## Subject: IDL 8 NG widget problem Posted by vanessa\_c on Tue, 01 Feb 2011 12:02:55 GMT View Forum Message <> Reply to Message

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 isnt 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])
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])
```

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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
```

Subject: Re: IDL 8 NG widget problem
Posted by lecacheux.alain on Wed, 02 Feb 2011 08:21:58 GMT
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On 2 fév, 01:18, Chris Torrence <gorth...@gmail.com> wrote:
> On Feb 1, 9:22 am, caroline cox <caroline.co...@gmail.com> wrote:

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>
>
>
>> 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
The question is how a NG Window can be cleared.
Before last message from Chris Torrence, I was thinking to draw, just
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Before last message from Chris Torrence, I was thinking to draw, just before your plot in each menu branch, a white image, i.e.:

p=image(bytarr(graphicWin.DIMENSIONS)+255B,/DEVICE,/CURRENT)

Not very elegant, but it seems to work.

No help, of course, from the present ITTVIS documentation, which is our main problem! alx.