
Subject: Re: iTools and WSET

Posted by [David Fanning](#) on Thu, 12 Jan 2006 23:08:37 GMT

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James Everton writes:

> I've created an iTool that's inherited from ilmage except it has an
> extra panel on the right side that has a list of thumbnail images. When
> I initialize the panel, I use WSET to move from draw widget to draw
> widget and then use TV to output the images to the draw widget. That
> all seems to work fine.

Oh, oh. I think David Alexander's hair just turned white! :-)

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: iTools and WSET

Posted by [James Everton](#) on Fri, 13 Jan 2006 00:15:35 GMT

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Ha ha. Thanks for your help on that, David.

Subject: Re: iTools and WSET

Posted by [David Fanning](#) on Fri, 13 Jan 2006 00:24:06 GMT

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James Everton writes:

> Ha ha. Thanks for your help on that, David.

Well, I realize I wasn't very helpful. I am ... uh,
busy with other things.

But, I am looking forward to David's response with
more than my usual interest. :-)

Cheers,

David

P.S. Let's just say that I'm pretty sure the guys who are good with iTools have a pretty hard time getting their heads around the the idea of direct graphics in the same application.

--

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Subject: Re: iTools and WSET
Posted by [James Everton](#) on Fri, 13 Jan 2006 00:49:06 GMT
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Oh, I just realized that I sounded a little bitter in my last response. Sorry about that. What I meant to say was that I am very thankful for the help you gave me previously to get me this far. :o)

Subject: Re: iTools and WSET
Posted by [David Alexander](#) on Fri, 13 Jan 2006 17:46:39 GMT
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James,

You need to make the window ids of the draw windows accessible to the command line environment so you can call WSET with the right ids. The ids of the draw windows aren't set until the panel is realized, so you could put some code in your panel's notify_realize routine to get the ids, and save them somewhere where you can access them from the command line later. For example, in your notify_realize routine you could get the ids, and save them as a property in the tool object.

I would save the draw widget ids, as well as a reference to the tool object, in a state structure that you add as the user value to your panel widget. Then, in the notify_realize routine, retrieve the state structure and get the widget ids and the tool object. Call WIDGET_CONTROL with the GET_VALUE keyword on the draw widgets to get the associated window ids.

If you implement a new property in your custom tool class that will hold the window ids, then call the tool's SetProperty method while in the notify_realize routine to set this property with the window id values.

Now, from the command line, after the tool has started, you can get the tool object (using `itGetCurrent` as usual), and call `GetProperty` on the tool to get the list of window ids for the thumbnail windows. Then call `WSET` with the id of the window you're interested in using.

Dave

Subject: Re: iTools and WSET
Posted by [David Alexander](#) on Fri, 13 Jan 2006 17:47:54 GMT
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David,

- > P.S. Let's just say that I'm pretty sure the guys
- > who are good with iTools have a pretty hard time
- > getting their heads around the the idea of
- > direct graphics in the same application.

Not hard at all. In fact, I've used direct graphics in my iTools applications.

Dave

Subject: Re: iTools and WSET
Posted by [David Fanning](#) on Fri, 13 Jan 2006 18:02:35 GMT
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David Alexander writes:

- > Not hard at all. In fact, I've used direct graphics in my iTools
- > applications.

Yeah, and I've pounded a few nails with my wrench, too. :-)

Cheers,

David

--

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Subject: Re: iTools and WSET

Posted by [James Everton](#) on Fri, 13 Jan 2006 18:06:37 GMT

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David,

I may have been a little unclear in what I wanted to happen. Surprisingly, I had already done what you said in my notify_realize routine to get my panel set up, which is kind of surprising to me. :o)

What I meant to say was that I wanted to be able to go back to the IDL prompt while my iTool is open and be able to use TV there and have IDL automatically create a "new" window, as opposed to writing into my iTool. I don't want the user to have to write WSET, 0 in order to get a new window available to them.

I tried a few things and the only one I've gotten working so far is to call WSET, 0 followed by WDELETE inside my panel event handler. This opens up a blank IDL graphics window then closes it immediately, and ultimately works. However, I am only able to do this if the user chooses to click the button I made in my panel.

I tried putting WSET,0 followed by WDELETE in my panel's notify_realize routine after I have loaded in all my thumbnail images, but for some reason the creation of the iTool seems to mess that part up, so I'm forced to resort to the panel button I made.

Hopefully I've cleared that up so you know what it is I'm trying to do. Thanks again for your help.

- James

Subject: Re: iTools and WSET

Posted by [David Alexander](#) on Fri, 13 Jan 2006 18:39:39 GMT

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James,

Got it.

I think you have to call WSET before calling TV. As long as there are active draw windows, the the current window will be set to one of them. It's only when you close all the draw windows that !D.WINDOW gets set back to -1. So if you've got some direct graphics windows in your panel, but no other open windows, the current window will always be set to one of them.

I suppose the only other alternative is to use object graphics in the draw widgets in your panel, and leave the management of the direct graphics windows to the user at the command line...

Dave
