
Subject: Re: Multiple plots on Object graphics
Posted by [David Fanning](#) on Fri, 09 Jun 2006 19:38:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

hyperjiver@yahoo.com writes:

- > I am trying to draw multiple ROIs using XROI and everytime an ROI is
- > drawn, I need to generate a plot. I modified the XROI.pro program to
- > add a Draw widget.
- >
- > Everytime I draw a ROI, I want to plot in the draw widget. The next
- > plot should also be in the same window and rescale itself according to
- > the new values and show both the plots. Anytime I delete an ROI I want
- > the respective plot to be deleted as well.
- >
- > Can anybody please help??

This is a good project for an intermediate IDL programming course. In fact, I'll see if I can get some of the participants in my upcoming UK courses to write this for us. :-)

I would do this with direct graphics objects. Create a "plot" object, which is simple enough. It just draws the plot with a particular color, linestyle, and symbol when its DRAW method is called. Then create a "window" object which is just a draw widget subclassed from an IDL_Container object. The DRAW method of the window object would have some notion of a "grid" of plots. This is nothing more than a way to set up the number of columns and rows required for X number of plots.

When the DRAW method of the window is called, it counts how many plot objects have been added to it, calculates its grid (I'm sure I have done this multiple times in the past!), and then sets !P.MULTI appropriately and calls the DRAW methods of all it's children. Viola!
Plots on the page!

When a plot is removed from the window container, the window simply calls its DRAW method again, and everything happens automatically. Gosh, you have **got** to love objects!!

Cheers,

David

--

David Fanning, Ph.D.

Subject: Re: Multiple plots on Object graphics
Posted by [David Fanning](#) on Fri, 09 Jun 2006 19:50:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

> I would do this with direct graphics objects.

Oh, wait, I just read the title of your post again. You wanted this in object graphics. I don't know off-hand how to do that. I'm sure it's easy, though. Instead of using !P.MULTI you will have to set up your scene with multiple views and keep track of those.

I'm sure it's even easier with iTools, but my head hurts just to think about that! :-)

Cheers,

David

--

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