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Subject: why the idlgrwindow select can't performant??!!!

Posted by [szistar](#) on Tue, 10 Feb 2009 06:52:58 GMT

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Hi, all friends

I'm puzzled, the "select" method of idlgrwindow can't performant, when i set the "double" keyword to idlgrview object. It's return -1 when I click on a really existed graphic object like "idlgrpolygon". And without "double" keyword it's all in order. Could I have the normal status both setting the "double" keyword and using the "select" method. My friends, please help me!

Thanks!

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Subject: Re: why the idlgrwindow select can't performant??!!!

Posted by [David Fanning](#) on Tue, 10 Feb 2009 13:08:58 GMT

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szistar@sina.com writes:

> I'm puzzled, the "select" method of idlgrwindow can't  
> performant, when i set the "double" keyword to idlgrview object. It's  
> return -1 when I click on a really existed graphic object like  
> "idlgrpolygon". And without "double" keyword it's all in order. Could  
> I have the normal status both setting the "double" keyword and using  
> the "select" method. My friends, please help me!

Wow! Sure enough. That looks totally like a bug to me.  
Can you report this, or should I?

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.")

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Subject: Re: why the idlgrwindow select can't performant??!!!

Posted by [szistar](#) on Wed, 11 Feb 2009 09:39:46 GMT

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> szis...@sina.com writes:  
>> I'm puzzled, the "select" method of idlgrwindow can't  
>> performant, when i set the "double" keyword to idlgrview object. It's  
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>> "idlgrpolygon". And without "double" keyword it's all in order. Could  
>> I have the normal status both setting the "double" keyword and using  
>> the "select" method. My friends, please help me!  
>  
> Wow! Sure enough. That looks totally like a bug to me.  
> Can you report this, or should I?  
>  
> Cheers,  
>  
> David  
>  
> --  
> David Fanning, Ph.D.  
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> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thank you! Of course. I shall appreciate it very much if you will give me a temporary solution to my question!

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Subject: Re: why the idlgrwindow select can't performant??!!!  
Posted by [airy.jiang](#) on Wed, 11 Feb 2009 10:25:40 GMT  
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> Hi, all friends  
>  
> I'm puzzled, the "select" method of idlgrwindow can't  
> performant, when i set the "double" keyword to idlgrview object. It's  
> return -1 when I click on a really existed graphic object like  
> "idlgrpolygon". And without "double" keyword it's all in order. Could  
> I have the normal status both setting the "double" keyword and using  
> the "select" method. My friends, please help me!  
>  
> Thanks!

I did some tests,David you're right,that's a bug.When u put a idlgrimage into the view,and set the keyword double=1,then the bug come out~~Without the idlgrimage object in the view,it works very nice,nothing was wrong~

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Subject: Re: why the idlgrwindow select can't performant??!!!

Posted by [szistar](#) on Wed, 11 Feb 2009 10:39:28 GMT

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I have another test. May be the idlgrimage object is the key of this problem. The test shows if a idlgrimage object in idlgrview, the problem is coming, and none idlgrimage with the right result. Is this cause the mistake? I will do more debug, testing on my work. Thanks to all teachers and friends here, please concern with this problem along with me.

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Subject: Re: why the idlgrwindow select can't performant??!!!

Posted by [David Fanning](#) on Wed, 11 Feb 2009 13:40:46 GMT

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airy.jiang@gmail.com writes:

> I did some tests,David you're right,that's a bug.When u put a  
> idlgrimage into the view,and set the keyword double=3D1,then the bug  
> come out~~Without the idlgrimage object in the view,it works very  
> nice,nothing was wrong~

Yes, I also confirm that the presence of an image causes the problem. Very strange...

Cheers,

David

--

David Fanning, Ph.D.

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: why the idlgrwindow select can't performant??!!!

Posted by [szistar](#) on Wed, 11 Feb 2009 14:21:18 GMT

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> airy.ji...@gmail.com writes:

>> I did some tests,David you're right,that's a bug.When u put a  
>> idlgrimage into the view,and set the keyword double=3D1,then the bug  
>> come out~~Without the idlgrimage object in the view,it works very  
>> nice,nothing was wrong~

>

> Yes, I also confirm that the presence of an image

---

> causes the problem. Very strange...  
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> Cheers,  
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> David  
> --  
> David Fanning, Ph.D.  
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Setting idlgrimage's keyword "TRANSFORM\_MODE=1", the problem is solved. But david, why is it?

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Subject: Re: why the idlgrwindow select can't performant??!!!  
Posted by [David Fanning](#) on Wed, 11 Feb 2009 14:27:50 GMT  
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szistar@sina.com writes:

> Setting idlgrimage's keyword "TRANSFORM\_MODE=3D1", the problem is  
> solved. But david, why is it?

You are \*really\* asking the wrong guy, here. :-)

But I am impressed we got to the bottom of this. Will you send this on to ITTVIS, so it can be fixed, please.

Cheers,

David

--

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: why the idlgrwindow select can't performant??!!!  
Posted by [szistar](#) on Thu, 12 Feb 2009 02:38:58 GMT  
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> szis...@sina.com writes:  
>> Setting idlgrimage's keyword "TRANSFORM\_MODE=3D1", the problem is  
>> solved. But david, why is it?

>  
> You are *\*really\** asking the wrong guy, here. :-)  
>  
> But I am impressed we got to the bottom of this. Will  
> you send this on to ITTVIS, so it can be fixed, please.  
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> David Fanning, Ph.D.  
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> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks a lot, my friend! It's my pleasure to discuss problems with  
you. I will do this.

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