Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 02:54:01 GMT
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IDL 6.2, sorry

Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by David Fanning on Wed, 26 Mar 2008 03:10:32 GMT
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bianbian.org writes:

> Hi, I found a strange thing:
> IDLgrClipboard not works in callable mode (I use VC++ to execute IDL
> procedure to draw some plots, and
> copy the result to clipboard)
>
> oClipbrd = OBJ_NEW('IDLgrClipboard', DIMENSIONS=windowSize)
> oClipbrd->Draw, oView
>
> It works well under IDL-workbench, but when call from VC++, everything
> goes OK except clipboard is empty.

Please don't take this the wrong way, but you have
some evidence of this, huh? I'd be *extremely* interested
in seeing it. I guess you could say, I'm from Missouri.
(An American expression that means, "show me the money".)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 04:03:01 GMT
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On Mar 26, 11:10 am, David Fanning <n...@dfanning.com> wrote:
> bianbian.org writes:
>> Hi, I found a strange thing:
>> IDLgrClipboard not works in callable mode (I use VC++ to execute IDL

>> procedure to draw some plots, and
>> copy the result to clipboard)
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> Cheers,
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> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thank you very much, though I maybe misunderstand your meaning.
I think it's a bug of IDL.
Finally, I have no choise but to save the drawing to a file, and it
works:

oClipbrd->Draw, oView, FILENAME='tempout.bmp'

Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 06:23:47 GMT
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On Mar 26, 12:03 pm, "bianbian.org" <bianbian....@gmail.com> wrote:
> On Mar 26, 11:10 am, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> bianbian.org writes:
>>> Hi, I found a strange thing:
>>> IDLgrClipboard not works in callable mode (I use VC++ to execute IDL
>>> procedure to draw some plots, and
>>> copy the result to clipboard)
>
>>> oClipbrd = OBJ_NEW('IDLgrClipboard', DIMENSIONS=windowSize)
>>> oClipbrd->Draw, oView

\>
\>\>\> It works well under IDL-workbench, but when call from VC++, everything
\>\>\> goes OK except clipboard is empty.
\>
\>\> Please don't take this the wrong way, but you have
\>\> some evidence of this, huh? I'd be *extremely* interested
\>\> in seeing it. I guess you could say, I'm from Missouri.
\>\> (An American expression that means, "show me the money".)
\>
\>\> Cheers,
\>
\>\> David
\>\> --
\>\> David Fanning, Ph.D.
\>\> Fanning Software Consulting, Inc.
\>\> Coyote's Guide to IDL Programming:http://www.dfanning.com/
\>\> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
\>
\> Thank you very much, though I maybe misunderstand your meaning.
\> I think it's a bug of IDL.
\> Finally, I have no choise but to save the drawing to a file, and it
\> works:
\>
\> oClipbrd->Draw, oView, FILENAME='tempout.bmp'

After running a system-clipboard-viewer-tool, I conclude it must be a
bug.

Subject: Re: Problem with IDLgrClipboard in callable mode
Posted by bianbian.org on Wed, 26 Mar 2008 06:43:01 GMT
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Chinese translate: http://bianbian.org/technology/280.html