Subject: Re: howto select and deselect plotting windows?
Posted by simona bellavista on Mon, 21 Feb 2011 18:12:14 GMT
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ok, I solved by using wset

http://idlastro.gsfc.nasa.gov/idl_html_help/WSET.html

On Feb 21, 7:03 pm, simona bellavista <afy...@gmail.com> wrote:
> Dear idl users,
>
> I am looking for a way to select and deselect plotting windows, going
> back and forth between them.
> I mean I would like to
>
> select <window 0>
> plot, x1, y1
>
> and then
>
> select <window 1>
> plot, t, s
>
> and then again
>
> select <window 0>
> oplot, x2, y2
>
> How do I do this? I remember I read something like that a while ago,
> but now I cannot find it anymore...
>
> Many thanks to anybody would like to reply me

Subject: Re: howto select and deselect plotting windows?
Posted by David Fanning on Mon, 21 Feb 2011 18:13:09 GMT
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simona bellavista writes:

> I am looking for a way to select and deselect plotting windows, going
> back and forth between them.
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>
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> plot, x1, y1
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> and then again
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> select <window 0>
> oplot, x2, y2
>
> How do I do this? I remember I read something like that a while ago,
> but now I cannot find it anymore...

You use WSet to select the current graphics window.
Or, if you are using resizeable graphics windows
from the Coyote Graphics System, you would use
cgSet.

http://www.idlcoyote.com/graphics_tips/coyote_graphics.html

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.")

Subject: Re: howto select and deselect plotting windows?
Posted by Jeremy Bailin on Mon, 21 Feb 2011 20:01:54 GMT
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On Monday, February 21, 2011 1:13:09 PM UTC-5, David Fanning wrote:
> simona bellavista writes:
>
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>> back and forth between them.
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>>
>> select <window 0>
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>
> You use WSet to select the current graphics window.
> Or, if you are using resizeable graphics windows
> from the Coyote Graphics System, you would use
> cgSet.
>
> http://www.idlcoyote.com/graphics_tips/coyote_graphics.html

Incidentally, a *huge* advantage to doing it within cgWindows is that the data coordinate system of each window is preserved when you switch back and forth. So if you overplot things on window 0, they end up placed correctly on window 0's coordinate system. Compare the locations of the plusses:

```
IDL> window,0
IDL> plot, [0,1],[0,1]
IDL> window,1
IDL> plot, [0,2],[0,2]
IDL> wset,0
IDL> oplot, psym=1, [0.1], [0.8]
```

with

```
IDL> cgwindow, 'plot', [0,1],[0,1]
IDL> wids = cgquery()
IDL> cgwindow, 'plot', [0,2],[0,2]
IDL> cgset, wids[0]
IDL> cgwindow, 'oplot', [0.1],[0.8], psym=1, /addcmd
```

-Jeremy.

Subject: Re: howto select and deselect plotting windows?
Posted by David Fanning on Mon, 21 Feb 2011 20:05:42 GMT
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Jeremy Bailin writes:

> Incidentally, a *huge* advantage to doing it within cgWindows is that the data coordinate system of each window is preserved when you switch back and forth. So if you overplot things on window 0, they end up placed correctly on window 0's coordinate system.

Not to mention that you could use different colors
and color tables in different windows and they would
be preserved as well.

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.")

Subject: Re: howto select and deselect plotting windows?
Posted by Paul Van Delst[1] on Tue, 22 Feb 2011 21:06:37 GMT
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Jeremy Bailin wrote:
> On Monday, February 21, 2011 1:13:09 PM UTC-5, David Fanning wrote:
>> simona bellavista writes:
>>
>>> I am looking for a way to select and deselect plotting windows, going back and forth between them. I mean I would
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>>>
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>>>
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>>>
>>> select <window 1> plot, t, s
>>>
>>> and then again
>>>
>>> select <window 0> oplot, x2, y2
>>>
>>> How do I do this? I remember I read something like that a while ago, but now I cannot find it anymore...
>> You use WSet to select the current graphics window. Or, if you are using resizeable graphics windows from the
>> Coyote Graphics System, you would use cgSet.

>>
>> http://www.idlcoyote.com/graphics_tips/coyote_graphics.html
>
> Incidentally, a *huge* advantage to doing it within cgWindows is that the data coordinate system of each window is
> preserved when you switch back and forth. So if you overplot things on window 0, they end up placed correctly on
> window 0's coordinate system. Compare the locations of the plusses:
>
> IDL> window,0 IDL> plot, [0,1],[0,1] IDL> window,1 IDL> plot, [0,2],[0,2] IDL> wset,0 IDL> oplot, psym=1, [0.1],
> [0.8]
>
> with
>
> IDL> cgwindow, 'plot', [0,1],[0,1] IDL> wids = cgquery() IDL> cgwindow, 'plot', [0,2],[0,2] IDL> cgset, wids[0] IDL>
> cgwindow, 'oplot', [0.1],[0.8], psym=1, /addcmd

Just for completeness, same goes for function graphics in IDL v8+

IDL> pA=plot([0,1],[0,1])
IDL> pB=plot([0,2],[0,2])
IDL> pA=plot([0.1], [0.8],symbol='diamond',/overplot)

cheers,

paulv