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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 [David Fanning](#) on Wed, 14 May 2014 22:23:25 GMT

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mynameismunka@gmail.com writes:

```
> Would my MOUSE_DOWN_HANDLER still work?
>
> Like this:
>
> im1.window.MOUSE_DOWN_HANDLER='MouseDown'
> im1.window.MOUSE_UP_HANDLER='MouseUp'
> im1.window.Keyboard_Handler='KeyboardHandler'
```

The program `cgCmdWindow` (`cgWindow` is a wrapper for this program) is already set up for handling widget events. You simply need to write your own event handler for the program, tell it what events you want it to handle (button events, for example), and off you go. It is incredibly simple and simple-minded. Probably why it works so well. ;-)

You don't program it with "handlers", rather you just respond to the events themselves. Widget Programming 101, really.

If you didn't want to do it yourself, it might take 15 minutes for me to code something up for you. The program `cgCmdWindow` is basically a draw widget that knows how to "execute" IDL graphics commands that are added to it. Commands like `cglImage`.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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