Subject: Re: Onscreen digitizing
Posted by Bill Nel on Tue, 13 Mar 2012 20:16:35 GMT
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On Mar 13, 3:19 pm, Med Bennett <meridan.benn...@gmail.com> wrote:
> I used to just type a 'q' on the keyboard to quit digitizing and ext out of the function, but now it
doesn't recognize the keyboard input. Furthermore, attempting to use this function caused IDL
to become unresponsive, and I had to exit and restart IDL. I could type commands in the
console and IDL would echo them, but nothing would happen.

get_kbrd(), as far as I can tell, is completely broken under
Workbench. (The documentation says "use caution when using GET_KBRD
within a loop.") It's a shame, because it was extremely useful, as
your example shows. The only alternative I know of is to write a
widget version for your processing.

Subject: Re: Onscreen digitizing
Posted by rtk on Tue, 13 Mar 2012 21:29:36 GMT
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On Mar 13, 1:19 pm, Med Bennett <meridan.benn...@gmail.com> wrote:
> I have an old routine that I wrote many years ago that allows me to perform simple on-screen
digitizing...

A quick test shows that get_kbrd() works just fine using the command
line version of IDL 8.1. I tried it on Linux and Windows. So, your
old routine would probably work that way.

Ron

Subject: Re: Onscreen digitizing
Posted by Med Bennett on Tue, 13 Mar 2012 23:44:17 GMT
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On Tuesday, March 13, 2012 3:29:36 PM UTC-6, rtk wrote:
> On Mar 13, 1:19 pm, Med Bennett <meridan.benn...@gmail.com> wrote:
>> I have an old routine that I wrote many years ago that allows me to perform simple on-screen
digitizing...
>
> A quick test shows that get_kbrd() works just fine using the command
> line version of IDL 8.1. I tried it on Linux and Windows. So, your
> old routine would probably work that way.
>
> Ron

Pardon my ignorance, but how do I use the command line version vs. the Workbench (?) version I am using?

Subject: Re: Onscreen digitizing
Posted by Med Bennett on Wed, 14 Mar 2012 00:09:12 GMT
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On Tuesday, March 13, 2012 5:44:17 PM UTC-6, Med Bennett wrote:
> On Tuesday, March 13, 2012 3:29:36 PM UTC-6, rtk wrote:
>> On Mar 13, 1:19 pm, Med Bennett <meridan.benn...@gmail.com> wrote:
>>> I have an old routine that I wrote many years ago that allows me to perform simple on-screen digitizing...

Problem solved, mostly - I rewrote the function to calculate the distance between each two successive points, and if the distance is less than some threshold, the function ends. By double-clicking while digitizing, two colocated points are generated, ending the loop. This method works, mostly, but is a little bit unreliable. If anyone has a whizzy widget version, I would love to hear about it!