Subject: Re: function graphics curiosity? bug? Posted by Markus Schmassmann on Tue, 12 Dec 2017 10:37:33 GMT View Forum Message <> Reply to Message

On 12/12/2017 02:44 AM, Jonathan wrote: > Have a look at the following code: > > x = findgen(128)y = 1.0 + 0.1randomn(seed,128) > y2 = 1.0 + 0.2 randomn(seed,128)> b = widget_base(xsize=480, xoffset=940, ysize=360, yoffset=0) > w = widget window(b, x scroll size=470, y scroll size=350) > widget_control, b, /realize > widget_control, w, get_value=d > p = plot(x, y, current=d, xstyle=2, ystyle=2) > p2 = plot(x, y2, color='red', linestyle=", symbol='+', current=d, /overplot) > d.uvalue = { x:x, y:y, y2:y2, b:b, p:p, p2:p2 } > end > This creates a widget window, w, under a base, b, and then places > two overlapping plots within that window. Now, if the data changes for the > second plot, I would like to do the following steps: > y3 = 1.0 + 0.2 randomn(seed,128); new data > p2.delete ; erases the p2 data in the plot > p2 = plot(x, y3, color='red, , linestyle=", symbol='+', current=d, /overplot) > d.uvalue.p2 = p2 ; store the plot identifier in the window's uvalue structure > The last line generates the following error message: % Attempt to store into an expression: Structure reference. > % Execution halted at: \$MAIN\$ > What has happened is that IDL forgot the type of d.uvalue.p2, so when I try to put a new (identical) p2 there, it rejects the attempt. > This turns out to be a huge hassle for me. > My solution is a kludge, which is to create a new structure for > d.uvalue and replace the whole thing, rather than just one element. > Is there a better, simpler way? ; a simpler way: p2.putData, y3 ; ps: a '*' is missing in the definition of y2 & y3 y2 = 1.0 + 0.2 * randomn(seed, 128)y3 = 1.0 + 0.2 * randomn(seed, 128)

Directly updating the values is also much faster than creating a new plot. I hope this help,

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