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Subject: Layered draw widget?

Posted by [Eric Frans](#) on Mon, 11 Jan 1999 08:00:00 GMT

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Is there a way using draw widgets and direct graphics (in IDL 5.1) to have multiple images or plots "stacked" on each other in the same area? The idea is to then allow the user to scroll through each created plot or image without recreating them each time they are displayed. Sorry if this is a basic question, but I'm new to draw widgets and I couldn't find any examples of this idea.

Thanks in advance for any help!

- Eric Frans

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Subject: Re: Layered draw widget?

Posted by [David Foster](#) on Thu, 21 Jan 1999 08:00:00 GMT

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Eric Frans wrote:

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> have multiple images or plots "stacked" on each other in the same area?  
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> find any examples of this idea.  
>

Eric -

Look at the code for the (obsolete) SLICER.PRO routine in \$IDL\_DIR/obsolete, and possibly the newer SLICER3.PRO routine in \$IDL\_DIR/lib. This gives an example of how you can have several widget groups "mapped" to the same location in the parent widget, and then use WIDGET\_CONTROL, MAP=[1|0] to unmap/map the widgets as you need. This could be used to have multiple draw widgets available for display.

The method is a bit strange, and I don't believe I've seen it documented anywhere (if someone knows where it is, I'd be interested to know!).

You might want to consider using pixmaps and create your plots etc. in these, and then use DEVICE, COPY=[] to copy very quickly to your draw widget.

Let me know if this isn't sufficient; I may have a clearer example that you can use.

Dave

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