
Subject: Re: Widget_Draw - Help

Posted by [David Fanning](#) on Thu, 18 Oct 2001 21:14:08 GMT

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Logan Lindquist (llindquisit@mrdoc.cc) writes:

> I figured I would start with something easy, trying to create widget
> that displays images in Widget_Draw. I am trying to pass the wdraw
> variable in a Struct to the button procedure event handler. The
> event handler then calls a procedure that will hopefully open the
> file, resize the image and display in the wdraw window. Right now
> I am getting an error saying that my wdraw variable is undefined.
> Some hints to what I am doing wrong, would be greatly appreciated!

Well, let's see. Where to begin? :-)

I guess your basic problem is that you created
an object graphics draw widget:

```
> wdraw = Widget_Draw(wbase_col, XSize=256, YSize=256,$  
>   Graphics_Level=2, Expose_Events=1, Retain=0, $  
>   Event_Func='image_expose')
```

and I think you wanted to create a direct graphics draw
widget. You will want to leave out the Graphics_Level
keyword.

The value of a direct graphics draw widget is the
draw widget's window index number. The value of
an object graphics draw widget is a window object.

Cheers,

David

--

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

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Subject: Re: Widget_Draw - Help

Posted by [Logan Lindquist](#) on Fri, 19 Oct 2001 01:06:32 GMT

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David,

You got it! That was exactly the problem. At least I am over that hurdle. I seem to be having color channel issues now but with a little work, I think I'll figure it out.

Thanks,
Logan

Subject: Re: Widget_Draw - Help
Posted by [David Fanning](#) on Fri, 19 Oct 2001 01:47:51 GMT
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Logan Lindquist (llindquisit@mrdoc.cc) writes:

> You got it! That was exactly the problem. At least I am over that hurdle. I
> seem to be having color channel issues now but with a little work, I think
> I'll figure it out.

Well, TVIMAGE or IMDISP or PLOTIMAGE will sort those color problems out for you without you having to lift a finger. :-)

Cheers,

David

--

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Subject: Re: Widget_Draw - Help
Posted by [Logan Lindquist](#) on Fri, 19 Oct 2001 03:22:24 GMT
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David,

> Well, TVIMAGE or IMDISP or PLOTIMAGE will sort
> those color problems out for you without you
> having to lift a finger. :-)

I removed some code that I had borrowed from `dialog_read_image` that was doing some funky color adjustments, slapped in a 'tvimage, image, /KEEP_ASPECT_RATIO' and it works beautifully! I'll have to look at those

other two you mentioned.

Thanks for all the help.
Logan

Subject: Re: Widget_Draw - Help
Posted by [Pavel A. Romashkin](#) on Fri, 19 Oct 2001 05:46:07 GMT
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Logan,
I think David was referring to
<http://www.dfanning.com/programs/tvimage.pro>
and
<http://cimss.ssec.wisc.edu/~gumley/imdisp.html>
which I think will do just about everything you might want with an image.
And of course you get to look at how they do it all :-)
Cheers,
Pavel

Subject: Re: Widget_Draw - Help
Posted by [Logan Lindquist](#) on Fri, 19 Oct 2001 14:31:58 GMT
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Pavel,

Thanks for the URL's. I already had tvimage and was aware of Mr. Fanning's site, but I did not know where I would find IMDISP. I still have other functionality that I need to add here in a week or so. After then I would have more time to fine tune things and see how well IMDISP works.

Thanks Again,

Logan

Subject: Re: Widget_Draw - Help
Posted by [Liam E. Gumley](#) on Fri, 19 Oct 2001 15:04:03 GMT
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> Logan Lindquist wrote:
>
> I figured I would start with something easy, trying to create widget
> that displays images in Widget_Draw. I am trying to pass the wdraw
> variable in a Struct to the button procedure event handler. The event
> handler then calls a procedure that will hopefully open the file,

- > resize the image and display in the wdraw window. Right now I am
- > getting an error saying that my wdraw variable is undefined. Some
- > hints to what I am doing wrong, would be greatly appreciated!

In addition to the helpful suggestions you have already received, you may wish to examine the IMGUI example program that is described in my book. It is designed to display a Pseudo or True color image in a resizable direct graphics draw widget. The source code can be obtained as part of the "Sample Programs" packages at

http://www.gumley.com/PIP/About_Book.html

IMGUI uses IMDISP for displaying images.

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>
