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Subject: Re: multi scatter plots, layout issues

Posted by [David Fanning](#) on Wed, 15 Apr 2015 20:18:15 GMT

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David Fanning writes:

- > For some reason I don't understand, when you try to put the scatter
- > plots into a resizable window, the window sizes are not being reported
- > correctly. I'll have to look into this

OK, it appears cgLayout will not work with a resizable Coyote Graphics window at the moment. The reason is complicated, but it has to do with the fact that users can't draw directly into a resizable graphics window. The window actually "hides" its identity so the user can't do this accidentally. You have to "add" a command to the window.

At the time the command is "executed", the window reveals its identity and allows you to draw into it. Since cgLayout has not been added to the window (it can't be), it has no access to the window information in the resizable graphics window to calculate positions correctly.

Since it has no access (it sees the current window index number as -1), it used the default window size to calculate the plot positions. This, obviously, will be wrong in this case, since the default position is 640x512 and the window you want is 900x1200. This is why you are not getting what you expect.

It is possible I might yet discover a way to give cgLayout access to a hidden cgWindow, but I have other things to do today and can no longer work on this. The workaround, of course, is to simply use a regular IDL window (cgDisplay). This will give you device independence, since cgDisplay works the "same" in PostScript.

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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