Subject: cadisplay

Posted by Sverre Solberg on Thu, 16 Apr 2015 12:45:54 GMT

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Hi,

I started using David's cgdisplay a year or two ago. Now, when trying to run the same program it crashes and I get an error message:

Traceback Report from CGDISPLAY:

```
% Expression must be a structure in this context: PS_STRUCT (_$FSC_PS_START_). % Execution halted at: CGDISPLAY 288 cgdisplay.pro % $MAIN$
```

I guess I have downloaded a new version of the coyote lib since then and I see from the header that the last bug fix concerned the use of encaps postscript with a portrait aspect ratio and that's exactly my situation. However, it seems as I'm now not able to use the cgdisplay with a ps device at all. These two commands

```
set_plot,'ps'
cgdisplay,xsize=2000,ysize=1000
```

give exactly the samme error message. Am I doing something wrong or is it a bug? The crash occurs here (and it's the 'else'-part that's true). It seems ps_struct is not defined as a struc(?)

IF N_Elements(ps_struct) NE 0 THEN BEGIN keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize,

Landscape=ps_struct.landscape)

ENDIF ELSE BEGIN

keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize)

ps_struct.landscape = keywords.landscape

ENDELSE

Sverre

Subject: Re: cgdisplay

Posted by David Fanning on Thu, 16 Apr 2015 13:01:43 GMT

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Sverre Solberg writes:

- > I started using David's cgdisplay a year or two ago. Now, when trying to run the same program it crashes and I get an error message:
- > Traceback Report from CGDISPLAY:

```
> % Expression must be a structure in this context: PS_STRUCT (_$FSC_PS_START_).
```

- > % Execution halted at: CGDISPLAY 288 cgdisplay.pro
- > % \$MAIN\$

>

- > I guess I have downloaded a new version of the coyote lib since then and I see from the header that the last bug fix concerned the use of encaps postscript with a portrait aspect ratio and that's exactly my situation. However, it seems as I'm now not able to use the cgdisplay with a ps device at all. These two commands
- > set_plot,'ps'
- > cgdisplay,xsize=2000,ysize=1000

>

- > give exactly the samme error message. Am I doing something wrong or is it a bug? The crash occurs here (and it's the 'else'-part that's true). It seems ps_struct is not defined as a struc(?)
- > IF N Elements(ps struct) NE 0 THEN BEGIN
- > keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize,

Landscape=ps_struct.landscape)

- > ENDIF ELSE BEGIN
- > keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize)
- > ps_struct.landscape = keywords.landscape
- > ENDELSE

I think it is a bug. The line just before the ENDELSE should be removed. I'll do so now, but I don't have time this morning to check it in. I'll do it when I get back from work.

Thanks for catching this.

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: cgdisplay

Posted by David Fanning on Thu, 16 Apr 2015 13:03:36 GMT

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David Fanning writes:

- > I think it is a bug. The line just before the ENDELSE should be removed.
- > I'll do so now, but I don't have time this morning to check it in. I'll
- > do it when I get back from work.

Note that using cgPS_Open to configure your PostScript device is a workaround, too. Probably why I haven't discovered this myself. :-)

Cheers,

David

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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: cgdisplay

Posted by Sverre Solberg on Thu, 16 Apr 2015 13:27:24 GMT

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Many thanks! Removing the line solved the problem.

Sverre