
Subject: WShow Prayers Answered!

Posted by [David Fanning](#) on Sun, 10 Oct 2010 15:24:09 GMT

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Folks,

I've been praying for a LONG time. This is the first time I can remember my prayers being answered!

This morning, like every morning, I typed "wshow" to bring my IDL graphics window to the foreground, and today it worked!!!

My goodness gracious! I have NO idea what changed. I just know I am NEVER getting out of this IDL session!

I did have to re-start my computer last night after an Adobe update. Coincidence!?

Cheers,

David

P.S. Have I mentioned lately I *love* the computer business. :-)

--

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: WShow Prayers Answered!

Posted by [Giuseppe Papa](#) on Wed, 13 Oct 2010 01:19:03 GMT

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This is scary. I'm running an evaluation licence of IDL 8.0 on my new Windows 7 machine for see if I should upgrade from my old reliable IDL 6 on XP. Low and behold one of the simplest commands fails to work. My code is riddled with wshows. What else is there that I haven't found yet? Please, somone, give me the confidence to spend \$2.5K.

Andy Green

Subject: Re: WShow Prayers Answered!

Posted by [David Fanning](#) on Wed, 13 Oct 2010 03:07:04 GMT

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Andy Green writes:

> This is scary. I'm running an evaluation licence of
> IDL 8.0 on my new Windows 7 machine for see if I should
> upgrade from my old reliable IDL 6 on XP. Low and
> behold one of the simplest commands fails to work.
> My code is riddled with wshows. What else is there
> that I haven't found yet? Please, someone, give me
> the confidence to spend \$2.5K.

Let's just say if someone told me I'd have to spend
another year working with my old IDL 6.4 version of
IDL I'd probably say, "Please don't throw me in that
briar patch, Brer Fox!"

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: WShow Prayers Answered!

Posted by [David Fanning](#) on Wed, 09 Feb 2011 13:42:49 GMT

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Fabzou writes:

> I have this problem too.
>
> The following code would not produce anything on my screen neither:
>
> IDL> print, !VERSION
> { x86_64 linux unix linux 7.1.1 Aug 21 2009 64 64}
> IDL> cgDisplay, /FREE, XSIZE=500, YSIZE=500, /PIXMAP
> IDL> cgplot, LOADDATA(17)
> IDL> xwin = !D.WINDOW
> IDL> help, xwin
> XWIN LONG = 44
> IDL> wshow, xwin

```
>  
> So what are the alternatives? Currently I am doing this:  
>  
> IDL> img = Transpose(tvrd(/TRUE), [1,2,0])  
> IDL> WDELETE, xwin  
> IDL> cgDisplay, /FREE, XSIZE=500, YSIZE=500  
> IDL> cgImage, img  
>  
> But is there a better solution ?
```

Well, the xwin window won't appear on your display because it doesn't **exist** on your display! You have made it a pixmap, so it exists only in memory. There is no physical manifestation of it, so you will never be able to see it.

(Interestingly, one of the features of Catalyst Library pixmap widgets that I always loved is the ability to flip the "visible" property of these pixmaps so that they immediately appear on the screen! This has saved my patooie on numerous occasions when I was doing some crazy smoke and mirrors thing in pixmaps and something was going wrong. But this is only possible because these pixmap widgets are actually draw widgets in unrealized base widgets. Making the widget "visible" is simply to realize the base widget holding the draw widget.)

Note that you don't have to use the XSIZE and YSIZE keywords with cgDisplay, either. This (aside from its obvious ability to create the same "size" window in the Z and PS devices) is what makes it so much more convenient than the WINDOW command:

```
IDL> cgDisplay, 400, 500, /Free
```

Cheers,

David

--

David Fanning, Ph.D.

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