
Subject: Re: FG bug

Posted by [Helder Marchetto](#) on Thu, 30 Jul 2015 07:16:12 GMT

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On Wednesday, July 29, 2015 at 11:04:27 PM UTC+2, Chris Torrence wrote:

> 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...)

Thanks Chris, really appreciated.

Helder
