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Subject: Re: HOW

Posted by [Todd Clements](#) on Thu, 25 Jan 2001 16:50:04 GMT

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davidf@dfanning.com (David Fanning) wrote:

>> I have 5.4 and am using 5.3 because of this gif problem. For the time  
>> being  
>> I don't need to use this trick but don't mind knowing more  
> [snip...]  
> I think even with my meager computer skills I could  
> figure out how to move a file from the IDL 5.3 distribution  
> over to the IDL 5.4 distribution. But I still think it  
> is easier to switch to JPEG files. And, as an added bonus,  
> the colors will be better and device-independent when you  
> publish them on the web. :-)

Or, even better, switch to .png graphics. Unlike JPEGs, which will lose information every time you open and save them, .png graphics, which IDL supports in 5.4 (I don't know when they started support...) are like GIFs, but without the copyright issues that forced RSI/Kodak to remove gif support from IDL 5.4. And as for publishing them on the web, they aren't as wide-spread as JPEG files, but the major browsers version 3.0 and over support them, which is >95% of your audience (and yes, I know that some out there will say "what about that <5%, they deserve to be recognized", but at some point, you have to go to the better standard and hope people catch up).

Another interesting idea that I use is to write some scripts that will use ghostscript to automatically convert a .ps file into, say, a PDF which you can post on the web. This way you can still get vectorized graphics (for simple plots), and you can produce it "directly" from IDL.

Todd

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Subject: How to pick a window?

Posted by [AM](#) on Thu, 25 Jan 2001 22:17:15 GMT

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Hi,

I am trying to find out which idl window I clicked on (ie, selected) if I have a number of them on the screen. I want to feed that back into a routine that then goes and does something depending on which window I click on. I am using the "old fashioned" windows created with 'window', rather than these new fangled "widget windows". Is there a solution or do I have to use widgets? I am using idl 5.4 in a unix environment. Maybe I can get the window manager to say something to idl?

Any ideas?  
Thanks,  
Andrew

Sent via Deja.com  
<http://www.deja.com/>

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Subject: Re: How to pick a window?  
Posted by [R.Bauer](#) on Mon, 29 Jan 2001 08:20:28 GMT  
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David Fanning wrote:

```
>  
> Reimar Bauer (r.bauer@fz-juelich.de) writes:  
>  
>> ;+  
>> ; NAME:  
>> ;   savesysvar  
>> ;  
>> ; PURPOSE:  
>> ;   saves the settings of the !p, !x, !y, !z system  
>> ;   variables in a structure  
>  
> I'd add the !Map system variable too, if I wanted  
> a completely general solution. :-)  
>  
> Cheers,  
>  
> David  
>
```

That's right,

thanks for the hint.

Reimar

--  
Reimar Bauer

Institut fuer Stratosphaerische Chemie (ICG-1)  
Forschungszentrum Juelich  
email: [R.Bauer@fz-juelich.de](mailto:R.Bauer@fz-juelich.de)

=====

a IDL library at Forschungszentrum Jülich  
[http://www.fz-juelich.de/icg/icg1/idl\\_icglib/idl\\_lib\\_intro.html](http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html)

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

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Subject: Re: How to pick a window?

Posted by [davidf](#) on Tue, 30 Jan 2001 19:22:24 GMT

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William Thompson ([thompson@achilles.nascom.nasa.gov](mailto:thompson@achilles.nascom.nasa.gov)) writes:

> Let me just say that if IDL were written as an environment where everything  
> \*had\* to be done as a widget program, we probably would \*not\* be using IDL  
> today. We'd be using something else more forgiving. And I say this as someone  
> who's written a fair number of widget programs in his time.

I wasn't trying to run down the general usefulness  
of IDL as a programming language. I was just pointing  
out that most of the graphics windows I get on my  
display (from any number of applications) are  
just a \*tad\* bit more intelligent than the  
general run-of-the-mill IDL graphics window!

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: How to pick a window?

Posted by [Pavel A. Romashkin](#) on Tue, 30 Jan 2001 20:48:03 GMT

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All I have to say is, a "smart" widget direct graphics window is very  
simple to achieve.

The following "two-line" code easily sets the "pseudo"-DG window to have  
focus. Since Andrew's windows will be created from some other code, it  
is very easy to store instructions for plotting windows at the time of  
their creation.

The basic idea of the example below is to make a window \*act\* when

clicked on, and keep it looking and behaving *\*exactly\** as a standard DG IDL window, to keep William happy and unaware :-) In my example, they set focus to themselves and allow resizing. Just use "smart\_w" instead of "window, /free". That's it. Then use Plot, Oplot, Xyouts, Contour - whatever.

```
.*****
,
pro smart_w_event, event
widget_control, event.top, get_uvalue=win_id
wset, win_id
if tag_names(event, /STRUCTURE_NAME) EQ 'WIDGET_BASE' then $
widget_control, widget_info(event.id, /child), $
draw_xsize=event.x, draw_ysize=event.y
end
.*****
,
pro smart_w
top_base = widget_base(/kbrd_focus_event, /tlb_size_event)
draw = widget_draw(top_base, xsize=600, ysize=400, retain=2)
widget_control, top_base, /realize
widget_control, draw, get_value=win_id
widget_control, top_base, set_uvalue=win_id, $
tlb_set_title='IDL '+strcompress(win_id, /rem)
xmanager, 'smart_w', top_base, /no_block
end
.*****
,
```

Anyway, don't let the word "widget" scare you out of using IDL. Wait till you get to objects :-)

Cheers,  
Pavel

William Thompson wrote:

```
>
> Let me just say that if IDL were written as an environment where everything
> *had* to be done as a widget program, we probably would *not* be using IDL
> today. We'd be using something else more forgiving. And I say this as someone
> who's written a fair number of widget programs in his time.
>
> William Thompsonn
```

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