
Subject: Re: Function Graphics Bugs Depressing
Posted by [Matt Francis](#) on Thu, 20 Oct 2011 22:21:11 GMT
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Another question from the non-but-potentially IDL 8.+ world, are the 'old' ways of doing graphics with the basic commands (such as PLOT, CONTOUR etc) retained in IDL 8+, and the bugs are with a new but optional way of using graphics, or are all graphics affected? Would IDL 7.1 code run using IDL 8+ with no problems?

Subject: Re: Function Graphics Bugs Depressing
Posted by [David Fanning](#) on Thu, 20 Oct 2011 22:26:58 GMT
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Beaker writes:

> Another question from the non-but-potentially IDL 8.+ world, are the
> 'old' ways of doing graphics with the basic commands (such as
> PLOT, CONTOUR etc) retained in IDL 8+, and the bugs are with a new but
> optional way of using graphics, or are all graphics affected? Would
> IDL 7.1 code run using IDL 8+ with no problems?

Yes, all "old" things are preserved. (The CURSOR command may be an exception, I guess, but that's even too old for me to worry about.) The Coyote Graphics routines, of course, attempt (fairly successfully, I believe) to turn "old" graphics routines into routines with "modern" functionality. They can be used in any version of IDL, from at least IDL 6.4 (maybe earlier) to IDL 8.1.

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: Function Graphics Bugs Depressing
Posted by [David Fanning](#) on Thu, 20 Oct 2011 22:33:38 GMT
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David Fanning writes:

> Yes, all "old" things are preserved.

There are a couple of exceptions, I suppose. The WShow command is definitely broken in IDL 8.1 and does really entertaining and weird things when you try to use it. And I do notice quite often that when I try to run a program that doesn't explicitly open a graphics window, but just issues a graphics command that is *suppose* to open a window (plot, contour, etc.) that about every 5th or 6th time I run the program nothing whatsoever happens. Usually, you can just open a graphics window and things work for awhile. Sometimes it is impossible to recover, even with a .reset, and you have to start the Workbench over again.

Cheers,

David

--

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Subject: Re: Function Graphics Bugs Depressing
Posted by [David Fanning](#) on Thu, 20 Oct 2011 22:38:45 GMT

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David Fanning writes:

> And I do notice quite often that when
> I try to run a program that doesn't explicitly open
> a graphics window, but just issues a graphics command
> that is *suppose* to open a window (plot, contour, etc.)
> that about every 5th or 6th time I run the program
> nothing whatsoever happens

It is possible to see this in a positive light. For example, whenever it happens you can remind yourself to stretch your wrists to avoid repetitive strain injuries. Or, you can see it as a subtle reminder from ITTVIS to pay your maintenance fees. You can

probably think of other positive things you can do. It is best, however, not to have a firearm nearby. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Function Graphics Bugs Depressing
Posted by [lecacheux.alain](#) on Fri, 21 Oct 2011 09:57:57 GMT
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On 21 oct, 00:33, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> Yes, all "old" things are preserved.

>

> There are a couple of exceptions, I suppose. The WShow

> command is definitely broken in IDL 8.1 and does

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> it is impossible to recover, even with a .reset, and

> you have to start the Workbench over again.

>

> 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.")

Saying that "The WShow command is definitely broken in IDL 8.1" is not exact. It perfectly works when using the IDL command line. It is only "broken" when you are using IDL through the Workbench, that is Eclipse...
alx.

Subject: Re: Function Graphics Bugs Depressing
Posted by [David Fanning](#) on Fri, 21 Oct 2011 12:58:47 GMT
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alx writes:

> Saying that "The WShow command is definitely broken in IDL 8.1" is not
> exact. It perfectly works when using the IDL command line. It is only
> "broken" when you are using IDL through the Workbench, that is
> Eclipse...

Really!? I'll have to check that out. Thanks!

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: Function Graphics Bugs Depressing
Posted by [Paul Van Delst\[1\]](#) on Fri, 21 Oct 2011 15:55:44 GMT
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alx wrote:

> On 21 oct, 00:33, David Fanning <n...@dfanning.com> wrote:
>> David Fanning writes:
>>> Yes, all "old" things are preserved.
>> There are a couple of exceptions, I suppose. The WShow
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>>
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>> David
>>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
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> exact. It perfectly works when using the IDL command line. It is only
> "broken" when you are using IDL through the Workbench, that is
> Eclipse...

Hmm. I *never* use the Workbench and when the Wshow weirdness was highlighted I gave it a shot. My tests indicate that wshow no longer behaves as it once did.

I just did a quick test and, effectively, wshow on my idl 8.1 (linux RHE5) is a noop.

cheers,

paulv

Subject: Re: Function Graphics Bugs Depressing
Posted by [lecacheux.alain](#) on Sat, 22 Oct 2011 07:45:48 GMT
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On 21 oct, 17:55, Paul van Delst <paul.vande...@noaa.gov> wrote:

> alx wrote:
>> On 21 oct, 00:33, David Fanning <n...@dfanning.com> wrote:
>>> David Fanning writes:
>>>> Yes, all "old" things are preserved.
>>> There are a couple of exceptions, I suppose. The WShow
>>> command is definitely broken in IDL 8.1 and does
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>>> I try to run a program that doesn't explicitly open
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```

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>>> David
>
>>> --
>>> David Fanning, Ph.D.
>>> Fanning Software Consulting, Inc.
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shot. My tests indicate that
> wshow no longer behaves as it once did.
>
> I just did a quick test and, effectively, wshow on my idl 8.1 (linux RHE5) is a noop.
>
> cheers,
>
> paulv- Masquer le texte des messages précédents -
>
> - Afficher le texte des messages précédents -

```

By using IDL 8.1 command line and Windows 7, I can get:

```

after,
IDL> window, /FREE
IDL> window, /FREE
windows 33,IDL and 32 appear in this order (33 in front)
IDL> wshow, 32, 1      ;put window 32 in front (then IDL and 33)
IDL> wshow, 32, 0      ;put window 32 in rear
IDL> wshow, 33, 1      ;restore 33 in front
IDL> wshow, 32, /ICONIC ;iconify (ze ?) window 32
IDL> wshow, 32, 1      ;restore window 32
etc ...

```

what is broken ?

(note that I did not check the case of draw widget).
alx.
