
Subject: IDL 8 NG widget problem

Posted by [vanessa_c](#) on Tue, 01 Feb 2011 12:02:55 GMT

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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

```

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:

>
>
>
>> 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 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.
