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Subject: Re: IDL 8 NG widget problem

Posted by [Gray](#) on Tue, 01 Feb 2011 13:48:34 GMT

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On Feb 1, 7:02 am, vanessa\_c <cjncvc2...@gmail.com> wrote:

> I am trying to create a widget using the new IDL 8 plot function and  
> widget\_window. I'd like to be able to display different plots in the  
> widget window and each time I choose a different menu button, have a  
> fresh plot appear. I am using /current to make each plot appear in  
> the same widget window. However, I'm having trouble with the plots  
> simply being plotted over each other within the graphics window. I've  
> played around with using /overplot but I don't think it helps because  
> I need to have multiple plots on the screen. There isn't this problem  
> when I use the old graphics (widget\_draw), with the code not very  
> different to the one I am using now. Perhaps I am missing something  
> that clears the current plot?

>

> Thanks.

>

> PRO

> barebones\_event, ev

> WIDGET\_CONTROL, ev.id, GET\_UVALUE = uval

> WIDGET\_CONTROL, ev.top, GET\_UVALUE = state

> case uval of

> 'menu1': BEGIN

> ; Retrieve the newly-created Window object.

> WIDGET\_CONTROL

> , state.Draw, GET\_VALUE = graphicWin

> ; Make sure this is the current window

> graphicWin.

> SELECT

> p=

> plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,1])

> p=

> plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,4])

> END

> 'menu2': BEGIN

> WIDGET\_CONTROL

> , state.Draw, GET\_VALUE = graphicWin

> ; Make sure this is the current window

> graphicWin.

> SELECT

> p2=

> plot([0,10],[15,15],title='plot2',/

> current,yrange=[0,20],layout=[2,2,2])

> p2=

> plot([0,10],[15,15],title='plot2',/

> current,yrange=[0,6],layout=[2,2,4])

```

> END
> ;buttons
> 'Cancel': WIDGET_CONTROL, ev.top, /DESTROY
>
> ELSE :
> ENDCASE
> WIDGET_CONTROL, state.base, SET_UVALUE = state
> END
>
> PRO
> barebones
> ; menu bar widget
> base =
> WIDGET_BASE(MBAR=bar, TITLE='test', row = 1)
> menu1 =
> WIDGET_BUTTON(bar, VALUE='menu', UVALUE='menu', /MENU)
> men1but1 =
> WIDGET_BUTTON(menu1, VALUE='menu1', UVALUE='menu1')
> men1but2 =
> WIDGET_BUTTON(menu1, VALUE='menu2', UVALUE='menu2')
> draw = WIDGET_WINDOW(base, UVALUE='draw', UNAME='DRAW')
> bbase =
> WIDGET_BASE(base, column = 1, frame = 1, title = 'OPTIONS')
> bsize =
> 75
> buttb =
> widget_button(bbase, value = 'Cancel', uvalue = 'Cancel', $
> xsize = bsize, /align_center, yoffset =
> 30)
>
> DEVICE, decomposed=0
> state = { base:base, $
> draw:draw $
>
> }
>
> WIDGET_CONTROL, base, SET_UVALUE = state
> WIDGET_CONTROL, base, /REALIZE
> XMANAGER, 'barebones', base
> END

```

I think what you want is the p.hide property.

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Subject: Re: IDL 8 NG widget problem

Posted by [caroline cox](#) on Tue, 01 Feb 2011 16:22:49 GMT

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On Feb 1, 1:48 pm, Gray <grayliketheco...@gmail.com> wrote:

> On Feb 1, 7:02 am, vanessa\_c <cjncvc2...@gmail.com> wrote:

>  
>  
>  
>  
>

>> I am trying to create a widget using the new IDL 8 plot function and  
>> widget\_window. I'd like to be able to display different plots in the  
>> widget window and each time I choose a different menu button, have a  
>> fresh plot appear. I am using /current to make each plot appear in  
>> the same widget window. However, I'm having trouble with the plots  
>> simply being plotted over each other within the graphics window. I've  
>> played around with using /overplot but I don't think it helps because  
>> I need to have multiple plots on the screen. There isn't this problem  
>> when I use the old graphics (widget\_draw), with the code not very  
>> different to the one I am using now. Perhaps I am missing something  
>> that clears the current plot?

>

>> Thanks.

>

```
>> PRO
>> barebones_event, ev
>> WIDGET_CONTROL, ev.id, GET_UVALUE = uval
>> WIDGET_CONTROL, ev.top, GET_UVALUE = state
>> case uval of
>> 'menu1': BEGIN
>> ; Retrieve the newly-created Window object.
>> WIDGET_CONTROL
>> , state.Draw, GET_VALUE = graphicWin
>> ; Make sure this is the current window
>> graphicWin.
>> SELECT
>> p=
>> plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,1])
>> p=
>> plot([0,10],[5,5],title='plot1',/current,yrange=[0,6],layout=[2,2,4])
>> END
>> 'menu2': BEGIN
>> WIDGET_CONTROL
>> , state.Draw, GET_VALUE = graphicWin
>> ; Make sure this is the current window
>> graphicWin.
>> SELECT
>> p2=
>> plot([0,10],[15,15],title='plot2',/
>> current,yrange=[0,20],layout=[2,2,2])
>> p2=
```

```

>> plot([0,10],[15,15],title='plot2',/
>> current,yrange=[0,6],layout=[2,2,4])
>> END
>> ;buttons
>> 'Cancel': WIDGET_CONTROL, ev.top, /DESTROY
>
>> ELSE :
>> ENDCASE
>> WIDGET_CONTROL, state.base, SET_UVALUE = state
>> END
>
>> PRO
>> barebones
>> ; menu bar widget
>> base =
>> WIDGET_BASE(MBAR=bar, TITLE='test', row = 1)
>> menu1 =
>> WIDGET_BUTTON(bar, VALUE='menu', UVALUE='menu', /MENU)
>> men1but1 =
>> WIDGET_BUTTON(menu1, VALUE='menu1', UVALUE='menu1')
>> men1but2 =
>> WIDGET_BUTTON(menu1, VALUE='menu2', UVALUE='menu2')
>> draw = WIDGET_WINDOW(base, UVALUE='draw', UNAME='DRAW')
>> bbase =
>> WIDGET_BASE(base, column = 1, frame =1, title = 'OPTIONS')
>> bsize =
>> 75
>> buttb =
>> widget_button(bbase, value = 'Cancel', uvalue = 'Cancel', $
>> xsize = bsize, /align_center, yoffset =
>> 30)
>
>> DEVICE, decomposed=0
>> state = { base:base, $
>> draw:draw $
>
>> }
>
>> WIDGET_CONTROL, base, SET_UVALUE = state
>> WIDGET_CONTROL, base, /REALIZE
>> XMANAGER, 'barebones', base
>> END
>
> I think what you want is the p.hide property.- Hide quoted text -
>
> - Show quoted text -

```

thanks, but I am not sure that will help. I have shown a simplified

version of my program here. I actually call other functions from the menu buttons and I guess I want the function to make sure that if there is something already plotted in the widget space then it clears it and starts a fresh plot. I use widget\_control, draw, get\_value=win then win.select to plot in the current window. Is there anything that I can use here to clear the current plot? I have tried win.refresh.

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Subject: Re: IDL 8 NG widget problem

Posted by [David Fanning](#) on Tue, 01 Feb 2011 16:46:01 GMT

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caroline cox writes:

> thanks, but I am not sure that will help. I have shown a simplified  
> version of my program here. I actually call other functions from the  
> menu buttons and I guess I want the function to make sure that if  
> there is something already plotted in the widget space then it clears  
> it and starts a fresh plot. I use widget\_control, draw, get\_value=win  
> then win.select to plot in the current window. Is there anything that  
> I can use here to clear the current plot? I have tried win.refresh.

I can't help you with IDL 8 function graphics, sorry.  
I'll get around to fixing those in my next book. ;-)

But this is a pretty neat idea, so I just modified  
FSC\_Erase to have a Layout keyword like other Coyote  
Graphics routines. This allows you to "erase" just  
a portion of the display.

So, you can do this, for example.

```
FSC_Plot, LoadData(17), Layout=[2,2,1]  
FSC_Plot, LoadData(17), Layout=[2,2,4]
```

Then, if you want to "erase" the first plot, you  
just type:

```
FSC_Erase, Layout=[2,2,1]
```

I'll check this in later today with the other changes. :-)

Cheers,

David

--

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

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Subject: Re: IDL 8 NG widget problem  
Posted by [David Fanning](#) on Tue, 01 Feb 2011 17:03:43 GMT  
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David Fanning writes:

> Then, if you want to "erase" the first plot, you  
> just type:  
>  
> FSC\_Erase, Layout=[2,2,1]  
>  
> I'll check this in later today with the other changes. :-)

The program is available here:

[http://www.idlcoyote.com/programs/fsc\\_erase.pro](http://www.idlcoyote.com/programs/fsc_erase.pro)

Cheers,

David

--

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

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Subject: Re: IDL 8 NG widget problem  
Posted by [chris\\_torrence@NOSPAM](#) on Wed, 02 Feb 2011 00:18:39 GMT  
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On Feb 1, 9:22 am, caroline cox <[caroline.co...@gmail.com](mailto:caroline.co...@gmail.com)> wrote:

>  
> thanks, but I am not sure that will help. I have shown a simplified  
> version of my program here. I actually call other functions from the  
> menu buttons and I guess I want the function to make sure that if  
> there is something already plotted in the widget space then it clears

> it and starts a fresh plot. I use widget\_control, draw, get\_value=win  
> then win.select to plot in the current window. Is there anything that  
> I can use here to clear the current plot? I have tried win.refresh.

Hi,

In IDL 8.1 we are adding a "Delete" method to the new graphics - it will delete just that graphic. We are also adding a GetData/SetData method, so you can change the data on an existing graphic (like a Plot) and all of the properties will stay the same.

For now, in IDL 8.0, you can use the undocumented "PutData" method:

```
p = plot(/test)
p.PutData, findgen(2,100)
```

The first column is the X values, and the second is the Y values.

Hope this helps!

-Chris  
ITTVIS

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