
Subject: Re: setcurrent and buffer don't work together?

Posted by chris_torrence@NOSPAM on Sun, 17 Mar 2013 16:42:11 GMT

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On Friday, March 15, 2013 5:28:45 PM UTC-6, Paulo Penteado wrote:

> On Mar 15, 8:00 pm, jls <jlsaba...@gmail.com> wrote:

>

>> One way around this might be to use the TARGET keyword with the PLOT

>

>> command, but this isn't an option:

>

>>

>

>> IDL> p = plot ([0,1], target=2)

>

>> % PLOT: Unknown property: TARGET

>

>

>

> Normally, this would be done with the current keyword:

>

>

>

> IDL> w1=window()

>

> IDL> w2=window()

>

> IDL> p=plot(/test,current=w1)

>

>

>

> However, this fails in the same way when the window is a buffer.

>

>

>

> I consider this limitation a bug.

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
