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, ils <ilsaba...@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 ils,
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
```