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Subject: Object graphics bug?

Posted by [Patrick Jones](#) on Fri, 27 Jun 1997 07:00:00 GMT

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I am using IDL 5.0 on Win95.

I have been unable to get an image object to display in a window object.

Case 1: I have a 512x512 byte array called theImage, which holds image data from a single-band file. The array displays properly using direct graphics (tv, theImage). But when I try to display the image using object graphics (following the example on p. 102 of the Objects manual), my window remains completely black.

Case 2: Thinking that I have screwed up the object definitions, I follow the 'rose.jpg' example on p. 102 to the letter. Still the image does not display using object graphics (although tv, theImage[0,\*,\*] correctly displays the red 'band' of the image).

case 3: Thinking that the image object is at fault, I follow, to the letter, the example "A Very Simple Plot", on p. 40 of the Objects manual.

This also fails to display.

Is anyone else having this problem? I really don't think that I'm making any mistakes.

Example of problem code:

; myImage is a 512x512 byte array that displays correctly with tv

```
myWindow = obj_new('IDLgrWindow', dimensions=[512,512])
myView   = obj_new('IDLgrView', view=[0,0,512,512])
myModel  = obj_new('IDLgrModel')
myImage  = obj_new('IDLgrImage', imageData)
```

```
myView->add, myModel
myModel->add, myImage
myWindow->draw, myView ; this fails; no image is displayed
```

tv, myImage ; this displays properly

Thanks in advance for help.

Pat Jones

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