On Thursday, 15 August 2013 03:35:21 UTC+1, David Fanning wrote:
> Paddy Leahy writes:
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>
>> That's more or less what I do. The problem is not getting the right graphics state for the widget, it is restoring the previous state when I go back to the IDL command line. If that doesn't happen, random plots tend to scrawl all over the widget instead of going to a normal graphics window. Obviously I could use WSET, TVLCT etc on the command line if necessary, or just remember to click on the widget if I happen to run the cursor over it, but that's clunky and shouldn't
>
> be necessary (and isn't, under linux).
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>
> I would write a "draw" procedure for each of your widget windows. When
>
> you want to draw graphics in that window it first saves the current
>
> graphics state, makes itself the current graphics window, draws its
>
> content, then restores the graphics state it entered with. Simple,
>
> compact, leaves no mess, and works everywhere. :-)
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> Cheers,
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> David
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>
> David Fanning, Ph.D.
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> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Thanks David, that worked. I was trying to avoid doing that because originally (5 years ago) this code was supposed to work with Direct Color visuals & private colour maps, but that never worked well and doesn't seem to work at all on modern systems.