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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

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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:

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>> On Wednesday, May 14, 2014 3:57:44 PM UTC-5, myname...@gmail.com wrote:

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>>> 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)` ?

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>> Sorry, I missed this. But your `big_img` does work fine, i.e., no whitespace, for me as well.

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> 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.

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> If you are still having problems, you might try adding the `/WIDGET` keyword, to force IDL widgets instead of Java SWT widgets.

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> 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?

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> -Chris

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 :)

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