
Subject: Re: IDLCanvas 0.1.0 released !!!
Posted by [Antonio Santiago](#) on Fri, 20 May 2005 15:08:24 GMT
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Thanks to a David's advice I just modified a bit the code :)

Now, all can do to work with IDLCanvas (and EventAction) is put the files in your !PATH and programming (or execute the samples and... ooohhh!!! it is fantastic ;)

Bye, Antonio.

--

Antonio Santiago Piñerez
(email: santiago@grahi.upc.edu)
(www: <http://www.grahi.upc.edu/santiago>)
(www: <http://asantiago.blogspot.org>)

GRAHI - Grup de Recerca Aplicada en Hidrometeorologia
Universitat Politècnica de Catalunya

Subject: Re: IDLCanvas 0.1.0 released !!!
Posted by [David Fanning](#) on Fri, 20 May 2005 15:22:30 GMT
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Antonio Santiago writes:

> Thanks to a David's advice I just modified a bit the code :)
>
> Now, all can do to work with IDLCanvas (and EventAction) is put the
> files in your !PATH and programming (or execute the samples and...
> ooohhh!!! it is fantastic ;)

Hate to keep putting a damper on this. I know how it feels to release something you have worked so hard on. :-)

To get it to run, I had to change the module ordering in eventaction__define.pro, too. (I downloaded the latest of both programs.)

Then, I get an error in TEST3:

IDL> test2
% Compiled module: TEST2.

```
IDL> test3
% Compiled module: TEST3.
% Compiled module: NODEITEM__DEFINE.
% CANVASGROUP::INIT: Incorrect number of arguments.
% Execution halted at: TEST3      56 C:\RSI\David\test\idlcanvas
\test3.pro
%          $MAIN$
```

But the code looks nice. :-)

Cheers,

David

--

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

Subject: Re: IDLCanvas 0.1.0 released !!!
Posted by [David Fanning](#) on Fri, 20 May 2005 15:27:13 GMT
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David Fanning writes:

```
> Then, I get an error in TEST3:
>
> IDL> test2
> % Compiled module: TEST2.
> IDL> test3
> % Compiled module: TEST3.
> % Compiled module: NODEITEM__DEFINE.
> % CANVASGROUP::INIT: Incorrect number of arguments.
> % Execution halted at: TEST3      56 C:\RSI\David\test\idlcanvas
> \test3.pro
> %          $MAIN$
```

Ah, the module order in NODEITEM is wrong, too. :-)

Now, everything seems to be working. At least for the tests.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Subject: Re: IDLCanvas 0.1.0 released !!!

Posted by [Antonio Santiago](#) on Fri, 20 May 2005 15:35:44 GMT

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```
> Then, I get an error in TEST3:
>
> IDL> test2
> % Compiled module: TEST2.
> IDL> test3
> % Compiled module: TEST3.
> % Compiled module: NODEITEM__DEFINE.
> % CANVASGROUP::INIT: Incorrect number of arguments.
> % Execution halted at: TEST3          56 C:\RSI\David\test\idlcanvas
```

Sorry, the error was on the class "nodeitem", it has its definition structure on the top :(
Instead "test3" executes "@run_test3.g" it compiles first the "nodeitem__define" and then the "test3". This is, until now, the most interesting example.

Thanks a lot.

--

Antonio Santiago Piñerez
(email: santiago@grahi.upc.edu)
(www: <http://www.grahi.upc.edu/santiago>)
(www: <http://asantiago.blogspot.org>)

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