Subject: Re: DG Plot Zoom in Widget Program
Posted by David Fanning on Thu, 14 Oct 2010 12:22:35 GMT

Maxwell Peck writes:

> I am building a fairly simple direct graphics widget app that has a 2d
> plot inside it that the user can interactively select and filter
> points on. I would like the user to be able to zoom in on areas
> (preferably drawing a box). Does anyone have something already out
> there that can do this? It looks like it might be a little bit painful
> to write from scratch myself..

Maybe my "zoom plot" routine will give you a place to
start. Draw a box to zoom into the plot. Click and
release to zoom back out.

  http://www.dfanning.com/programs/zplot.pro

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: DG Plot Zoom in Widget Program
Posted by Maxwell Peck on Thu, 14 Oct 2010 20:11:57 GMT

On Oct 14, 11:22 pm, David Fanning <n...@dfanning.com> wrote:
> Maxwell Peck writes:
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>> plot inside it that the user can interactively select and filter
>> points on. I would like the user to be able to zoom in on areas
>> (preferably drawing a box). Does anyone have something already out
>> there that can do this? It looks like it might be a little bit painful
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>   http://www.dfanning.com/programs/zplot.pro
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> Cheers,
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> David
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> --
> 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.")

Thanks David,

Looks like a good place to start. Feels like it should be easier than
this!

Max

Subject: Re: DG Plot Zoom in Widget Program
Posted by David Fanning on Thu, 14 Oct 2010 20:35:45 GMT
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Maxwell Peck writes:

> Looks like a good place to start. Feels like it should be easier than
> this!

Really!? Maybe you should compare it to the
new graphics code. You might think it was
pretty darn easy after that. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
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Subject: Re: DG Plot Zoom in Widget Program

Posted by Maxwell Peck on Fri, 15 Oct 2010 21:12:56 GMT
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On Oct 15, 7:35 am, David Fanning <n...@dfanning.com> wrote:
> Maxwell Peck writes:
>> Looks like a good place to start. Feels like it should be easier than
>> this!
>
> Really!? Maybe you should compare it to the
> new graphics code. You might think it was
> pretty darn easy after that. :-)
>
> 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.")

Hmm I'm not so sure I wanted to hear that about IDL8.. GUI development
of something useful in IDL doesn't seem to be getting any easier (or
more importantly less time consuming). One of the cynical guys I work
with thinks that it's so people use the ITT Consulting Services for
application development... MATLAB and Python start to look better
every day.

Subject: Re: DG Plot Zoom in Widget Program
Posted by David Fanning on Fri, 15 Oct 2010 21:49:02 GMT
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Maxwell Peck writes:

> Hmm I'm not so sure I wanted to hear that about IDL8.. GUI development
> of something useful in IDL doesn't seem to be getting any easier (or
> more importantly less time consuming). One of the cynical guys I work
> with thinks that it's so people use the ITT Consulting Services for
> application development... MATLAB and Python start to look better
> every day.

I think GUI development is reasonably easy in IDL. Of course,
it is easier to work with GUI objects, but I've turned all
all the widgets I use into objects anyway, so that isn't much of
an issue any more. I haven't heard that the widgets are
going to be replaced any time soon, but you only have to

look at a widget application on a Mac to know it has to
have occurred to someone that a new widget toolkit is
needed. :-)

And I've seen this on a list of "future developments"
talked about by ITTVIS representatives.

In theory, the new graphics in IDL 8 should make GUI
development easier, not harder. In practice, I can't
figure out how to do anything useful in a Widget_Window
without totally screwing up whatever graphic I put in
the window in the first place. It seems all the new
graphics want to run around on my display the minute
I touch them! I can't think why this would be a
useful default mode. Apparently, it can't be turned
off. At least I haven't discovered a way to.

To be absolutely honest, I don't know if this is a
feature or a bug. The documentation doesn't seem to
describe the code it offers as an example of how
to use the darn things.

In any case, humans ought to be able to build
GUIs with new graphics. Now, building a new graphics
routine, or even making it do something different
from what it already does (say, just SIT there!),
is something I'm pretty sure you need a contract
with the Professional Services Group to accomplish.
Mortals can't program or build those things!

Cheers,

David

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