Subject: Re: "Ghostfont" - reproduced Posted by promashkin on Tue, 22 Aug 2000 07:00:00 GMT

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Craiq.

I am convinced that the problem only shows up after a use of .Reset session, which appears first in 5.3. I observed no problem in 5.2. Regarding N_XR, it really was undefined; it turns out the 5.3 is tolerant to me passing undefined variables through keywords, while 5.2 is not. I am attaching the code that does run on 5.2 (I just killed the N XR calls). I tried it on 5.3 and it still produces the "ghostfont". Cheers.

Pavel

P.S. I avoid attachements because my overly smart mailer (Eudora) wraps text attachements, too. But I'll try - maybe, Netscape does not.

Craig Markwardt wrote:

- >> I have sent the following test method to RSI and Randy, but I thought
- >> some curious soul may try it too.

>>

- >> Below is some sample code. It may turn out wrapped, I am sorry, please
- >> unwrap yourself it if it is.
- >> To reproduce the glitch, please do the following. Once the sample code
- >> is compiled in a fresh session of IDL 5.3, execute:

>

> Pavel, I get the following error even before I run anything else:

>

% IDLGRAXIS::SETPROPERTY: Variable is undefined: N_XR.

> I am running on IDL v5.2, if that helps any.

>

- > Also, much as I hate attachments, can you post these files as
- > attachments? The word wrapping did indeed suck.

>

> Craigg

- ; Written by P.A.Romashkin, 08-2000
- ; Class: Utility, Object Graphics
- : Purpose: Create object graphics window for 2D plots that allows addition (overplotting),
- ; removal of plots and zooming in and out.

function junk

```
top_ID = widget_base(title='Object window')
draw_ID = widget_draw(top_ID, graphics=2, /button_event, xsize=600, ysize=350, $
event pro='junk event', retain=2)
```

```
; Need to realize it all now, because we can only get value of realized widget draw in object
mode.
widget_control, top_ID, /realize
xmanager, 'PARgrDisplay', top_ID, /No_block
:=========== OBJECT INITIALIZATION START
_____
widget_control, draw_ID, get_value=Obj_Win
scene = obj new('IDLgrScene')
container = obj new('IDL Container')
axes_list = obj_new('IDL_Container')
; Make X and Y ranges.
yrange = (xrange = [0.0, 1.0])
; Need to create new Model, View etc. objects.
model = obi new('IDLgrModel')
view = obj_new('IDLgrView', viewplane_rect=[-0.1, -0.1, 1.12, 1.16], location=[0.0, 0.0])
; Create and initialize axes.
default_font = obj_new('IDLgrFont', 'Helvetica', size=9.)
x axis = obj_new('IDLgrAxis', 0, ticklen=0.03, name='X_AXIS', location=[1000, 0, 0], /exact,
EXTRA=extra)
y_axis = obj_new('IDLgrAxis', 1, ticklen=0.03, name='Y_AXIS', location=[0, 1000, 0], /exact,
_EXTRA=extra)
: Create upper and right axes.
x_axis_top = obj_new('IDLgrAxis', 0, ticklen=0.03, tickdir=1, loc=[1000, 1, 0], /notext, /exact,
EXTRA=extra)
y axis top = obj new('IDLgrAxis', 1, ticklen=0.03, tickdir=1, loc=[1, 1000, 0], /notext, /exact,
_EXTRA=extra)
; Only place labels on the left and bottom axes.
x axis -> getProperty, ticktext=x tick labels
y_axis -> getProperty, ticktext=y_tick_labels
x_tick_labels -> setProperty, recompute=2, font=default_font
y_tick_labels -> setProperty, recompute=2, font=default_font
: Create default axis titles.
x_title = obj_new('IDLgrText', 'X title', font=default_font, recompute=2)
y title = obj_new('IDLgrText', 'Y title', font=default_font, recompute=2)
x axis -> setProperty, title=x title, tickformat='(G0.1)'
y axis -> setProperty, title=y title, tickformat='(G0.1)'
; Create plot title.
title = obi_new('IDLgrText', 'Object plot', font=default_font, recompute=2, location=[0.5, 1.02],
align=0.5)
; Set axes ranges and remove extra zeros from tick labels if they are present.
X_axis -> setProperty, range=xrange
Y_axis -> setProperty, range=yrange
X axis top -> setProperty, range=xrange
Y axis top -> setProperty, range=yrange
```

```
; Add atomic objects to the model.
model -> add, x axis
model -> add, y_axis
model -> add, x_axis_top
model -> add, y_axis_top
model -> add, title
: Add model to its view and add view to the Scene.
view -> add. model
scene -> add. view
; Need to store all newly created objects in CONTAINER so that they can be easily found or
killed.
container -> add, model; To locate with ease. Pos 0
container -> add, view : To locate with ease. Pos 1
container -> add, default_font; To kill with ease.
container -> add, scene; To kill with ease.
: Create separate container for Axes.
axes list -> add, x axis
axes_list -> add, y_axis
axes list -> add, x axis top
axes list -> add, y axis top
; Create container for titles.
container -> add, title; To locate or kill with ease. Pos 0
container -> add, x_title; To locate or kill with ease. Pos 1
container -> add, y_title; To locate or kill with ease. Pos 2
; Update the plot.
Obj win -> draw, scene
:========== OBJECT INITIALIZATION END
         _____
container -> add. title
container -> add, axes list
return, container
end
File Attachments
1) junk.pro, downloaded 79 times
```

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Posted by Craig Markwardt on Tue, 22 Aug 2000 07:00:00 GMT

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Craig Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response