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Subject: Re: setcurrent and buffer don't work together?

Posted by [penteado](#) on Fri, 15 Mar 2013 23:28:45 GMT

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On Mar 15, 8:00 pm, jls <jlsaba...@gmail.com> wrote:

> One way around this might be to use the TARGET keyword with the PLOT  
> command, but this isn't an option:

>

> IDL> p = plot ( [0,1], target=2 )

> % PLOT: Unknown property: TARGET

Normally, this would be done with the current keyword:

```
IDL> w1=window()
```

```
IDL> w2=window()
```

```
IDL> p=plot(/test,current=w1)
```

However, this fails in the same way when the window is a buffer.

I consider this limitation a bug.

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Subject: Re: setcurrent and buffer don't work together?

Posted by [chris\\_torrence@NOSPAM](#) on Sun, 17 Mar 2013 16:42:11 GMT

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On Friday, March 15, 2013 5:28:45 PM UTC-6, Paulo Penteado wrote:

> On Mar 15, 8:00 pm, jls <jlsaba...@gmail.com> wrote:

>

>> One way around this might be to use the TARGET keyword with the PLOT

>

>> command, but this isn't an option:

>

>>

>

>> IDL> p = plot ( [0,1], target=2 )

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> Normally, this would be done with the current keyword:

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> IDL> w1=window()

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> IDL> w2=window()

>  
> IDL> p=plot(/test,current=w1)  
>  
>  
>  
> However, this fails in the same way when the window is a buffer.  
>  
>  
>  
> I consider this limitation a bug.

Hi Paulo and jls,  
I'll fix this in the next release. Thanks for pointing it out. In the meantime, if you need it, you can just save the following code to a file called "graphicsbuffer\_\_setcurrent.pro" [note there are 2 underscores]:

```
pro GraphicsBuffer::SetCurrent
  compile_opt idl2, hidden
  oSystem = _IDLitSys_GetSystem(/NO_CREATE)
  if (Obj_Valid(oSystem)) then $
    oSystem->_SetCurrentTool, self.tool, /NO_NOTIFY
end
```

Cheers,  
Chris  
ExelisVIS

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Subject: Re: setcurrent and buffer don't work together?  
Posted by [penteado](#) on Mon, 18 Mar 2013 16:25:42 GMT  
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Thanks, Chris. I was just opening this thread to post something like it, copied from GraphicsWin::SetCurrent.

On Mar 17, 1:42 pm, Chris Torrence <gorth...@gmail.com> wrote:

> Hi Paulo and jls,  
> I'll fix this in the next release. Thanks for pointing it out. In the meantime, if you need it, you can just save the following code to a file called "graphicsbuffer\_\_setcurrent.pro" [note there are 2 underscores]:  
>  
> pro GraphicsBuffer::SetCurrent  
> compile\_opt idl2, hidden  
> oSystem = \_IDLitSys\_GetSystem(/NO\_CREATE)  
> if (Obj\_Valid(oSystem)) then \$  
> oSystem->\_SetCurrentTool, self.tool, /NO\_NOTIFY  
> end  
>

> Cheers,  
> Chris  
> ExelisVIS

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