Subject: Re: idl8 window size and arrow
Posted by Michael Galloy on Mon, 20 May 2013 16:28:11 GMT

On 5/20/13 1:06 AM, laoli wrote:
> w = WINDOW(WINDOW_TITLE="My Window", DIMENSIONS=[500,100])
>   t = TEXT(50, 220, "$\it Draw arrow here$", /DEVICE)
>   arrow, 50, 100,200, 100

The ARROW procedure is a direct graphics routine. The way to draw an
arrow in the Function Graphics system is to use the ARROW function:

   ar = arrow([50, 200], [50, 50], /device, head_size=3.)

Mike

--
Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
Research Mathematician
Tech-X Corporation

Subject: Re: idl8 window size and arrow
Posted by Michael Galloy on Mon, 20 May 2013 16:29:27 GMT

On 5/20/13 10:28 AM, Michael Galloy wrote:
> On 5/20/13 1:06 AM, laoli wrote:
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> arrow in the Function Graphics system is to use the ARROW function:
>
>   ar = arrow([50, 200], [50, 50], /device, head_size=3.)
>
> Mike

Also, the window is 500 by 100 on my system:

IDL> print, !version
{ x86_64 darwin unix Mac OS X 8.2.2 Jan 23 2013   64   64}

Mike

--
Michael Galloy

www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
Research Mathematician
Tech-X Corporation

Subject: Re: idl8 window size and arrow
Posted by laoli on Thu, 23 May 2013 03:28:33 GMT
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On Tuesday, May 21, 2013 2:29:27 AM UTC+10, Mike Galloy wrote:
> On 5/20/13 10:28 AM, Michael Galloy wrote:
>
>> On 5/20/13 1:06 AM, laoli wrote:
>
>>> w = WINDOW(WINDOW_TITLE="My Window", DIMENSIONS=[500,100])
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> Mike

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Many thanks Mike. Your explanation about different graphics is greatly helpful.

1) I added your line of code
     ar = arrow([50, 200], [50, 50], /device, head_size=3.)
   to my test script.

1a), the word "arrow" does not change color as other function names do.

1b), when running it, an error message appeared:
Unable to invoke method on NULL object reference: <OBJREF   (<NullObject>)>.

1c), when commented out your line of code, and used the Annotate tools provided at the bottom of the graphic window, all other tools (such as Text, Oval) worked fine, but the Arrow tool caused an error message:
Unable to locate target descriptor: MANIPULATORS/ANNOTATION/ARROW

2) The window size is a problem on my machine:
{ x86_64 Win32 Windows Microsoft Windows 8.0.1 Oct 5 2010   64   64}

Is there
Regards

Subject: Re: idl8 window size and arrow
Posted by laoli on Thu, 23 May 2013 03:32:53 GMT
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On Tuesday, May 21, 2013 2:29:27 AM UTC+10, Mike Galloy wrote:
> On 5/20/13 10:28 AM, Michael Galloy wrote:
>
>> On 5/20/13 1:06 AM, laoli wrote:
>
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>>>   t = TEXT(50, 220, "$\it Draw arrow here$", /DEVICE)

>
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>
>>
>
>> Mike
>
>
>
> Also, the window is 500 by 100 on my system:
>
>
>
> IDL> print, !version
>
> { x86_64 darwin unix Mac OS X 8.2.2 Jan 23 2013   64   64}
>
>
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> Mike
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Many thanks Mike. Your explanation about different graphics is greatly helpful.

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to my test script.

1a), the word "arrow" does not change color as other function names do.
1b), when running it, an error message appeared:
Unable to invoke method on NULL object reference: <OBJREF   (<NullObject>)>.
1c), when commented out your line of code, and used the Annotate tools provided at the bottom
of the graphic window, all other tools (such as Text, Oval) worked fine, but the Arrow tool caused
an error message:
Unable to locate target descriptor: MANIPULATORS/ANNOTATION/ARROW

2), the window dimension still does not work on my machine:
{ x86_64 Win32 Windows Microsoft Windows 8.0.1 Oct 5 2010   64   64}

Regards
Lao li

Subject: Re: idl8 window size and arrow
Posted by Michael Galloy on Thu, 23 May 2013 17:14:27 GMT
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On 5/22/13 9:28 PM, laoli wrote:
> Many thanks Mike. Your explanation about different graphics is greatly helpful.
>
> 1) I added your line of code
>   ar = arrow([50, 200], [50, 50], /device, head_size=3.)
>   to my test script.
>
> 1a), the word "arrow" does not change color as other function names do.

I does not in the IDL 8.2.2 Workbench either. This looks like a bug in
the Workbench.

> 1b), when running it, an error message appeared:
> Unable to invoke method on NULL object reference: <OBJREF   (<NullObject>)>.

I can't reproduce that error in the Workbench or from the command line
(the widget system used for function graphics is different in these cases).

> 1c), when commented out your line of code, and used the Annotate tools provided at the
bottom of the graphic window, all other tools (such as Text, Oval) worked fine, but the Arrow tool
caused an error message:
> Unable to locate target descriptor: MANIPULATORS/ANNOTATION/ARROW

I also couldn't get that to happen.

> 2) The window size is a problem on my machine:
> { x86_64 Win32 Windows Microsoft Windows 8.0.1 Oct 5 2010   64   64}

But I did have problems (depending on Workbench/command line):

  a) From the Workbench, I could not get the window to be only 100 pixels tall. But at least coordinates seemed correct.

  b) From the command line, the coordinate system is screwed up. The window shows up as 100 pixels tall, but to get the arrow and text to appear in the window, I had to position them at over 100 pixels (200 pixels appeared to be the center of the window, making the device coordinates of the window start at 150 and go up to 250).

Here is the code I was using:

```
pro mg_arrow_test
  w = window(window_title="My window", dimensions=[500, 100])
  t = text(50, 220, "$\it draw arrow here$", /device)
  ar = arrow([50, 200], fltarr(2) + 200., /device, head_size=3.)
end
```

Mike
--
Michael Galloy
www.michaelgalloy.com
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Research Mathematician
Tech-X Corporation

Subject: Re: idl8 window size and arrow
Posted by laoli on Fri, 24 May 2013 01:35:20 GMT
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Hi Mike,

I tried a few Windows machines with the same version of IDL, and they all have the same problems. Not sure if my installation was wrong, or there is a bug, or something else caused it.

Thank you very much for your patient help. Gratefully appreciated.

Lao li

Subject: Re: idl8 window size and arrow
Posted by David Fanning on Fri, 24 May 2013 02:23:08 GMT
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laoli writes:

> I tried a few Windows machines with the same version of IDL, and they all have the same problems. Not sure if my installation was wrong, or there is a bug, or something else caused it.

I would say almost certainly a bug in that version of IDL. That's the
version that the Onion reporter interviewed me about:

   http://www.idlcoyote.com/ng_tips/onion.php

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: idl8 window size and arrow
Posted by Haje Korth on Fri, 24 May 2013 11:20:27 GMT
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Hilarious!

On Thursday, May 23, 2013 10:23:08 PM UTC-4, David Fanning wrote:
> laoli writes:
>
>
>
>> I tried a few Windows machines with the same version of IDL, and they all have the same
problems. Not sure if my installation was wrong, or there is a bug, or something else caused it.
>
>
>
> I would say almost certainly a bug in that version of IDL. That's the
>
> version that the Onion reporter interviewed me about:
>
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>
>   http://www.idlcoyote.com/ng_tips/onion.php
>
>

>
> Cheers,
>
>
>
> David
>
>
>
>
>
>
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: idl8 window size and arrow
Posted by lecacheux.alain on Fri, 24 May 2013 12:01:42 GMT

Le jeudi 23 mai 2013 19:14:27 UTC+2, Mike Galloy a écrit :
> On 5/22/13 9:28 PM, laoli wrote:
>
>> Many thanks Mike. Your explanation about different graphics is greatly helpful.
>
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>
>> 1) I added your line of code
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>>   ar = arrow([50, 200], [50, 50], /device, head_size=3.)
>
>>   to my test script.
>
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>
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>> 1a), the word "arrow" does not change color as other function names do.
>
>
>
>
> I does not in the IDL 8.2.2 Workbench either. This looks like a bug in

>
> the Workbench.
>

On my machine, I can.
{ x86_64 Win32 Windows Microsoft Windows 8.2.2 Jan 23 2013   64   64}

>
>> 1b), when running it, an error message appeared:
>
>> Unable to invoke method on NULL object reference: <OBJREF   (<NullObject>)>.
>
>
>
> I can't reproduce that error in the Workbench or from the command line
>
> (the widget system used for function graphics is different in these cases).
>
I agree.
>
>> 1c), when commented out your line of code, and used the Annotate tools provided at the
bottom of the graphic window, all other tools (such as Text, Oval) worked fine, but the Arrow tool
caused an error message:
>
>> Unable to locate target descriptor: MANIPULATORS/ANNOTATION/ARROW
>
>
>
> I also couldn't get that to happen.
>
I have *no* problem in adding arrow with Annotate button.
>
>> 2) The window size is a problem on my machine:
>
>> { x86_64 Win32 Windows Microsoft Windows 8.0.1 Oct 5 2010   64   64}
>
>
>
> But I did have problems (depending on Workbench/command line):
>
>
>
>   a) From the Workbench, I could not get the window to be only 100
>
> pixels tall. But at least coordinates seemed correct.
>

It seems to be some limit on minimal window size one can create from the Workbench: 484 x 335

on my machine, whatever smaller dimensions are asked.

From IDL Command line I can get a smaller (100 x 100) window but the window frame around the 100 x 100 drawing surface is enlarged in order that all icons at bottom can be displayed.

In addition, the couple of statements:
    w = window(window_title="My window", dimensions=[500, 100])
    ar = arrow([50, 200], fltarr(2) + 200., /device, head_size=3.)
creates, in case of the IDL Command line, a window of correct size but, of course, the arrow at Y-position 200, while window height is only 100 pixels, is likely clipped.

>
>   b) From the command line, the coordinate system is screwed up. The
>
> window shows up as 100 pixels tall, but to get the arrow and text to
>
> appear in the window, I had to position them at over 100 pixels (200
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>   t = text(50, 220, "$\it draw arrow here$", /device)
>
>   ar = arrow([50, 200], fltarr(2) + 200., /device, head_size=3.)
>
> end
>
>
>
>
>
> Mike
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> --
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> Michael Galloy
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