Subject: Re: How to erase a (function graphics) plot.
Posted by lecacheux.alain on Mon, 05 Mar 2012 12:53:39 GMT

On 5 mar, 06:27, wlandsman <wlands...@gmail.com> wrote:
> I am building a widget application with a widget_window for displaying function graphics plots.
  By default, function graphics does not erase the old plot in the same window.
>
> p1 = plot(indgen(10))
> p2 = plot(sin(indgen(10),/current)
>
> There is a delete method
>
> p1.delete
>
> but that doesn't delete the axes, which still get jumbled together.   There is a close method
but that destroys the window, and I'd like to keep reusing the widget_window.
>
> Right now I am erasing the plot by loading a white IMAGE() but I hope there is a better way.
>
> Thanks, --Wayne
>
>

p1.delete looks like to be equivalent to p1.setdata(0), i.e. erasing
only the data. If you want to erase the entire plot, you can erases
the axes by doing:
IDL> p1['AXIS0'].delete   ;erase X axis
IDL> p1['AXIS1'].delete   ;erase Y axis
alx.

Subject: Re: How to erase a (function graphics) plot.
Posted by Mark Piper on Mon, 05 Mar 2012 17:02:57 GMT

On 3/5/2012 5:53 AM, alx wrote:
> On 5 mar, 06:27, wlandsman<wlands...@gmail.com> wrote:
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In 8.2, there will be an ::Erase method for NG, analogous to ERASE for
DG. (In 8.0 & 8.1, I've "erased" plots as Alain has.)

mp

Subject: Re: How to erase a (function graphics) plot.
Posted by David Fanning on Mon, 05 Mar 2012 17:07:30 GMT
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Mark Piper writes:

> In 8.2, there will be an ::Erase method for NG, analogous to ERASE for
> DG. (In 8.0 & 8.1, I've "erased" plots as Alain has.)

And welcome to the version-specific code writing world! ;-)

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: How to erase a (function graphics) plot.

Posted by Bob[4] on Sun, 11 May 2014 19:01:40 GMT

On Monday, March 5, 2012 10:02:57 AM UTC-7, Mark Piper wrote:
> On 3/5/2012 5:53 AM, alx wrote:
>
>> On 5 mar, 06:27, wlandsman<wlands...@gmail.com> wrote:
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Did this happen? I don't see it in 8.3.

An erase method would be very useful. I find that when I rerun a script that greats a (function graphics) plot it always creates a new window, which steals the focus (and pops up the new window in the wrong place). This drives me crazy. It would be much better if I could erase the old one and reuse the same window. Then my window layout would stay put and focus would stay in the editing window.

Am I missing something?

Bob

Subject: Re: How to erase a (function graphics) plot.
Posted by chris_torrence@NOSPAM on Mon, 12 May 2014 01:19:10 GMT

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> Am I missing something?

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> Bob

Yep...

http://www.exelisvis.com/docs/Erase_Method.html

Looks like it got missed in the docs for each graphics function, but it's there!
-Chris

Subject: Re: How to erase a (function graphics) plot.
Posted by andeh on Mon, 12 May 2014 10:13:23 GMT

On Monday, 12 May 2014 02:19:10 UTC+1, Chris Torrence wrote:
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> -Chris

I have a function that works most of the time to deal with this. You pass it to the CURRENT keyword in your fg plotting command.


```
;+
; NAME:
;   current = FG_CURRENT( id )
;
;
; PURPOSE:
;   Clear an object graphics window if it exists, so that re-running
;    code doesn't created another set of plots in a new window. The
;    function is designed to be passed directly to a plotting command
;    via the CURRENT keyword.
;
; INPUT:
;   id: Object reference for a function graphics plot.
;
;
; OUTPUT:
;   Flag to be passed to plotting object. If the output is 1, then
;    the object has been successfully cleared and selected so that
;    the /CURRENT keyword should be correct.
;
;
; EXAMPLE USE:
;
;   ;; Create the same plot twice.
;   plot_object_0 = PLOT( [0,5] )
```

```
;   plot_object_0 = PLOT( [5,0] )
;
;   ;; Now use FG_CURRENT to clear instead of creating a new one.
;   plot_object_1 = PLOT( [0,5], CURRENT=FG_CURRENT(plot_object_1) )
;   plot_object_1 = PLOT( [5,0], CURRENT=FG_CURRENT(plot_object_1) )
;
;
;
; HISTORY:
;   17 FEB 2014 (AJAS) Created.
;
;-
 FUNCTION FG_CURRENT, id

    ;; If there's an error, return current=0.
    CATCH, Error_status
    IF Error_status NE 0 THEN BEGIN
      PRINT, 'FG_CURRENT: ', !ERROR_STATE.MSG
      CATCH, /CANCEL
      RETURN, 0b
    ENDIF


    ;; Unless the current window is appropriately set,
    ;; we don't flag it.
    current = 0b

    ;; Check that we are dealing with an object reference.
    IF SIZE(/TYPE,id) EQ 11 THEN BEGIN

      HELP, id, OUTPUT=help_id

      ;; If it looks like a plot, then erase the contents and select.
      ;; This is not an exhaustive check.
      IF (STRSPLIT(/EXTRACT,help_id))[1] NE 'OBJREF' THEN BEGIN
        wid = id.WINDOW
        wid.ERASE
        wid.SELECT
        current = 1b
      ENDIF

    ENDIF


    RETURN, current
 END
```

Subject: Re: How to erase a (function graphics) plot.
Posted by Bob[4] on Mon, 12 May 2014 14:49:02 GMT

On Sunday, May 11, 2014 7:19:10 PM UTC-6, Chris Torrence wrote:
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> -Chris

Thanks, Chris. This works, except that it doesn't erase the plot (it is still in the window). But plotting a new plot to current does erase it and plots the new one. Is this the intended behavior (I would have thought that erase would erase)?

I'm using IDL 8.3 on Mac OS X 10.9.2 (note that I use the X11 backend since I run it from X11 emacs).

Bob

Subject: Re: How to erase a (function graphics) plot.
Posted by chris_torrence@NOSPAM on Mon, 12 May 2014 15:41:04 GMT

On Monday, May 12, 2014 8:49:02 AM UTC-6, bobnn...@gmail.com wrote:
> On Sunday, May 11, 2014 7:19:10 PM UTC-6, Chris Torrence wrote:
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>>> Did this happen? I don't see it in 8.3.
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\> I'm using IDL 8.3 on Mac OS X 10.9.2 (note that I use the X11 backend since I run it from X11 emacs).
\>
\>
\>
\> Bob

Yep, I noticed that also. I thought it was just a quirk on my Mac, but I can reproduce it on Windows as well... I'll go ahead and fix it for the next service pack.
Thanks!
-Chris