
Subject: Re: FG bug

Posted by [Helder Marchetto](#) on Thu, 30 Jul 2015 07:26:03 GMT

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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.

