
Subject: wset equivalent in obj graphics?

Posted by [T Bowers](#) on Fri, 11 Aug 2000 07:00:00 GMT

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What's the object graphics version of direct graphics' wset command (IDL 5.2a) to make the desired window the active one? I'm doing alot of processing and occasionally the software spits out some data to a map_set, map_grid, map_continents combo plotting thingy.

I originally used direct graphics for the plotting widget, so I could use wset, e.g.

```
drawWID = widget_draw(baseWID, ...)
widget_control, drawWID, get_value=drawWindow
wset, drawWindow
```

Then, I decided to add printing and other cool capability so I went to obj. graphics (Graphics_Level=2). Now get_value returns an obj. reference and wset says nope. I can't seem to tell my app which window to go to cause I can't wset it so my plotting stuff goes to a wrong window (a direct graphics window I also have up).

tia

Subject: Re: wset equivalent in obj graphics?

Posted by [marc schellens\[1\]](#) on Fri, 25 Aug 2000 07:48:14 GMT

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tb wrote:

>

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> graphics window I also have up).
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Hae???

How do you draw at all if not: windowObj->Draw,IDLgrViewObject ?

The object reference returned from widget_control IS your window
(object).

But as there isn't another way of drawing object graphics I nearly
suspect I miss something here? (perhaps a joke?)

To an object graphics window you cannot draw direct graphics.

cheers,

:-) marc
