
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),window_title='title',max_value=mx,min_value=mn,margin=[0,0,0,0],location=[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),window_title='title',max_value=mx,min_value=mn,margin=[0,0,0,0],location=[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],location=[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],location=[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
```

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),window_title='title',max_value=mx,min_value=mn,margin=[0,0,0,0],location=[0,0],/xstyle,/ystyle)`

>

>> Hmm. 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

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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,margin=[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

--

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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.

>

>

>
> 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

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.
>
>

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> Cheers,
>
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>
> David
>
> --
>
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>
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>
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> 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 cgImage. That works correctly. :-)

Cheers,

David

--

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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 cglImage. 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 cglImage.

Cheers,

David

--

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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'
>
>
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> Cheers,
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> David
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> 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

--

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