

Hi all,

Here's a simplified explanation of what I'm doing with my widget application and Function Graphics, and what I'm having trouble with. I make a draw widget and use the Plot() function to make a plot, which the user can interact with:

```
wDraw = Widget_Window(...)
```

```
; after /Realizing widgets
```

```
Widget_Control, wDraw, GET_VALUE=oWindow
```

```
oWindow.Select
```

```
oPlot = Plot(...)
```

```
oLegend = Legend(...)
```

And I also have a Widget_Table with other details.

Once the user is happy with what is shown in the plot and the table, I'd like to provide a Print feature to make a PDF that shows both of those on one page.

I know the table won't come automatically (I'll have to lay that out with TEXT() objects, which is fine), but is there a way I can use oPlot and oLegend (or simply, oWindow) as *part* of what I want on a PDF page and add other things to that page? I know that oWindow.Save, 'myfile.pdf' creates a lovely PDF page of the current state of the window (which contains the plot), but I want to add other things to the page.

If I could make a new oPDFWindow object and add oPlot and oLabel to it, then add my table text objects, I could then do oPDFWindow.Save and I'm set.

oWindow is a GraphicsWin object, which Help, /OBJECTS tells me has:

```
Known Procedure Methods:  
IDLITWINDOW::ADD
```

... so I tried:

```
oPDFWindow = GraphicsWin()  
oPDFWindow.Add, oPlot
```

and I got:

```
% IDLGRMODEL::ADD: Invalid object reference: <ObjHeapVar434720>.
```

... as that Add method seems to be looking for regular "object graphics" objects.

The Plot() function calls the procedure "Graphic" which goes down a pretty deep rabbit hole... Has anyone else been down there?

Yes, I could make a routine to create the plots/legend, and call it once when I send it to screen and again when I send it to PDF, but I'd like to print to PDF the current state of the plots/legend, which the user may have customized on-screen.

Other ideas? Thanks for reading.

Cheers,
-Dick

Dick Jackson Software Consulting Inc.
Victoria, BC, Canada --- <http://www.d-jackson.com>

Subject: Re: Adding more to a Window.Save PDF page
Posted by [Helder Marchetto](#) on Thu, 29 Jun 2017 07:14:20 GMT
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On Friday, June 23, 2017 at 2:26:06 AM UTC+2, Dick Jackson wrote:

> Hi all,
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Hi Dick,

I'm not sure if this would solve your problem, but I just faced a similar problem and I will try solving it this way. How about using the copyWindow() method?

I'm using function graphics and I have two widget_window(s) with image and plot. I would like to export a movie of image+plot. Combining both in the same widget_window is not an option because I cannot then export a single one of them. Therefore, I think that the only option is :

```
ww = window(dimensions=[2*nx,ny], /buffer)
o1 = image(sourceObj1.copyWindow(), margin=0, layout=[2,1,1], current=ww)
o2 = image(sourceObj2.copyWindow(), margin=0, layout=[2,1,2], current=ww)
```

ww.save, myFileName

You can of course play with window dimensions and margin to get the right fit.
I hope it helps.

Cheers,
Helder

Subject: Re: Adding more to a Window.Save PDF page
Posted by [Dick Jackson](#) on Tue, 25 Jul 2017 18:35:17 GMT
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On Thursday, 29 June 2017 00:14:23 UTC-7, Helder wrote:
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> ww.save, myFileName
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> You can of course play with window dimensions and margin to get the right fit.
> I hope it helps.
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> Cheers,
> Helder

```

Thanks for the idea, Helder. (sorry for the delayed reply... when you posted, I was just getting

ready to go away on holiday)

This might be handy, with the difference being that it would take a screen-resolution (and window size-dependent) snapshot, rather than a high-quality PDF. But that might be good enough.

Thanks again, Helder.

Cheers,
-Dick

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