
Subject: Re: FG bug

Posted by chris_torrence@NOSPAM on Wed, 29 Jul 2015 21:04:23 GMT

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On Wednesday, July 29, 2015 at 7:44:00 AM UTC-6, Helder wrote:

```
> Hi,  
> anyone know of a quick and easy way around this bug?  
>  
> i = image(dist(512), 10d * dindgen(512)/511d, 10d * dindgen(512)/511d)  
> p = polygon([3,7,7,3],[3,3,7,7], /current, /data, Fill_background=0)  
> p.select  
> p.setData, [3,6,6,3], [3,3,6,6]  
>  
> IDL> !version  
> {  
>   "ARCH": "x86_64",  
>   "OS": "Win32",  
>   "OS_FAMILY": "Windows",  
>   "OS_NAME": "Microsoft Windows",  
>   "RELEASE": "8.4.1",  
>   "BUILD_DATE": "Feb 17 2015",  
>   "MEMORY_BITS": 64,  
>   "FILE_OFFSET_BITS": 64  
> }  
>  
> Thanks,  
> Helder
```

Yep. In `idlitvispolygon__define.pro`, around line 1516, add a call to `"self->UpdateSelectionVisual"`. The code should look like:

```
self->UpdateSelectionVisual  
oTool = self->GetTool()  
if (ISA(oTool)) then oTool->RefreshCurrentWindow
```

Cheers,

Chris

p.s. this has now been fixed for the next version (post IDL 8.5...)
