
Subject: problem:symbol not be showed in IdlgrPlot object etc.
Posted by [shengbaojun](#) on Thu, 27 Oct 2005 02:35:50 GMT
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Hello,I have draw the background map.Thanks for Mr.Rick Towler and Mr.Mark Hadfield a lot.
But I met some difficulties when I try something else,so could you give me some advice please.

1, I want to draw some cities above the background map,but the symbols can not be showed.

I use the code as follows:

```
;-----  
;draw cities  
cityUV = map_proj_forward(lon, lat, $  
                           map=map_info.smap $  
                           )  
;define the symbol  
pentagon=OBJ_NEW('IDLgrPolygon', [0.1,0.5,0.9,0.7,0.3], $  
                                [0.6,0.9,0.6,0.1,0.1], $  
                                COLOR=Color_cities $  
                                )  
symModel = OBJ_NEW('IDLgrModel')  
symModel -> Add, pentagon  
symModel -> Scale, 8, 8, 1  
symModel -> Translate, -1, -1, 0  
ocitiesSymbol = OBJ_NEW('IDLgrSymbol', symModel)  
; ocitiesSymbol=OBJ_NEW('IDLgrSymbol',4,$  
; color=Color_NoData,$  
; thick=8.0,$  
; size=[9.0,9.0]$  
; )  
map_info.ocitiesSymbol=ocitiesSymbol  
  
oPlotCities=OBJ_NEW('IDLgrPlot',cityUV[0,*],cityUV[1,*], $  
                    Symbol=ocitiesSymbol,$  
                    _Extra=extra,$  
                    ;Thick=2,$  
                    LINESSTYLE =6 $  
                    )  
  
map_info.omodel->ADD,oPlotCities  
map_info.owindow->DRAW,map_info.oview,/draw_instance  
;-----
```

If I change the LINESSTYLE value from 6 to 3,The lines has been showed,but the Symbols also can not be showed .

2,I use the develop model of C# plus axIDLWidgetControl 3.0,I write

the mouse event in C#,so I must obtain the value of IDL's variable from IDL's .pro file.But I can not get them .The code is as follows:

IDL's code

```
////////////////////////////////////
```

```
PRO MouseMove,drawid,x,y
```

```
common lonlat_mousemovex,lonlat_mousemovey
widget_control,drawid,get_uvalue=map_info,/no_copy
```

```
if size(map_info, /type) eq 0 then return
result = map_info.owindow -> pickdata(map_info.oview, $
                                     map_info.omodel,$
                                     [x,y], xy)
```

```
lonlat_mousemove = map_proj_inverse(xy, map = map_info.smap)
map_info.lonlat_mousemovex=lonlat_mousemove[0]
map_info.lonlat_mousemovey=lonlat_mousemove[1]
widget_control,drawid,set_uvalue=map_info,/no_copy
END
```

C# 's code

```
////////////////////////////////////
```

```
private void axIDLDrawWidget1_MouseMoveEvent(object sender,
AxIDLDrawX3Lib._DIDLDrawX3Events_MouseMoveEvent
```

```
e)
{

    int myYY=axIDLDrawWidget1.Height-e.y;
    string
    command="MouseMove,IDLDrawWidget1,"+e.x.ToString()+","+myYY.ToString();
    int temp=axIDLDrawWidget1.ExecuteStr(command);
    temp=axIDLDrawWidget1.ExecuteStr("widget_control,IDLDrawWidget1,get_value=map_info ");
    object
    lonlat_mousemovex=axIDLDrawWidget1.GetNamedData("map_info.lonlat_mousemovex ");
    object
    lonlat_mousemovey=axIDLDrawWidget1.GetNamedData("map_info.lonlat_mousemovey ");
}
```

I try my best to test above codes,but did not success.
I wish you can help me.

Thanks you

Subject: Re: problem:symbol not be showed in IdlgrPlot object etc.

shengbaojun wrote:

<sigh>

> id;But,C# can use IDLDrawWidget1 as draw id directly,I have filfulled
> it.The world map can be draw corretly.

Are you sure? You are drawing the map, but maybe you're just lucky. I don't know why you wouldn't pass the DrawID property even if it does work without it? It's confusing. Have you even tried passing the draw ID in the method I suggested?

I find it hard to believe that the AX control behaves so differently in C#. For instance, why, in C#, would the control parse the command you send via ExecuteStr to pull out the string "IDLDrawWidget1" and use that to get a reference to the draw widget when in the VB and VC case you need to pass the draw ID as a long value which represents the drawID converted to a string? I'm not saying it can't work in this way, but I would be surprised.

Surprised enough that if something wasn't working that I would try a different approach. *Maybe one similar to the examples shipped with IDL and suggestions posted to the news group* And in the end, if they both work the same at least your code would be a little more understandable.

> My quesion is:
> 1. I have filfull the background map drawing,using the IDLgrPolyLine
> and the data source is *.shp,I want to overlay some symbols to this
> background map,the polylines can be drawn,but the symbols can't be
> drawn.

Did you try applying any of the changes I suggested? Especially the changes to the transformations to your symbols? Asking the same question again without telling us what you have tried is not productive.

> 2. Are there a good method to get variable value from IDL 's Object
> program model in C# environment.And now ,I use SetOutputWnd but not
> GetNamedData.

As we have said before, I suggest that you attack this problem in two steps. Get the IDL code working in IDL as a first step, then work on the C# side of things. *S-I-M-P-L-I-F-Y*

-Rick
