
Subject: Select and Hide trouble in object graphics
Posted by [Ulan](#) on Mon, 04 Jul 2005 12:17:34 GMT
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HI all,

I am running into the following 'select' and 'hide' trouble with object graphics:

I have a 3D IDLgrModel (with option select_target =0). Axis of the Model: x, y and time. The Model consists of Orbs (of varied radiuses and positions) and IDLgrPolygons with texture_coord being one of images (corresponding to the particular time position). Further I have an image slider, and when the value of it is changed the corresponding IDLgrPolygon with the image texture appears (HIDE=0, and for the other one HIDE=1).

Now, I have constructed a Select button, that after pressing it and pressing mouse button in widget_draw area it causes Tooltip (see code below).

Now my trouble: In the beginning when the view is drawn - I get nice Tooltips - works fine. But when I change the image slider value, the select doesn't find any orbs. Also, setting the HIDE property on (some) orbs causes the same trouble. After that, even if select doesn't find anything (select=-1) IDL stops processing events from my other widget buttons (zoom, translate etc..) and the view jus hangs up. Moreover, if I press 'change the radius of orbs' button IDL crashes saying that 'some memory references are not found'.

Any idea of what would be the cause and how I could fix it? Thanks in advance for any help!

Ulan

```
;;;-----  
;;;  
PRO Select_button, event  
  widget_control, event.top, get_uvalue=info  
  drawid=widget_info (event.top, FIND_BY_UNAME='widgetDraw')  
  widget_control, drawid, /DRAW_BUTTON_EVENTS  
  widget_control, drawid, EVENT_PRO='Select'  
  
END  
;;;-----  
;;;  
PRO Select, event  
  
  widget_control, event.top, get_uvalue=info
```

```
IF event.type eq 0 THEN BEGIN

;first select the object from the IDLgrWindow

sel=info.Window->Select(info.oView, [event.x,event.y], $
DIMENSIONS=[5,5])

;select returns an object reference, so
;check if obj ref is valid
IF obj_valid(sel[0]) THEN BEGIN

FOR i=0, N_elements(sel)-1 do begin
;Since the IDLgrModel has SELECT_TARGET=0, the
;selected item is atomic graphic objects
;;find its parents

sel[i]->getproperty, PARENT=obj

    if obj_class(obj) eq 'ORB' then begin

        obj->getproperty, RADIUS=rad
        str ='radius is'+ ' '+STRTRIM(rad, 2)
        widget_control, event.id, Tooltip = str

    endif
ENDFOR

ENDIF ;no selected objects
ENDIF ELSE BEGIN ;;expose events
info.window->Draw, info.oView
ENDELSE
END
```
