View Forum Message <> Reply to Message On Wednesday, May 14, 2014 2:31:59 PM UTC-7, Chris Torrence wrote: > On Wednesday, May 14, 2014 3:05:27 PM UTC-6, Phillip Bitzer wrote: > >> On Wednesday, May 14, 2014 3:57:44 PM UTC-5, myname...@gmail.com wrote: > >> > >> > >> > >>> Helder's code also worked with no whitespace for me, but the problem seems to happen with long rectangular images. Did you try it with big img = findgen(1000,100)? >> > >> > >> > >> Sorry, I missed this. But your big_img does work fine, i.e., no whitespace, for me as well. > > > > Just to chime in, I think in IDL 8.3 and earlier, there was a hardcoded limit on the X and Y dimensions of the window. For the X dimension it was something like 450 pixels, while for Y it was 50 pixels. > > > > If you are still having problems, you might try adding the /WIDGET keyword, to force IDL widgets instead of Java SWT widgets. > > > > Also, even if you do end up with whitespace, why can't you use the ConvertCoord method to determine if the mouse click location is on or off the image? > > > -Chris

Subject: Re: How can I force the x=image(...) command to give me a window that is

the same size as my image?

Posted by munka on Wed, 14 May 2014 21:51:18 GMT

I think the /widget keyword is doing what I want. I also noticed a slight difference in the

appearance of the windows using idlde and just idl from a command line. it looks like running it from a command line automatically opens it up as a widget.

The convert_coord function would work, but another issue is that some people using the software have much smaller monitors than I do, and the images are taking up much more space, which ends up being a problem itself sometimes:)