
Subject: The 'MAC' device and the 'CURSOR_IMAGE' keyword
Posted by [David Theil](#) on Mon, 23 Sep 1996 07:00:00 GMT
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Does anyone know how to manipulate the cursor under the mac version of IDL? When I try to set the cursor_image keyword in a device call I get an error 'Keyword CURSOR_IMAGE not allowed in call to: DEVICE'.

I have done this successfully under UNIX IDL, so what gives? None of the documentation suggests this might be a problem.

I have some other Mac IDL specific questions:
xloadct does not work properly on my mac. Changing the color table does not update the currently displayed graphics. Why?

I reinstalled IDL to try to fix the above problem. Now when I type '?' at the prompt, IDL fails to open the online help application. I get no error and this worked fine before. Anybody got any ideas?

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No guts, no glory.

Subject: Re: The 'MAC' device and the 'CURSOR_IMAGE' keyword
Posted by [szoonem](#) on Tue, 24 Sep 1996 07:00:00 GMT
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In article <32466B11.7B16@casa.colorado.edu>, David Theil
<theil@casa.colorado.edu> wrote:

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> of IDL? When I try to set the cursor_image keyword in a device call
> I get an error 'Keyword CURSOR_IMAGE not allowed in call to: DEVICE'.
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> No guts, no glory.

The IDL addendum for Mac OS states that the Mac OS does not allow manipulation of the cursor by any method except the mouse. They are right. I believe that is fundamental to the operating system and cannot be changed.

I have the same problem with xloadct which is a more general problem than the one you stated. It seems that IDL under Mac OS does not update windows dynamically. For instance if you have a plot window open and change your color table with loadct (instead of xloadct) the new colors are not updated until you redraw the window from within IDL or by covering and uncovering outside the IDL. I suspect that has to do with the nature of the OS and the fact that it is driven via apple events and IDL is not written optimally for Mac OS.

I have no idea what is happening with the online help. First, are you sure that the online help alias exists in the same folder as the IDL application itself. Of course if all else fails, why don't you just double click on the "IDL Help" alias to launch it and keep it in the background.

Hope the above is useful.

- Saeid

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Subject: Re: The 'MAC' device and the 'CURSOR_IMAGE' keyword
Posted by [callen](#) on Tue, 01 Oct 1996 07:00:00 GMT

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> the OS and the fact that it is driven via apple events and IDL is not
> written optimally for Mac OS.

No.

This depends solely on SCREEN DEPTH, not the OS.

If you use 8-bit color on a Mac, all windows update as soon as you select
a color table from the list in xloadct, or as soon as a loadct command is
given.

If you use 24-bit color on a Unix box, the windows do not update until
they are redrawn.

-- Charles Allen -- callen@io.com --

Subject: Re: The 'MAC' device and the 'CURSOR_IMAGE' keyword
Posted by [joseph.b.gurman](#) on Wed, 02 Oct 1996 07:00:00 GMT

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In article <callen-0110962256590001@dialup-01-036.austin.io.com>,
callen@io.com (Charles Allen) wrote:

>> the one you stated. It seems that IDL under Mac OS does not update windows
>> dynamically. For instance if you have a plot window open and change your
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> given.
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> If you use 24-bit color on a Unix box, the windows do not update until
> they are redrawn.

Yeah.

Why?

Will this be fixed in 5.0?

Netscape works fine in 24-bit mode. Surely RSI has as good
programmers, right?

Joe Gurman

--

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| work. Therefore, any opinions expressed herein are somebody else's. |
