Subject: Re: FG bug Posted by Helder Marchetto on Thu, 30 Jul 2015 07:26:03 GMT View Forum Message <> Reply to Message

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On Thursday, July 30, 2015 at 9:16:15 AM UTC+2, Helder wrote:
> 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
```

Just a minor remark. In IDL 8.4.1 the line at which this takes place is around 1464, not 1516. Simply search for "self->GetTool()" because there is only one occurrence of this in the file.

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