self.tool, /NO_NOTIFY  
> end  
>  
> Cheers,  
> Chris  
> ExelisVIS
```