Subject: Re: IDL for windows :-{
Posted by davidf on Thu, 13 May 1999 07:00:00 GMT
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Mike Klein (mgk@pogo.ab.umd.edu) writes:

> After having used IDL for years on UNIX systems, I am struggling with
> the user interface of the version for Windows. Can anyone tell me how
> to do any of the following:
>
> 1. Eliminate the command input window, and enter commands directly in
> the output log window - just like an xterm.

I'm afraid you will have to get used to disappointment, here. :-(

> 2. Clear the output log window programmatically, rather than by doing a
> right-click -> Clear Log mouse operation.

Same with this, sorry.

> 3. Running the RDPIX routine in an xterm results in a stationary
> display of: x, y, value - nice and simple. This, umm, doesn't quite
> work same way in the windows version. In fact, it sometimes crashes IDL
> on my system as the horizontal scroll bar in the output log window gets
> smaller and smaller...

Uh, RDPIX was written in 1987! I think Microsoft was still
located in Albuquerque. And Windows IDL was not even a
twinkle in David Stern's eye. I suggest you learn how to
write your own nifty RDPIX as a widget program. It would work
better and you would learn something in the process. Take about
10 minutes, I think. Course, you could modify the RDPIX code.
That would take about 30 seconds, probably. After you figured
out all those abbreviated keyword names. :-)

> 4. For a displayed image, how can I change its colors without having to
> re-load the image after changing the color table? For example, clicking
> through the entries in XLOADCT immediately changes the colors in all
> windows on my UNIX machine. I've turned off decomposed color
> (device,decomposed=0), which doesn't seem to affect this behavior.

Set your graphics card to 256 colors.

Cheers,

David

--

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Subject: Re: IDL for windows :-{
Posted by davidf on Fri, 14 May 1999 07:00:00 GMT
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Stein Vidar Hagfors Haugan (steinhh@ulrik.uio.no) writes:

> Sure, Dave, from my original post:
>
>> As an extra bonus, it would be *very* nice if one could specify
>> more than one such "interactive colormap" - i.e. along the lines
>> of:
>>   newmap = obj_new('pseudomap') ;; Create a new (interactive)
>>   ;; colormap
>>   window,2,pseudo=newmap ;; Both windows share this new map

Ah, yes. I remember this now, Stein Vidar. Good ideas. But
I see it involves objects (as it almost has to). I fooled
around with a color "lurker" object some time ago. It would
lurk in the background paying attention to when color tables
were loaded and if a window it was "managing" was open it
would redisplay the graphics command in that window by
calling the Draw method of a graphics object.

I recall it working great (I accidentally deleted the
code in a disk cleaning frenzy) with the graphics objects
I was working with at the time (plot and contour objects
that used direct graphics calls). But I remember thinking
that it wouldn't be too hard to write an XWindow-like
object wrapper around *any* graphics command, so that
windows could be automatically updated.

I recall that I needed (or *thought* I needed a singleton
object). I've just re-read JD's thoughts on that and have
some ideas on how it could be implemented to serve this
need.

But...it will have to wait. My mother arrives for a visit
tomorrow and if she sees my house in this state it will
go badly for me. :-(

Cheers,

David

--
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Subject: Re: IDL for windows :-{
Posted by steinhh on Fri, 14 May 1999 07:00:00 GMT
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In article <MPG.11a5ce9f12a213179897a2@news.frii.com>
davidf@dfanning.com (David Fanning) writes:

> P.S. Tell me again how IDL is going to know I want
> the colors in *this* window updated, but not the
> colors in *that* window over there? Because one of
> the best features of 24-bit color is that colors
> *don't* change. Which means, of course, that I can
> have 10 images, each displayed with a different color
> table, on the display at the same time and change only
> the one I want to change.

Sure, Dave, from my original post:

> As an extra bonus, it would be *very* nice if one could specify
> more than one such "interactive colormap" - i.e. along the lines
> of:

>   window,0   ;; Default window creation, means "use the
>   ;; current colormap (let's call it "map1"),
>   ;; in interactive mode ("value" backing store)

>   tvscl,image1   ;; Display image1 with this color map

>   window,1   ;; Create new window, still using map1

>   tvscl,image2

>   xloadct   ;; Manipulate current map, with instant
>   ;; update of window 0 and 1 (since they're
>   ;; both using the map that's manipulated).

>   newmap = obj_new('pseudomap') ;; Create a new (interactive)

>   ;; colormap
>   window,2,pseudo=newmap ;; Both windows share this new map
>   window,3,pseudo=newmap ;;
>   :
>   xloadct ;; Manipulates current (i.e. "newmap") color table,
>   ;; updating window 2 & 3, no effect on 0 and 1.

>   wset,0 ;; Now we're switching to a window using map1
>   xloadct ;; Manipulate map1 again.. no effect on window
>   ;; 2 and 3, but instant update of 0 and 1.

> In the case of an 8-bit display, all the color tables would
> probably be identical, with changes to one reflected in all
> windows. Or maybe one could still have different color tables
> internally, and the effective one (the one that's actually
> communicated to the screen hardware) would depend on which window
> was selected/active (wset)?

Simple and efficient, aint it? I've had responses by email
ranging from

  "You've pretty much expressed what I want for next Christmas"
to
  "One word...ditto!"

I cannot see that this will involve such a great deal of
hassle compared to the ability to have RETAIN=2 for graphics
windows....

Regards,

Stein Vidar

Subject: Re: IDL for windows :-{
Posted by davidf on Fri, 14 May 1999 07:00:00 GMT
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Stein Vidar Hagfors Haugan (steinhh@ulrik.uio.no) writes:

> I have a better suggestion: Join the protest group against this
> un-IDL-like behaviour and demand that RSI does something to
> amend this...:-)

My check and application are in the mail. :-)

Cheers,

David

P.S. Tell me again how IDL is going to know I want
the colors in *this* window updated, but not the
colors in *that* window over there? Because one of
the best features of 24-bit color is that colors
don't change. Which means, of course, that I can
have 10 images, each displayed with a different color
table, on the display at the same time and change only
the one I want to change.

Could it be most of us learned IDL from the same
One-Color-Table-EVER!!! perspective favored by RSI?

--
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Subject: Re: IDL for windows :-{
Posted by steinhh on Fri, 14 May 1999 07:00:00 GMT
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In article <MPG.11a5183cefa6d02c98979e@news.frii.com>
davidf@dfanning.com (David Fanning) writes:
 Mike Klein (mgk@pogo.ab.umd.edu) writes:

>>   After having used IDL for years on UNIX systems, I am struggling with
>> the user interface of the version for Windows. Can anyone tell me how
>> to do any of the following:
>>
>> 1. Eliminate the command input window, and enter commands directly in
>> the output log window - just like an xterm.
>
> I'm afraid you will have to get used to disappointment, here. :-(

What! You mean the only way to get IDL to behave non-windozily
on windows is to use callable IDL to write a tty-like input
front-end??

>> 4. For a displayed image, how can I change its colors without having to
>> re-load the image after changing the color table? For example, clicking
>> through the entries in XLOADCT immediately changes the colors in all
>> windows on my UNIX machine. I've turned off decomposed color
>> (device,decomposed=0), which doesn't seem to affect this behavior.

>
> Set your graphics card to 256 colors.

I have a better suggestion: Join the protest group against this
un-IDL-like behaviour and demand that RSI does something to
amend this...:-) Without interactive rescaling of the color table
(with automatic effect on displayed images), the "I" in IDL
is no longer.

Se my posting "Re: 24-bit/8-bit color (Re: read_tiff - simple question)"
from about the end of April for a good (IMO) start on what
they should offer....

Stein Vidar

Subject: Re: IDL for windows :-{
Posted by davidf on Sat, 15 May 1999 07:00:00 GMT
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I wrote yesterday:

> Uh, RDPIX was written in 1987! I think Microsoft was still
> located in Albuquerque. And Windows IDL was not even a
> twinkle in David Stern's eye. I suggest you learn how to
> write your own nifty RDPIX as a widget program. It would work
> better and you would learn something in the process. Take about
> 10 minutes, I think. Course, you could modify the RDPIX code.
> That would take about 30 seconds, probably. After you figured
> out all those abbreviated keyword names. :-)

Here, as a public service, is a Read_Pixel for Windows!
It took 15 minutes, but I documented it. Something the
original was lacking. :-)

    ftp://www.dfanning.com/pub/dfanning/outgoing/misc/read_pixel .pro

Cheers,

David

P.S. Should even work on UNIX and VMS machines. :-)

--
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Subject: Re: IDL for windows :-{
Posted by Mike Klein on Sun, 16 May 1999 07:00:00 GMT
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David Fanning wrote:

> Here, as a public service, is a Read_Pixel for Windows!

 Thanks for writing this routine for those who, like me, are
widget-challenged. It's very nice. In defense of what probably appears
to be my laziness, let me say that I've tried -- ok, not very hard -- to
come up with an app for my research group that required, or would be
significantly helped by, a graphical interface. Widget apps look nice,
but I've been able to get the job done w/o them -- at least until using
the Windows version of IDL.

> Uh, RDPIX was written in 1987! I think Microsoft was still
> located in Albuquerque.

 And I think we'd all be better off if they had stayed there...

Regards,

Mike Klein