
Subject: Re: Black Widgets Draw Window in d_plot2d and d_gridding

Posted by [David Fanning](#) on Mon, 09 Mar 2009 00:07:44 GMT

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edwinretana@gmail.com writes:

> This is my first message here.
>
> When I try to run the programs d_plot2d.pro and d_gridding.pro the
> widget draw is all black,, I can see the sliders and bottons also when
> I press the new data botton nothing happens.
>
> I'm using Ubuntu 8.10 and Idl 7.06
>
> So there's a problem with my X server configuration or something
> else ?

Typically, you need to set RETAIN=2 for your
draw widgets on UNIX machines. When I create a draw
widget I usually write code like this:

```
IF N_Elements(retain) EQ 0 THEN $  
  retain=(!Version.OS_Family EQ 'Windows') ? 1 : 2  
drawID = Widget_Draw(baseID, RETAIN=retain, ...)
```

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: Black Widgets Draw Window in d_plot2d and d_gridding

Posted by [edwinretana](#) on Mon, 09 Mar 2009 03:36:06 GMT

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On Mar 8, 6:07 pm, David Fanning <n...@dfanning.com> wrote:

> edwinret...@gmail.com writes:
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>
>> When I try to run the programs d_plot2d.pro and d_gridding.pro the
>> widget draw is all black,, I can see the sliders and bottons also when
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> Typically, you need to set RETAIN=2 for your
> draw widgets on UNIX machines. When I create a draw
> widget I usually write code like this:
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> IF N_Elements(retain) EQ 0 THEN \$
> retain=(!Version.OS_Family EQ 'Windows') ? 1 : 2
> drawID = Widget_Draw(baseID, RETAIN=retain, ...)
>
> 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.")

Hi. Thanks for the answer.

The program already has set RETAIN = 2, when WIDGET_DRAW is called.

```
wAreaDraw = WIDGET_DRAW(wRightBase, XSIZE=drawXSize, YSIZE=drawYSize,  
RETAIN=2)
```

PD : I am using the d_plot2d.pro program that is included in the IDL
Demos.

Subject: Re: Black Widgets Draw Window in d_plot2d and d_gridding
Posted by [David Fanning](#) on Mon, 09 Mar 2009 04:29:16 GMT
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edwinretana@gmail.com writes:

> The program already has set RETAIN =3D 2, when WIDGET_DRAW is called.
>
> wAreaDraw =3D WIDGET_DRAW(wRightBase, XSIZE=3DdrawXSize, YSIZE=3DdrawYSize,
> RETAIN=3D2)
>
> PD : I am using the d_plot2d.pro program that is included in the IDL
> Demos.

Ah, I see.

Yes, well, ITTVIS assumes you will be running a crippled graphics card. Try these two commands:

```
IDL> Device, Decomposed=0
IDL> d_plot2d
```

This is really an inexcusable programming error for a demo system, in my opinion. Please don't use this code as an example of how IDL programs are suppose to be written. You can find MUCH better IDL code elsewhere on the Internet. :-)

Cheers,

David

--

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Subject: Re: Black Widgets Draw Window in d_plot2d and d_gridding
Posted by [edwinretana](#) on Mon, 09 Mar 2009 05:38:31 GMT

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On Mar 8, 10:29 pm, David Fanning <n...@dfanning.com> wrote:

> edwinret...@gmail.com writes:

>> The program already has set RETAIN =3D 2, when WIDGET_DRAW is called.

>

>> wAreaDraw =3D WIDGET_DRAW(wRightBase, XSIZE=3DdrawXSize, YSIZE=3DdrawYSize,
>> RETAIN=3D2)

>

>> PD : I am using the d_plot2d.pro program that is included in the IDL

>> Demos.

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> Ah, I see.

>

> Yes, well, ITTVIS assumes you will be running a crippled

> graphics card. Try these two commands:

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> IDL> Device, Decomposed=0

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> system, in my opinion. Please don't use this code as an

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> Cheers,
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> David
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks ! It worked.

Actually my graphics card is a Nvidia 8600 GT, which is a good graphics card (I there are better) but for using 2-d idl plotting.

Thanks ! Again.

Subject: Re: Black Widgets Draw Window in d_plot2d and d_gridding
Posted by [R.Bauer](#) on Tue, 10 Mar 2009 11:47:00 GMT

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edwinretana@gmail.com schrieb:

> On Mar 8, 10:29 pm, David Fanning <n...@dfanning.com> wrote:
>> edwinret...@gmail.com writes:
>>> The program already has set RETAIN =3D 2, when WIDGET_DRAW is called.
>>> wAreaDraw =3D WIDGET_DRAW(wRightBase, XSIZE=3DdrawXSize,
>>> YSIZE=3DdrawYSize,
>>> RETAIN=3D2)
>>> PD : I am using the d_plot2d.pro program that is included in the IDL
>>> Demos.
>> Ah, I see.
>>
>> Yes, well, ITTVIS assumes you will be running a crippled
>> graphics card. Try these two commands:
>>
>> IDL> Device, Decomposed=0
>> IDL> d_plot2d
>>
>> This is really an inexcusable programming error for a demo
>> system, in my opinion. Please don't use this code as an
>> example of how IDL programs are suppose to be written. You
>> can find MUCH better IDL code elsewhere on the Internet. :-)
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>> Cheers,
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>> --
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>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
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>
> Thanks ! It worked.
>
> Actually my graphics card is a Nvidia 8600 GT, which is a good
> graphics card (I there are betters) but for using 2-d idl plotting.
>
> Thanks ! Again.

Well the problem isn't really the graphic card. The problem is that an example should not be written that way. It assumes too much user settings and knowledge of the user so that it usually looks like you described.

cheers
Reimar
