
Subject: FG bug

Posted by [Helder Marchetto](#) on Wed, 29 Jul 2015 13:43:57 GMT

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Hi,
anyone know of a quick and easy way around this bug?

```
i = image(dist(512), 10d * dindgen(512)/511d, 10d * dindgen(512)/511d)
p = polygon([3,7,7,3],[3,3,7,7], /current, /data, Fill_background=0)
p.select
p.setData, [3,6,6,3], [3,3,6,6]
```

```
IDL> !version
```

```
{
  "ARCH": "x86_64",
  "OS": "Win32",
  "OS_FAMILY": "Windows",
  "OS_NAME": "Microsoft Windows",
  "RELEASE": "8.4.1",
  "BUILD_DATE": "Feb 17 2015",
  "MEMORY_BITS": 64,
  "FILE_OFFSET_BITS": 64
}
```

Thanks,
Helder

Subject: Re: FG bug

Posted by [chris_torrence@NOSPAM](#) on Wed, 29 Jul 2015 21:04:23 GMT

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On Wednesday, July 29, 2015 at 7:44:00 AM UTC-6, Helder wrote:

```
> Hi,
> anyone know of a quick and easy way around this bug?
>
> i = image(dist(512), 10d * dindgen(512)/511d, 10d * dindgen(512)/511d)
> p = polygon([3,7,7,3],[3,3,7,7], /current, /data, Fill_background=0)
> p.select
> p.setData, [3,6,6,3], [3,3,6,6]
>
> IDL> !version
> {
>   "ARCH": "x86_64",
>   "OS": "Win32",
>   "OS_FAMILY": "Windows",
>   "OS_NAME": "Microsoft Windows",
>   "RELEASE": "8.4.1",
```

```
> "BUILD_DATE": "Feb 17 2015",
> "MEMORY_BITS": 64,
> "FILE_OFFSET_BITS": 64
> }
>
> Thanks,
> Helder
```

Yep. In `idlvispolygon__define.pro`, around line 1516, add a call to `"self->UpdateSelectionVisual"`. The code should look like:

```
self->UpdateSelectionVisual
oTool = self->GetTool()
if (ISA(oTool)) then oTool->RefreshCurrentWindow
```

Cheers,
Chris

p.s. this has now been fixed for the next version (post IDL 8.5...)

Subject: Re: FG bug

Posted by [Helder Marchetto](#) on Thu, 30 Jul 2015 07:16:12 GMT

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On Wednesday, July 29, 2015 at 11:04:27 PM UTC+2, Chris Torrence wrote:

> On Wednesday, July 29, 2015 at 7:44:00 AM UTC-6, Helder wrote:

```
>> Hi,
>> anyone know of a quick and easy way around this bug?
>>
>> i = image(dist(512), 10d * dindgen(512)/511d, 10d * dindgen(512)/511d)
>> p = polygon([3,7,7,3],[3,3,7,7], /current, /data, Fill_background=0)
>> p.select
>> p.setData, [3,6,6,3], [3,3,6,6]
>>
>> IDL> !version
>> {
>>   "ARCH": "x86_64",
>>   "OS": "Win32",
>>   "OS_FAMILY": "Windows",
>>   "OS_NAME": "Microsoft Windows",
>>   "RELEASE": "8.4.1",
>>   "BUILD_DATE": "Feb 17 2015",
>>   "MEMORY_BITS": 64,
>>   "FILE_OFFSET_BITS": 64
>> }
>>
>> Thanks,
>> Helder
```

>
> Yep. In idlitvispolygon__define.pro, around line 1516, add a call to
"self->UpdateSelectionVisual". The code should look like:
>
> self->UpdateSelectionVisual
> oTool = self->GetTool()
> if (ISA(oTool)) then oTool->RefreshCurrentWindow
>
> Cheers,
> Chris
> p.s. this has now been fixed for the next version (post IDL 8.5...)

Thanks Chris, really appreciated.

Helder

Subject: Re: FG bug
Posted by [Helder Marchetto](#) on Thu, 30 Jul 2015 07:26:03 GMT
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On Thursday, July 30, 2015 at 9:16:15 AM UTC+2, Helder wrote:
> On Wednesday, July 29, 2015 at 11:04:27 PM UTC+2, Chris Torrence wrote:
>> On Wednesday, July 29, 2015 at 7:44:00 AM UTC-6, Helder wrote:
>>> Hi,
>>> anyone know of a quick and easy way around this bug?
>>>
>>> i = image(dist(512), 10d * dindgen(512)/511d, 10d * dindgen(512)/511d)
>>> p = polygon([3,7,7,3],[3,3,7,7], /current, /data, Fill_background=0)
>>> p.select
>>> p.setData, [3,6,6,3], [3,3,6,6]
>>>
>>> IDL> !version
>>> {
>>> "ARCH": "x86_64",
>>> "OS": "Win32",
>>> "OS_FAMILY": "Windows",
>>> "OS_NAME": "Microsoft Windows",
>>> "RELEASE": "8.4.1",
>>> "BUILD_DATE": "Feb 17 2015",
>>> "MEMORY_BITS": 64,
>>> "FILE_OFFSET_BITS": 64
>>> }
>>>
>>> Thanks,
>>> Helder
>>
>> Yep. In idlitvispolygon__define.pro, around line 1516, add a call to

"self->UpdateSelectionVisual". The code should look like:

```
>>  
>>     self->UpdateSelectionVisual  
>>     oTool = self->GetTool()  
>>     if (ISA(oTool)) then oTool->RefreshCurrentWindow  
>>  
>> Cheers,  
>> Chris  
>> p.s. this has now been fixed for the next version (post IDL 8.5...)  
>  
> Thanks Chris, really appreciated.  
>  
> Helder
```

Just a minor remark. In IDL 8.4.1 the line at which this takes place is around 1464, not 1516. Simply search for "self->GetTool()" because there is only one occurrence of this in the file.

Helder
