Subject: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by munka on Tue, 13 May 2014 23:16:19 GMT

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Here is my code:

```
im1=image(big_img,dimensions=n_elements(big_img[*,0]),n_elements(big_img[0,*])],window_title=slitname+'-+filtername,max_value=highval,min_value=lowval,margin=[0,0,0,0],location=[0, 0],/xstyle,/ystyle)
```

I've explicitly given it dimensions, margin, and location. I even threw in xstyle and ystyle for good measure. It seems like there is always HUGE white space above and below my actual image. Its never in the x direction, only in the y direction.

This is an issue because I want the exact location on the image where someone clicks and if there is whitespace

I'm on mac os 10.8 if that changes anything.

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by Helder Marchetto on Wed, 14 May 2014 07:35:23 GMT

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Well, let's begin with the fact that the line of code you gave is full of errors... that said, this works fine for me:

```
big_img = dist(512)
mx = max(big_img, min=mn)
im1=image(big_img,dimensions=size(big_img,/dimensions),windo
w title='title',max value=mx,min value=mn,margin=[0,0,0,0,0],l ocation=[0,0],/xstyle,/ystyle)
```

I'm on mac os 10.8 if that changes anything.

Don't know about the mac, but maybe the idl version counts.

```
IDL> !version
{
    ARCH: "x86_64",
    OS: "Win32",
    OS_FAMILY: "Windows",
    OS_NAME: "Microsoft Windows",
    RELEASE: "8.3",
    BUILD_DATE: "Nov 15 2013",
    MEMORY_BITS: 64,
    FILE_OFFSET_BITS: 64
```

```
Cheers,
Helder
```

}

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by munka on Wed, 14 May 2014 19:24:23 GMT

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```
On Wednesday, May 14, 2014 12:35:23 AM UTC-7, Helder wrote:
```

> Well, let's begin with the fact that the line of code you gave is full of errors... that said, this works fine for me:

```
> big_img = dist(512)
> mx = max(big_img, min=mn)
  im1=image(big_img,dimensions=size(big_img,/dimensions),windo
w_title='title',max_value=mx,min_value=mn,margin=[0,0,0,0],l ocation=[0,0],/xstyle,/ystyle)
>
>
>> I'm on mac os 10.8 if that changes anything.
>
  Don't know about the mac, but maybe the idl version counts.
>
>
> IDL> !version
>
> {
>
    ARCH: "x86_64",
>
>
    OS: "Win32",
>
>
    OS_FAMILY: "Windows",
>
>
    OS_NAME: "Microsoft Windows",
>
>
    RELEASE: "8.3",
>
>
    BUILD_DATE: "Nov 15 2013",
>
```

```
MEMORY BITS: 64,
>
>
    FILE_OFFSET_BITS: 64
>
>
> }
>
>
> Cheers,
> Helder
I see no whitespace with this square image, but try it with
big_img = findgen(1000,100)
mx = max(big\_img, min=mn)
im1=image(big img,dimensions=size(big img,/dimensions),windo
w title='title',max value=mx,min value=mn,margin=[0,0,0,0],l ocation=[0,0],/xstyle,/ystyle)
This makes a rectangular window with whitespace at the top and bottom.
my IDL version
{ x86 64 darwin unix Mac OS X 8.2 Apr 10 2012
                                                  64
                                                        64}
```

Hmmm. Is it a factor if I'm using the idlde? It seems to show a window with no whitespace when run from the command line, but there is whitespace when I'm using idlde.... Is there a way to fix this?

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by Phillip Bitzer on Wed, 14 May 2014 20:55:33 GMT

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On Wednesday, May 14, 2014 2:24:23 PM UTC-5, myname...@gmail.com wrote:

```
> On Wednesday, May 14, 2014 12:35:23 AM UTC-7, Helder wrote:
```

- >> big\_img = dist(512)
- >> mx = max(big\_img, min=mn)
- >> im1=image(big\_img,dimensions=size(big\_img,/dimensions),windo
- $w\_title='title', max\_value=mx, min\_value=mn, margin=[0,0,0,0], l\ ocation=[0,0], /xstyle, /ystyle)$
- > Hmmm. Is it a factor if I'm using the idlde? It seems to show a window with no whitespace when run from the command line, but there is whitespace when I'm using idlde.... Is there a way to fix this?

The code from Helder works fine for me in idlde, no whitespace. OS 10.9.2.

```
IDL> help, !VERSION
** Structure !VERSION, 8 tags, length=104, data length=100:
             STRING
                      'x86_64'
 ARCH
 OS
           STRING
                    'darwin'
 OS FAMILY
                STRING
                         'unix'
 OS NAME
               STRING
                         'Mac OS X'
 RELEASE
               STRING
                        '8.2.3'
 BUILD_DATE
                STRING 'May 2 2013'
 MEMORY BITS
                  INT
                            64
 FILE OFFSET BITS
          INT
                    64
```

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?
Posted by munka on Wed, 14 May 2014 20:57:44 GMT
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```
On Wednesday, May 14, 2014 1:55:33 PM UTC-7, Phillip Bitzer wrote:
> On Wednesday, May 14, 2014 2:24:23 PM UTC-5, myname...@gmail.com wrote:
>
>> On Wednesday, May 14, 2014 12:35:23 AM UTC-7, Helder wrote:
>>> big_img = dist(512)
>>> mx = max(big_img, min=mn)
>
>>> im1=image(big_img,dimensions=size(big_img,/dimensions),windo
w_title='title',max_value=mx,min_value=mn,margin=[0,0,0,0],l ocation=[0,0],/xstyle,/ystyle)
>
>> Hmmm. Is it a factor if I'm using the idlde? It seems to show a window with no whitespace
when run from the command line, but there is whitespace when I'm using idlde.... Is there a way to
fix this?
>
>
  The code from Helder works fine for me in idlde, no whitespace. OS 10.9.2.
>
>
>
  IDL> help, !VERSION
>
>
  ** Structure !VERSION, 8 tags, length=104, data length=100:
>
    ARCH
                 STRING
                            'x86 64'
>
>
    OS
               STRING
                          'darwin'
>
>
```

```
OS FAMILY
                  STRING
                            'unix'
>
>
   OS_NAME
                  STRING
                           'Mac OS X'
>
>
   RELEASE
                 STRING
                           '8.2.3'
>
>
   BUILD DATE
                   STRING
                            'May 2 2013'
>
>
   MEMORY BITS
                    INT
                               64
>
>
>
   FILE OFFSET BITS
>
            INT
                      64
>
```

Helder's code also worked with no whitespace for me, but the problem seems to happen with long rectangular images. Did you try it with big\_img = findgen(1000,100)?

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by Phillip Bitzer on Wed, 14 May 2014 21:05:27 GMT

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>

> >

On Wednesday, May 14, 2014 3:57:44 PM UTC-5, myname...@gmail.com wrote:

> Helder's code also worked with no whitespace for me, but the problem seems to happen with long rectangular images. Did you try it with big\_img = findgen(1000,100)?

Sorry, I missed this. But your big\_img does work fine, i.e., no whitespace, for me as well.

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by chris torrence@NOSPAM on Wed, 14 May 2014 21:31:59 GMT View Forum Message <> Reply to Message

On Wednesday, May 14, 2014 3:05:27 PM UTC-6, Phillip Bitzer wrote:

- On Wednesday, May 14, 2014 3:57:44 PM UTC-5, myname...@gmail.com wrote:
- >
- >> Helder's code also worked with no whitespace for me, but the problem seems to happen with long rectangular images. Did you try it with big img = findgen(1000,100)?
- Sorry, I missed this. But your big img does work fine, i.e., no whitespace, for me as well.

Just to chime in, I think in IDL 8.3 and earlier, there was a hardcoded limit on the X and Y dimensions of the window. For the X dimension it was something like 450 pixels, while for Y it was 50 pixels.

If you are still having problems, you might try adding the /WIDGET keyword, to force IDL widgets instead of Java SWT widgets.

Also, even if you do end up with whitespace, why can't you use the ConvertCoord method to determine if the mouse click location is on or off the image?

-Chris

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by David Fanning on Wed, 14 May 2014 21:35:15 GMT

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Phillip Bitzer writes:

> Sorry, I missed this. But your big img does work fine, i.e., no whitespace, for me as well.

Same version of IDL that Philip is using, and without having any windows open, this code produces a window with white space top and bottom:

```
big_img = dist(512, 248)
mx = max(big_img, min=mn)
im1=image(big_img,dimensions=size
  (big_img,/dimensions),window_title='title',max_value=mx,min_ value=mn,mar
gin=[0,0,0,0],location=[0,0],/xstyle,/ystyle)
```

It is as though the image refuses to give up its image aspect ratio.

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: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by David Fanning on Wed, 14 May 2014 21:39:06 GMT

## Chris Torrence writes:

> If you are still having problems, you might try adding the /WIDGET keyword, to force IDL widgets instead of Java SWT widgets.

I find it comes up properly in a widget window, but goes back to showing white space as soon as the window is resized.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Covote's Guide to IDL Programming: http://www.idlcovote.com/

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

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by munka on Wed, 14 May 2014 21:51:18 GMT

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```
On Wednesday, May 14, 2014 2:31:59 PM UTC-7, Chris Torrence wrote:
> On Wednesday, May 14, 2014 3:05:27 PM UTC-6, Phillip Bitzer wrote:
>> On Wednesday, May 14, 2014 3:57:44 PM UTC-5, myname...@gmail.com wrote:
>>
>
>>
>
>>
>>> Helder's code also worked with no whitespace for me, but the problem seems to happen with
long rectangular images. Did you try it with big_img = findgen(1000,100)?
>>
>
>>
>
>>
>> Sorry, I missed this. But your big_img does work fine, i.e., no whitespace, for me as well.
>
>
```

I think the /widget keyword is doing what I want. I also noticed a slight difference in the appearance of the windows using idlde and just idl from a command line. it looks like running it from a command line automatically opens it up as a widget.

The convert\_coord function would work, but another issue is that some people using the software have much smaller monitors than I do, and the images are taking up much more space, which ends up being a problem itself sometimes:)

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image? Posted by munka on Wed, 14 May 2014 21:59:20 GMT

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On Wednesday, May 14, 2014 2:39:06 PM UTC-7, David Fanning wrote:

> Chris Torrence writes:

>> If you are still having problems, you might try adding the /WIDGET keyword, to force IDL widgets instead of Java SWT widgets.

>
>
I find it comes up properly in a widget window, but goes back to showing

white space as soon as the window is resized.

> >

> >

>

```
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.")
```

I can just instruct everyone using this software to not resize the windows... problem solved, right?

Though the whitespace was more of a "taking up too much monitor space" or (for people with large monitors) an aesthetic issue, really.

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by David Fanning on Wed, 14 May 2014 22:02:47 GMT

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mynameismunka@gmail.com writes:

> I can just instruct everyone using this software to not resize the windows... problem solved, right?

> Though the whitespace was more of a "taking up too much monitor space" or (for people with large monitors) an aesthetic issue, really.

There is always cglmage. That works correctly. :-)

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: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by munka on Wed, 14 May 2014 22:12:23 GMT

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```
On Wednesday, May 14, 2014 3:02:47 PM UTC-7, David Fanning wrote:
> mynameismunka@gmail.com writes:
>
>
>
>>
>> I can just instruct everyone using this software to not resize the windows... problem solved,
right?
>>
>> Though the whitespace was more of a "taking up too much monitor space" or (for people with
large monitors) an aesthetic issue, really.
>
>
  There is always cglmage. That works correctly. :-)
>
>
>
> 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.")
Would my MOUSE DOWN HANDLER still work?
Like this:
im1.window.MOUSE_DOWN_HANDLER='MouseDown'
im1.window.MOUSE_UP_HANDLER='MouseUp'
im1.window.Keyboard_Handler='KeyboardHandler'
```

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by David Fanning on Wed, 14 May 2014 22:23:25 GMT

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mynameismunka@gmail.com writes:

> Would my MOUSE\_DOWN\_HANDLER still work?

>

> Like this:

>

- > im1.window.MOUSE DOWN HANDLER='MouseDown'
- > im1.window.MOUSE\_UP\_HANDLER='MouseUp'
- > im1.window.Keyboard Handler='KeyboardHandler'

The program cgCmdWindow (cgWindow is a wrapper for this program) is already set up for handling widget events. You simply need to write your own event handler for the program, tell it what events you want it to handle (button events, for example), and off you go. It is incredibly simple and simple-minded. Probably why it works so well. ;-)

You don't program it with "handlers", rather you just respond to the events themselves. Widget Programming 101, really.

If you didn't want to do it yourself, it might take 15 minutes for me to code something up for you. The program cgCmdWindow is basically a draw widget that knows how to "execute" IDL graphics commands that are added to it. Commands like cgImage.

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: How can I force the x=image(...) command to give me a window that is the same size as my image?

Posted by munka on Wed, 14 May 2014 23:10:45 GMT

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On Wednesday, May 14, 2014 3:23:25 PM UTC-7, David Fanning wrote:

> mynameismunka@gmail.com writes:

>

>

```
>> Would my MOUSE_DOWN_HANDLER still work?
>>
>> Like this:
>>
>> im1.window.MOUSE DOWN HANDLER='MouseDown'
>> im1.window.MOUSE UP HANDLER='MouseUp'
   im1.window.Keyboard_Handler='KeyboardHandler'
>
  The program cgCmdWindow (cgWindow is a wrapper for this program) is
  already set up for handling widget events. You simply need to write your
  own event handler for the program, tell it what events you want it to
>
> handle (button events, for example), and off you go. It is incredibly
 simple and simple-minded. Probably why it works so well. ;-)
>
>
  You don't program it with "handlers", rather you just respond to the
> events themselves. Widget Programming 101, really.
>
>
  If you didn't want to do it yourself, it might take 15 minutes for me to
> code something up for you. The program cqCmdWindow is basically a draw
  widget that knows how to "execute" IDL graphics commands that are added
>
  to it. Commands like cglmage.
>
> 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.")
```

I probably need to take Widget Programming 101:) I'll look into this, but I think for now, its best to stick with what I know works.

Subject: Re: How can I force the x=image(...) command to give me a window that is the same size as my image?
Posted by David Fanning on Thu, 15 May 2014 00:06:28 GMT
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mynameismunka@gmail.com writes:

> I probably need to take Widget Programming 101:) I'll look into this, but I think for now, its best to stick with what I know works.

Or, doesn't, as the case may be. :-)

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.")