
Subject: Re: fsc_surface update

Posted by [David Fanning](#) on Wed, 14 Jul 2004 00:48:01 GMT

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balogna writes:

- > I'm using fsc_surface to visualize data. However the user must be able to
- > select which data they would like to display. Is there anyway to change
- > the data that fsc_surface is plotting? Or do I have to kill the window
- > and then create another one?

My goodness! 15 years I've been writing IDL programs and finally one or two people are using them! You can't imagine how excited I am. :-)

Well, FSC_Surface was written more or less as a direct substitution for the Surface command. You don't necessarily have to kill the window to visualize another surface. Just start up another FSC_Surface command:

```
IDL> FSC_Surface, dist(40)
IDL> FSC_Surface, Findgen(30)#Findgen(30)
```

The two windows operate independently.

There are any number of problems with switching the data in the program. Primarily because this is an object graphics program, which means NOTHING is all that easy. It is not a matter of just switching the data in the IDLgrSurface object. I would also have to re-scale all the axis objects, recompute the font objects, etc. It's possible, but the non-object format of the program itself discourages the attempt.

On the other hand, do you have any money for the deluxe version? :-)

- > If the latter is true how to I get the
- > window/widget id from fsc_surface?

What would you do with it if you got it? Have you worked with any object graphics programs before? This would not be as useful to you as you might think, I expect.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: fsc_surface update
Posted by [balogna](#) on Wed, 14 Jul 2004 17:36:20 GMT
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Well I figured that updating the data would be no easy task, but I would like to be able to at least kill the old window when I open a new one. I thought I could do this with the window ID but I am unfamiliar with 'object graphics', so I don't know. Basically is there anyway for me to kill the window from within my program?

Subject: Re: fsc_surface update
Posted by [Rick Towler](#) on Wed, 14 Jul 2004 17:58:31 GMT
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balogna wrote:

> Well I figured that updating the data would be no easy task, but I would
> like to be able to at least kill the old window when I open a new one. I
> thought I could do this with the window ID but I am unfamiliar with
> 'object graphics', so I don't know. Basically is there anyway for me to
> kill the window from within my program?

I haven't looked at the fsc_surface code in a long time but you could modify it such that it returns its TLB widget ID when it is called. Something like:

```
tlb = FSC_SURFACE(DIST(40))
```

or add a keyword:

```
FSC_SURFACE, DIST(40), TLB=tlb
```

Then in your program you would carry that id around until you want to destroy the window:

```
WIDGET_CONTROL, tlb, /DESTROY
```

You would probably want to check to make sure that the user didn't close the window first before trying to destroy it programatically.

Like I said, I haven't actually looked at the code but something like this should work and should be pretty easy to hack into it.

-Rick

Subject: Re: fsc_surface update
Posted by [balogna](#) on Wed, 14 Jul 2004 18:24:01 GMT
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Sounds easy enough, but how do I check if the widget id is still valid (not closed by user).

Subject: Re: fsc_surface update
Posted by [Rick Towler](#) on Wed, 14 Jul 2004 19:01:44 GMT
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balogna wrote:

> Sounds easy enough, but how do I check if the widget id is still valid (not
> closed by user).
>

How about using WIDGET_INFO?

valid = WIDGET_INFO(tlb, /VALID_ID)

-r
