IDL Reference Guide

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Chapter 1
Overview of IDL Syntax

This reference is a complete listing of all built-in IDL functions, procedures, statements, executive commands, and objects, collectively referred to as "commands." Every IDL language element that can be used either at the command line or in a program is listed alphabetically. A description of each routine follows its name.

Note ───

Descriptions of Scientific Data Formats routines (CDF_*, EOS_*, HDF_*, and NCDF_* routines) can be found in the *Scientific Data Formats* book.

───

Routines written in the IDL language are noted as such, and the location of the `.pro` file within the IDL distribution is specified. You may wish to inspect the IDL source code for some of these routines to gain further insight into their inner workings.

Conventions used in this reference guide are described below.

IDL Syntax

The following table lists the elements used in IDL syntax listings:

Element	Description
[ ] (Square brackets)	Indicates that the contents are optional. Do not include the brackets in your call.
[ ] (Italicized square brackets)	Indicates that the square brackets are part of the statement (used to define an array).
Argument	Arguments are shown in italics, and must be specified in the order listed.
KEYWORD	Keywords are all caps, and can be specified in any order. For functions, all arguments and keywords must be contained within parentheses.
/KEYWORD	Indicates a boolean keyword.
Italics	Indicates arguments, expressions, or statements for which you must provide values.
{ } (Braces)	• Indicates that you must choose one of the values they contain • Encloses a list of possible values, separated by vertical lines (|) • Encloses useful information about a keyword • Defines an IDL structure (this is the only case in which the braces are included in the call).
| (Vertical lines)	Separates multiple values or keywords.
[, *Value$_1$*, ... , *Value$_n$*]	Indicates that any number of values can be specified.
[, *Value$_1$*, ... , *Value$_8$*]	Indicates the maximum number of values that can be specified.

Table 1-1: Elements of IDL Syntax

Elements of Syntax

Square Brackets ([ ])

- Content between square brackets is optional. Pay close attention to the grouping of square brackets. Consider the following examples:

  ROUTINE_NAME, *Value1* [, *Value2*] [, *Value3*]: You must include *Value1*. You do not have to include *Value2* or *Value3*. *Value2* and *Value3* can be specified independently.

  ROUTINE_NAME, *Value1* [, *Value2*, *Value3*]: You must include *Value1*. You do not have to include *Value2* or *Value3*, but you must include both *Value2* and *Value3*, or neither.

  ROUTINE_NAME [, *Value1* [, *Value2*]]: You can specify *Value1* without specifying *Value2*, but if you specify *Value2*, you must also specify *Value1*.

- Do not include square brackets in your statement unless the brackets are italicized. Consider the following syntax:

  Result = KRIG2D(*Z* [, *X*, *Y*] [, BOUNDS=*[xmin, ymin, xmax, ymax]*])

  An example of a valid statement is:

  R = KRIG2D(Z, X, Y, BOUNDS=[0,0,1,1])

- Note that when [, $Value_1$, ... , $Value_n$] is listed, you can specify any number of arguments. When an explicit number is listed, as in [, $Value_1$, ... , $Value_8$], you can specify only as many arguments as are listed.

Braces ({ })

- For certain keywords, a list of the possible values is provided. This list is enclosed in braces, and the choices are separated by a vertical line (|). Do not include the braces in your statement. For example, consider the following syntax:

  READ_JPEG [, TRUE={1 | 2 | 3 }]

  In this example, you must choose either 1, 2, or 3. An example of a valid statement is:

  READ_JPEG, TRUE=1

- Braces are used to enclose the allowable range for a keyword value. Unless otherwise noted, ranges provided are inclusive. Consider the following syntax:

  Result = CVTTOBM(*Array* [, THRESHOLD=*value*{0 to 255}])

An example of a valid statement is:

Result = CVTTOBM(A, THRESHOLD=150)

• Braces are also used to provide useful information about a keyword. For example:

[, LABEL=*n*{label every *n*th gridline}]

Do not include the braces or their content in your statement.

• Certain keywords are prefaced by X, Y, or Z. Braces are used for these keywords to indicate that you must choose one of the values it contains. For example, [{X | Y}RANGE=*array*] indicates that you can specify either XRANGE=*array* or YRANGE=*array.*

• Note that in IDL, braces are used to define structures. When defining a structure, you *do* want to include the braces in your statement.

Italics

• Italicized words are arguments, expressions, or statements for which you must provide values. The value you provide can be a numerical value, such as 10, an expression, such as DIST(100), or a named variable. For keywords that expect a string value, the syntax is listed as KEYWORD=*string*. The value you provide can be a string, such as 'Hello' (enclosed in single quotation marks), or a variable that holds a string value.

• The italicized values that must be provided for keywords are listed in the most helpful terms possible. For example, [, XSIZE=*pixels*] indicates that the XSIZE keyword expects a value in pixels, while [, ORIENTATION=*ccw_degrees_from_horiz*] indicates that you must provide a value in degrees, measured counter-clockwise from horizontal.

Procedures

IDL procedures use the following general syntax:

PROCEDURE_NAME, *Argument* [, *Optional_Argument*]

where PROCEDURE_NAME is the name of the procedure, *Argument* is a required parameter, and *Optional_Argument* is an optional parameter to the procedure.

Functions

IDL functions use the following general syntax:

Result = FUNCTION_NAME(*Argument* [, *Optional_Argument*])

where *Result* is the returned value of the function, FUNCTION_NAME is the name of the function, *Argument* is a required parameter, and *Optional_Argument* is an optional parameter. Note that all arguments and keyword arguments to functions should be supplied *within* the parentheses that follow the function's name.

Functions do not always have to be used in assignment statements (i.e., A=SIN(10.2)), they can be used just like any other IDL expression. For example, you could print the result of SIN(10.2) by entering the command:

```
PRINT, SIN(10.2)
```

Arguments

The "Arguments" section describes each valid argument to the routine. Note that these arguments are positional parameters that must be supplied in the order indicated by the routine's syntax.

Named Variables

Often, arguments that contain values upon return from the function or procedure ("output arguments") are described as accepting "named variables". A named variable is simply a valid IDL variable name. This variable *does not* need to be defined before being used as an output argument. Note, however that when an argument calls for a named variable, only a named variable can be used—sending an expression causes an error.

Keywords

The "Keywords" section describes each valid keyword argument to the routine. Note that keyword arguments are formal parameters that can be supplied in any order.

Keyword arguments are supplied to IDL routines by including the keyword name followed by an equal sign ("=") and the value to which the keyword should be set. The value can be a value, an expression, or a *named variable* (a named variable is simply a valid IDL variable name).

Note

If you set a keyword equal to an *undefined* named variable, IDL will quietly ignore the value.

For example, to produce a plot with diamond-shaped plotting symbols, the PSYM keyword should be set to 4 as follows:

```
PLOT, FINDGEN(10), PSYM=4
```

Note the following when specifying keywords:

- Certain keywords are boolean, meaning they can be set to either 0 or 1. These keywords are switches used to turn an option on and off. Usually, setting such keywords equal to 1 causes the option to be turned on. Explicitly setting the keyword to 0 (or not including the keyword) turns the option off. In the syntax listings in this reference, all keywords that are preceded by a slash can be set by prefacing them by the slash. For example, SURFACE, DIST(10), /SKIRT is a shortcut for SURFACE, DIST(10), SKIRT=1. To turn the option back off, you must set the keyword equal to 0, as in SURFACE, DIST(10), SKIRT=0.

  In rare cases, a keyword's default value is 1. In these cases, the syntax is listed as KEYWORD=0, as in SLIDE_IMAGE [, *Image*] [, CONGRID=0]. In this example, CONGRID is set to 1 by default. If you specify CONGRID=0, you can turn it back on by specifying either /CONGRID or CONGRID=1.

- Some keywords are used to obtain values that can be used upon return from the function or procedure. These keywords are listed as KEYWORD=*variable*. Any valid variable name can be used for these keywords, and the variable does not need to be defined first. Note, however, that when a keyword calls for a named variable, only a named variable can be used—sending an expression causes an error.

  For example, the WIDGET_CONTROL procedure can return the user values of widgets in a named variable using the GET_UVALUE keyword. To return the user value for a widget ID (contained in the variable mywidget) in the variable userval, you would use the command:

  ```
  WIDGET_CONTROL, mywidget, GET_UVALUE = userval
  ```

  Upon return from the procedure, userval contains the user value. Note that userval did not have to be defined before the call to WIDGET_CONTROL.

- Some routines have keywords that are mutually exclusive, meaning only one of the keywords can be present in a given statement. These keywords are grouped together, and separated by a vertical line. For example, consider the following syntax:

  PLOT, [*X*,] *Y* [, /DATA | , /DEVICE | , /NORMAL]

  In this example, you can choose either DATA, DEVICE, or NORMAL, but not more than one. An example of a valid statement is:

  PLOT, SIN(A), /DEVICE

- Keywords can be abbreviated to their shortest unique length. For example, the XSTYLE keyword can be abbreviated to XST because there are no other keywords in IDL that begin with XST. You cannot shorten XSTYLE to XS, however, because there are other keywords that begin with XS, such as XSIZE.

Running the Example Code

Some of the code examples used in this manual are part of the IDL distribution. Referenced files are located in the examples/doc subdirectory of the IDL distribution. By default, this directory is part of IDL's path; if you have not changed your path, you will be able to run the examples as described. See "!PATH" (Appendix D, *IDL Reference Guide*) for information on IDL's path.
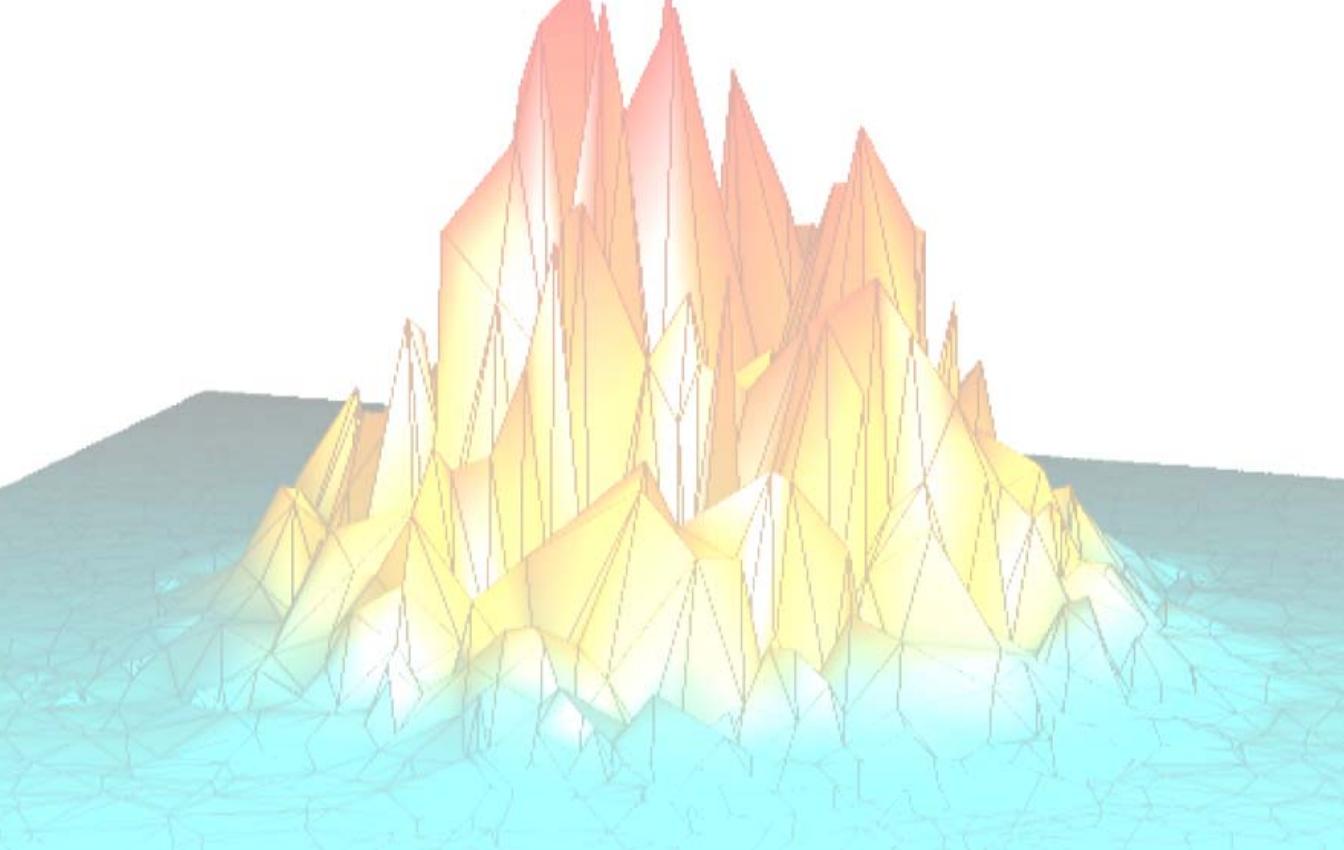
Part I: IDL Command Reference
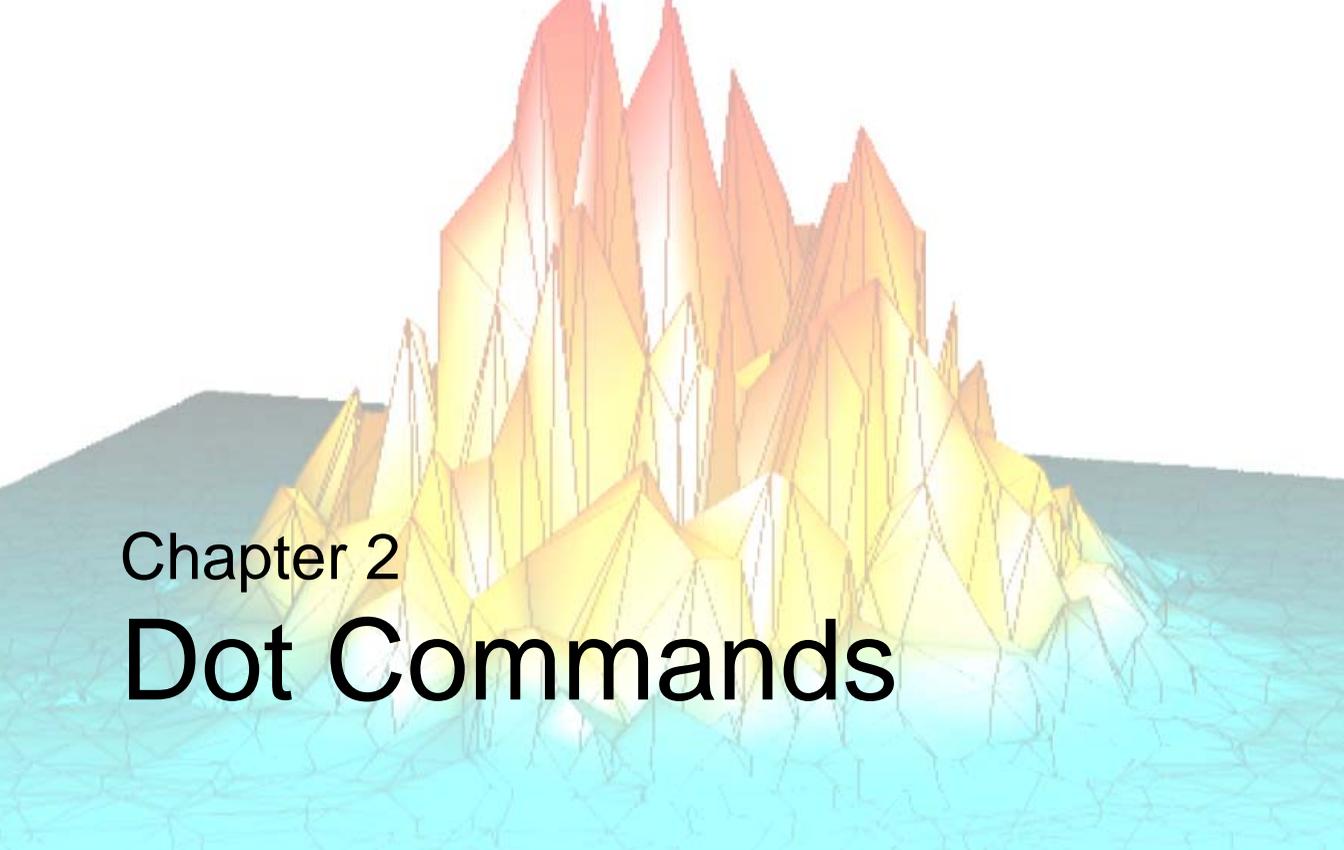
Chapter 2
Dot Commands

This section describes the following commands:

.COMPILE

The .COMPILE command compiles and saves procedures and programs in the same manner as .RUN. If one or more filenames are specified, the procedures and functions contained therein are compiled *but not executed*. If you enter this command at the Command Line of the workbench and the files are not yet open, IDL opens the files within Editor windows and compiles the procedures and functions contained therein.

See RESOLVE_ROUTINE for a way to invoke the same operation from within an IDL routine, and RESOLVE_ALL for a way to automatically compile all user-written or library functions called by all currently-compiled routines.

If the -f flag is specified, *File* is compiled from the source stored temporarily in *TempFile* rather than on disk in *File* itself. This allows you to make changes to *File* (in an IDL editor window, for example), store the modified source into the temporary file (the IDL Workbench does it automatically), compile, and test the changes without overwriting the original code stored in *File*.

On UNIX systems, .COMPILE will interpret the $ (dollar sign) character as a reference to an environment variable, and expand the variable as is normal for the operating system. To use a literal dollar sign in a file name, escape the $ character with a backwards slash character (\$).

Note ————————————————————————————————

.COMPILE is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

————————————————————————————————————

Syntax

.COMPILE [*File$_1$*, ..., *File$_n$*]

.COMPILE -f *File TempFile*

See Also

.RNEW, .RUN

.CONTINUE

The .CONTINUE command continues execution of a program that has stopped because of an error, a stop statement, or a keyboard interrupt. IDL saves the location of the beginning of the last statement executed before an error. If it is possible to correct the error condition in the interactive mode, the offending statement can be re-executed by entering .CONTINUE. After STOP statements, .CONTINUE continues execution at the next statement. The .CONTINUE command can be abbreviated; for example, .C. Execution of a program interrupted by typing Ctrl+C also can be resumed at the point of interruption with the .CONTINUE command.

Note
.CONTINUE is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.CONTINUE

.EDIT

The .EDIT command opens files in IDL Editor windows when called from the Command Line of the workbench. Note that filenames are separated by spaces, not commas.

Note ——
.EDIT is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.
——

Syntax

.EDIT *File₁* [*File₂ ... Fileₙ*]

.FULL_RESET_SESSION

The .FULL_RESET_SESSION command does everything .RESET_SESSION does, plus the following:

- Removes all system routines installed via LINKIMAGE or a DLM.

- Removes all structure definitions installed via a DLM.

- Removes all message blocks added by DLMs or by the DEFINE_MSGBLK or DEFINE_MSGBLK_FROM_FILE routines.

- Unloads all sharable libraries loaded into IDL via CALL_EXTERNAL, LINKIMAGE, or a DLM.

- Re-initializes all DLMs to their unloaded initial state.

Note ───

.FULL_RESET_SESSION is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

───

Syntax

.FULL_RESET_SESSION

.GO

The .GO command starts execution at the beginning of a previously-compiled main program.

Note —————————————————————————————————

.GO is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.GO

.OUT

The .OUT command continues executing statements in the current program until it returns.

Note ──

.OUT is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

──

Syntax

.OUT

.RESET_SESSION

The .RESET_SESSION command resets much of the state of an IDL session without requiring the user to exit and restart the IDL session. After the reset is complete, the startup file, if one is specified, is run.

The command performs the following actions in the reset:

- Returns current execution point to $MAIN$ (RETALL)

- Clears the path cache (see PATH_CACHE for details)

- Closes all files except the standard 3 units, the JOURNAL file (if any), and any files in use by graphics drivers

- Destroys or removes the following:

    - All local variables in $MAIN$

    - All widgets (exit handlers are not called)

    - All windows and pixmaps for the current window system graphics device are closed (including all common blocks)

    - All cursors created with REGISTER_CURSOR

    - All handles

    - All user-defined system variables

    - All pointer and object reference heap variables (object destructors are not called)

    - All user-defined structure definitions

    - All user-defined object definitions

    - All compiled user functions and procedures, including the main program ($MAIN$), if any

    - Any memory segments created by SHMMAP

- Disables SHMDEBUG mode

- Resets all system variables, including the graphics variables (!ORDER, !MAP, !MOUSE, !P, !X, !Y, !Z). The following variables get their initial values from IDL preferences:

!CPU	!DIR
!EDIT_INPUT	!ERROR_STATE.MSG_PREFIX
!EXCEPT	!HELP_PATH
!MORE	!PATH
!PROMPT	!QUIET

Note ————————————————————————————
For more information on the preferences associated with these system variables, see "IDL System Preferences" on page 5529.
————————————————————————————

- Resets the current direct-graphics device, which returns to the startup default, based on the IDL_DEVICE preference. Device-specific values are returned to their defaults.

- Resets the status of the path cache (enabled or disabled), based on the IDL_PATH_CACHE_DISABLE preference.

- Resets the state of the IDL profiler module (for more information, see "PROFILER" on page 1899).

The command does not do the following:

- The saved commands and output log are not erased.

- Graphics drivers are not reset to their full uninitialized state. However, all windows and pixmaps for the current window system device are closed.

- The following files are not closed:

  - Stdin (LUN 0)

  - Stdout (LUN -1)

  - Stderr (LUN -2)

  - The journal file (!JOURNAL) if one is open

  - Any files in use by graphics drivers (e.g., PostScript)

- Dynamically loaded graphics drivers (LINKIMAGE) are not removed, nor are any dynamic sharable libraries containing such drivers, even if the same library was also used for another purpose such as CALL_EXTERNAL, LINKIMAGE system routines, or DLMs. See the .FULL_RESET_SESSION executive command to unload dynamic libraries.

- Message blocks are not removed. See the .FULL_RESET_SESSION executive command to remove message blocks loaded by DLMs or created using the DEFINE_MSGBLK or DEFINE_MSGBLK_FROM_FILE routines.

Note ———

.RESET_SESSION is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

——

Syntax

.RESET_SESSION

Version History

7.0	Breakpoints are no longer cleared.

See Also

.FULL_RESET_SESSION

.RETURN

The .RETURN command continues execution of a program until encountering a RETURN statement. This is convenient for debugging programs since it allows the whole program to run, stopping before returning to the next-higher program level so you can examine local variables.

Also see the RETURN command.

Note ———————————————————————————————

.RETURN is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.RETURN

.RNEW

The .RNEW command compiles and saves procedures and functions in the same manner as .RUN. In addition, all variables in the main program unit, except those in common blocks, are erased. The -T and -L filename switches have the same effect as with .RUN.

Note ───

.RNEW is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

───

Syntax

.RNEW [*File₁*, ..., *Fileₙ*]

To save listing in a file:

.RNEW -L *ListFile.lis File₁* [, *File₂*, ..., *Fileₙ*]

To display listing on screen:

.RNEW -T *File₁* [, *File₂*, ..., *Fileₙ*]

Example

Some statements using the .RUN and .RNEW commands are shown below.

Statement	Description
`.RUN`	Accept a program from the keyboard. Retain the present variables.
`.RUN myfile`	Compile the file `myfile.pro`. If it is not found in the current directory, try to find it in the directory search path.

Table 2-1: Examples using .RUN and .RNEW

Statement	Description
`.RUN -T A, B, C`	Compile the files `a.pro`, `b.pro` and `c.pro`. List the files on the terminal.
`.RNEW -L myfile.lis myfile, yourfile`	Erase all variables and compile the files `myfile.pro` and `yourfile.pro`. Produce a listing on `myfile.lis`.

Table 2-1: Examples using .RUN and .RNEW (Continued)

See Also

.COMPILE, .RUN

.RUN

The .RUN command compiles procedures, functions, and/or main programs in memory. Main programs are executed immediately. The command can be followed by a list of files to be compiled. Filenames are separated by blanks, tabs, or commas.

If a file specification is included in the command, IDL searches for the file first in the current directory, then in the directories specified by the system variable !PATH. See "Creating $MAIN$ Programs" (Chapter 2, *Application Programming*) for more information on IDL's search strategy.

If a main program unit is encountered, execution of the program will begin after all files have been read if there were no errors. The values of all of the variables are retained. If the file isn't found, input is accepted from the keyboard until a complete program unit is entered.

Files containing IDL procedures, programs, and functions are assumed to have the file extension (suffix) `.pro`. Files created with the SAVE procedure are assumed to have the extension `.sav`. See Chapter 2, "Creating and Running Programs in IDL" (*Application Programming*) for further information.

Note ——

.RUN is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

——

Syntax

.RUN [*File₁*, ..., *Fileₙ*]

To save listing in a file:

.RUN -L *ListFile.lis File₁* [, *File₂*, ..., *Fileₙ*]

To display listing on screen:

.RUN -T *File₁* [, *File₂*, ..., *Fileₙ*]

Note ——

Subsequent calls to .RUN compile the procedure again.

——

Using .RUN to Make Program Listings

The command arguments -T for terminal listing or -L filename for listing to a named file can appear after the command name and before the program filenames to produce a numbered program listing directed to the terminal or to a file.

For instance, to see a listing on the screen as a result of compiling a procedure contained in a file named analyze.pro, use the following command:

```
.RUN -T analyze
```

To compile the same procedure and save the listing in a file named analyze.lis, use the following command:

```
.RUN -L analyze.lis analyze
```

In listings produced by IDL, the line number of each statement is printed at the left margin. This number is the same as that printed in IDL error statements, simplifying location of the statement causing the error.

Note

If the compiled file contains more than one procedure or function, line numbering is reset to "1" each time the end of a program segment is detected.

Each level of block nesting is indented four spaces to the right of the preceding block level to improve the legibility of the program's structure.

See Also

.COMPILE, .RNEW

.SKIP

The .SKIP command skips one or more statements. It is useful for moving past a program statement that caused an error. If the optional argument *n* is present, it gives the number of statements to skip; otherwise, a single statement is skipped.

Note that .SKIP does not execute or evaluate the code it is skipping. Rather, it arbitrarily alters the current program counter to the *n*th physical statement following the current point. This has implications that may not be obvious on initial consideration:

- .SKIP does not skip into a called routine.

- .SKIP moves to the *n*th physical statement following the current program location. This may not be the statement that execution would have actually have moved to if you had allowed the program to run normally.

- Arbitrarily moving the program counter in this way may leave your program in an unrunnable state, depending on resulting state of the local variables and the statements that the newly positioned program counter attempts to execute next.

In contrast, the .STEP executive command has none of the above drawbacks and can be used instead in many situations. The advantage of .SKIP over .STEP is that .SKIP can move past statements that .STEP cannot, such as:

- Statements with errors that cause execution to halt.

- Infinite loops, and similar logic errors.

For example, consider the following program segment:

```
...... ... ...
OPENR, 1, 'missing'
READF, 1, xxx, ..., ...
... ... ...
```

If the OPENR statement fails because the specified file does not exist, program execution will halt with the OPENR statement as the current statement. Execution can not be resumed with the executive command .CONTINUE because it attempts to re-execute the offending OPENR statement, causing the same error. The remainder of the program can be executed by entering .SKIP, which skips over the incorrect OPEN statement.

Note ───

.SKIP is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

───

Syntax

.SKIP [*n*]

.STEP

The .STEP command executes one or more statements in the current program starting at the current position, stops, and returns control to the interactive mode. This command is useful in debugging programs. The optional argument *n* indicates the number of statements to execute. If *n* is omitted, a single statement is executed.

Note

.STEP is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.STEP [*n*] or .S [*n*]

.STEPOVER

The .STEPOVER command executes one or more statements in the current program starting at the current position, stops, and returns control to the interactive mode. Unlike .STEP, if .STEPOVER executes a statement that calls another routine, the called routine runs until it ends before control returns to interactive mode. That is, a statement calling another routine is treated as a single statement.

The optional argument n indicates the number of statements to execute. If n is omitted, a single statement (or called routine) is executed.

Note ───

.STEPOVER is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.STEPOVER [*n*] or .SO [*n*]

.TRACE

The .TRACE command continues execution of a program that has stopped because of an error, a stop statement, or a keyboard interrupt.

Note ————————————————————————————————————

.TRACE is an executive command. Executive commands can only be used at the IDL command prompt, not in programs.

Syntax

.TRACE
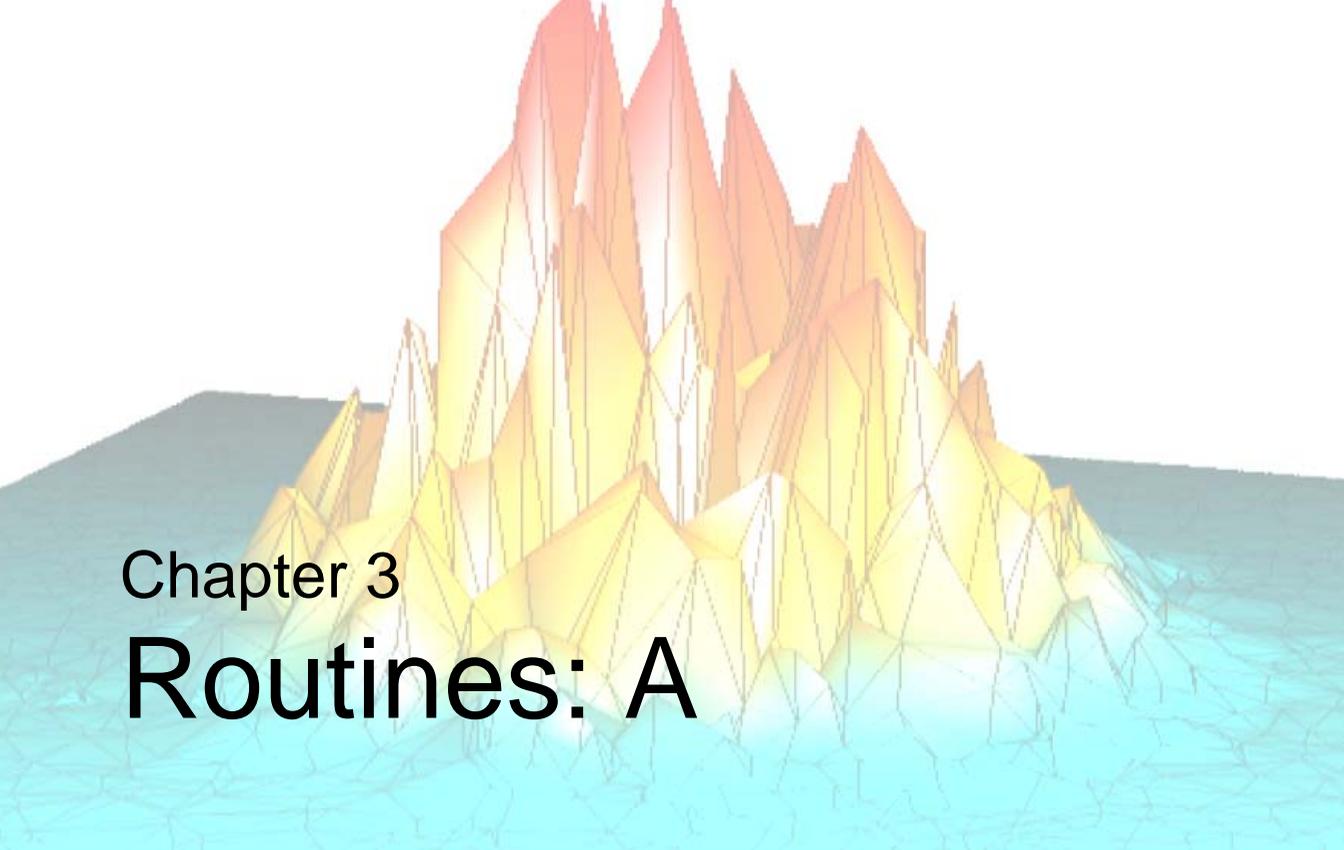
Chapter 3
Routines: A

A_CORRELATE

The A_CORRELATE function computes the autocorrelation *Px(L)* or autocovariance *Rx(L)* of a sample population *X* as a function of the lag *L*.

$$P_x(L) \,=\, P_x(-L) \,=\, \frac{\displaystyle\sum_{k\,=\,0}^{N-L-1}(x_k - \bar{x})(x_{k+L} - \bar{x})}{\displaystyle\sum_{k\,=\,0}^{N-1}(x_k - \bar{x})^2}$$

$$R_x(L) \,=\, R_x(-L) = \frac{1}{N}\sum_{k\,=\,0}^{N-L-1}(x_k - \bar{x})(x_{k+L} - \bar{x})$$

where $\bar{x}$ is the mean of the sample population $x = (x_0, x_1, x_2, \dots, x_{N-1})$.

Note ──

This routine is primarily designed for use in 1-D time-series analysis. The mean is subtracted before correlating. For image processing, methods based on FFT should be used instead if more than a few tens of points exist. For example:

```
Function AutoCorrelate, X
    Temp = FFT(X,-1)
    RETURN, FFT(Temp * CONJ(Temp), 1)
END
```

This routine is written in the IDL language. Its source code can be found in the file `a_correlate.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = A_CORRELATE(*X*, *Lag* [, /COVARIANCE] [, /DOUBLE])

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Lag

An *n*-element integer vector in the interval [-(*n*-2), (*n*-2)], specifying the signed distances between indexed elements of *X*.

Keywords

COVARIANCE

Set this keyword to compute the sample autocovariance rather than the sample autocorrelation.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define an n-element sample population:
X = [3.73, 3.67, 3.77, 3.83, 4.67, 5.87, 6.70, 6.97, 6.40, 5.57]
; Compute the autocorrelation of X for LAG = -3, 0, 1, 3, 4, 8:
lag = [-3, 0, 1, 3, 4, 8]
result = A_CORRELATE(X, lag)
PRINT, result
```

IDL prints:

```
0.0146185  1.00000  0.810879  0.0146185  -0.325279  -0.151684
```

Version History

| 4.0 | Introduced |

See Also

CORRELATE, C_CORRELATE, M_CORRELATE, P_CORRELATE, R_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

ABS

The ABS function returns the absolute value of its argument.

Syntax

Result = ABS(*X*)

Return Value

Returns the absolute value of its argument.

Arguments

X

The value for which the absolute value is desired. If *X* is of complex type, ABS returns the magnitude of the complex number:

$$\sqrt{\text{Real}^2 + \text{Imaginary}^2}$$

If X is of complex type, the result is returned as the corresponding floating point type. For all other types, the result has the same type as *X*. If *X* is an array, the result has the same structure, with each element containing the absolute value of the corresponding element of *X*.

ABS applied to any of the unsigned integer types results in the unaltered value of X being returned.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To print the absolute value of -25, enter:

```
PRINT, ABS(-25)
```

IDL prints:

```
25
```

Version History

Original	Introduced

ACOS

The ACOS function returns the angle, expressed in radians, whose cosine is *X* (i.e., the arc-cosine). For real input, the range of ACOS is between 0 and π.

For input of a complex number, $Z = X + iY$, the complex arccosine is given by,

$\quad$ acos(Z) = acos(B) - i alog(A + sqrt(A^2 - 1))$\quad$ if Y >= 0

$\quad$ acos(Z) = acos(B) + i alog(A + sqrt(A^2 - 1))$\quad$ if Y < 0

where

$\quad$ A = 0.5 sqrt((X + 1)^2 + Y^2) + 0.5 sqrt((X - 1)^2 + Y^2)

$\quad$ B = 0.5 sqrt((X + 1)^2 + Y^2) - 0.5 sqrt((X - 1)^2 + Y^2)

The separation of the two formulas at $Y = 0$ takes into account the branch-cut discontinuity along the real axis from $-\infty$ to -1 and +1 to $+\infty$, and ensures that cos(acos(Z)) is equal to Z. For reference, see formulas 4.4.37-39 in Abramowitz, M. and Stegun, I.A., 1964: Handbook of Mathematical Functions (Washington: National Bureau of Standards).

Syntax

Result = ACOS(*X*)

Return Value

Returns the angle, expressed in radians, whose cosine is *X* (i.e., the arc-cosine).

Arguments

X

The cosine of the desired angle. For real input, X should be in the range -1 to +1. If X is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If X is an array, the result has the same structure, with each element containing the arc-cosine of the corresponding element of X.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the angle whose cosine is 0.707 and print the result in degrees by entering:

```
PRINT, 180/!PI*ACOS(0.707)
IDL prints:
45.0086
```

Find the complex arccosine of $2 + i$ and print the result by entering:

```
PRINT, ACOS(COMPLEX(2,1))
IDL prints:
(      0.507356,      -1.46935)
```

See the ATAN function for an example of visualizing the complex arccosine.

Version History

Original	Introduced

See Also

COS, COSH, ASIN, SIN, SINH, ATAN, TAN, TANH

ADAPT_HIST_EQUAL

The ADAPT_HIST_EQUAL function performs adaptive histogram equalization, a form of automatic image contrast enhancement. The algorithm is described in Pizer et. al., "Adaptive Histogram Equalization and its Variations.", Computer Vision, Graphics and Image Processing, 39:355-368. Adaptive histogram equalization involves applying contrast enhancement based on the local region surrounding each pixel. Each pixel is mapped to an intensity proportional to its rank within the surrounding neighborhood. This method of automatic contrast enhancement has proven to be broadly applicable to a wide range of images and to have demonstrated effectiveness.

This routine is written in the IDL language. Its source code can be found in the file adapt_hist_equal.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = ADAPT_HIST_EQUAL (*Image* [, CLIP=*value*] [, FCN=*vector*]
   [, NREGIONS=*nregions*] [, TOP=*value*])

Return Value

The result of the function is a byte image with the same dimensions as the input image parameter.

Arguments

Image

A two-dimensional array representing the image for which adaptive histogram equalization is to be performed. This parameter is interpreted as unsigned 8-bit data, so be sure that the input values are properly scaled into the range of 0 to 255.

Keywords

CLIP

Set this keyword to a nonzero value to clip the histogram by limiting its slope to the given CLIP value, thereby limiting contrast. For example, if CLIP is set to 3, the slope of the histogram is limited to 3. By default, the slope and/or contrast is not

limited. Noise over-enhancement in nearly homogeneous regions is reduced by
setting this parameter to values larger than 1.0.

FCN

Set this keyword to the desired cumulative probability distribution function in the
form of a 256 element vector. If omitted, a linear ramp, which yields equal
probability bins results. This function is later normalized, so magnitude is
inconsequential, though should increase monotonically.

NREGIONS

Set this keyword to the size of the overlapped tiles, as a fraction of the largest
dimensions of the image size. The default is 12, which makes each tile 1/12 the size
of the largest image dimension.

TOP

Set this keyword to the maximum value of the scaled output array. The default is 255.

Examples

The following code snippet reads a data file in the examples/data subdirectory of
the IDL distribution containing a cerebral angiogram, and then displays both the
original image and the adaptive histogram equalized image:

```
OPENR, 1, FILEPATH('cereb.dat', $
   SUBDIRECTORY=['examples','data'])

;Image size = 512 x 512
a = BYTARR(512,512, /NOZERO)

;Read it
READU, 1, a
CLOSE, 1

; Reduce size of image for comparison
a = CONGRID(a, 256,256)

;Show original
TVSCL, a, 0

;Show processed
TV, ADAPT_HIST_EQUAL(a, TOP=!D.TABLE_SIZE-1), 1
```

Note ——————————————————————————————————————
Also see "Working with Histograms" (Chapter 8, *Image Processing in IDL*).

———

Version History

5.3	Introduced

See Also

H_EQ_CT, H_EQ_INT, HIST_2D, HIST_EQUAL, HISTOGRAM

ALOG

The ALOG function returns the natural logarithm of *X*.

For input of a complex number, $Z = X + i$Y, the complex number can be rewritten as $Z = R \exp(i\theta)$, where R = abs(Z) and $\theta = $ atan(y,x). The complex natural log is then given by,

$$alog(Z) = alog(R) + i\theta$$

In the above formula, the use of the two-argument arctangent separates the solutions at $Y = 0$ and takes into account the branch-cut discontinuity along the real axis from -∞ to 0, and ensures that exp(alog(Z)) is equal to Z. For reference, see formulas 4.4.1-3 in Abramowitz, M. and Stegun, I.A., 1964: *Handbook of Mathematical Functions* (Washington: National Bureau of Standards).

Syntax

Result = ALOG(*X*)

Return Value

Returns the natural logarithm of *X*.

Arguments

X

The value for which the natural log is desired. For real input, X should be greater than or equal to zero. If X is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If X is an array, the result has the same structure, with each element containing the natural log of the corresponding element of X.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS,

TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the natural logarithm of 2 and print the result by entering:

```
PRINT, ALOG(2)
IDL prints:
0.693147
```

Find the complex natural log of sqrt(2) + i sqrt(2) and print the result by entering:

```
PRINT, ALOG(COMPLEX(sqrt(2), sqrt(2)))
IDL prints:
(      0.693147,      0.785398)
```

Note ──

The real part of the result is just ALOG(2) and the imaginary part gives the angle (in radians) of the complex number relative to the real axis.

──

See the ATAN function for an example of visualizing the complex natural log.

Version History

Original	Introduced

See Also

ALOG10, ATAN

ALOG10

The ALOG10 function returns the logarithm to the base 10 of *X*.

For input of a complex number, $Z = X + iY$, the complex number can be rewritten as $Z = R \exp(iq)$, where $R = abs(Z)$ and $q = atan(y,x)$. The complex log base 10 is then given by,

$$alog10(Z) = alog10(R) + i\ q/alog(10)$$

In the above formula, the use of the two-argument arctangent separates the solutions at $Y = 0$ and takes into account the branch-cut discontinuity along the real axis from -∞ to 0, and ensures that $10^{\wedge}(alog10(Z))$ is equal to Z. For reference, see formulas 4.4.1-3 in Abramowitz, M. and Stegun, I.A., 1964: *Handbook of Mathematical Functions* (Washington: National Bureau of Standards).

Syntax

Result = ALOG10(*X*)

Return Value

Returns the logarithm to the base 10 of *X*.

Arguments

X

The value for which the base 10 log is desired. For real input, X should be greater than or equal to zero. If X is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If X is an array, the result has the same structure, with each element containing the base 10 log of the corresponding element of X.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS,

TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the base 10 logarithm of 100 and print the result by entering:

```
PRINT, ALOG10(100)
IDL prints:
2.00000
```

See the ATAN function for an example of visualizing the complex logarithm.

Version History

Original	Introduced

See Also

ALOG, ATAN

AMOEBA

The AMOEBA function performs multidimensional minimization of a function *Func(x)*, where *x* is an *n*-dimensional vector, using the downhill simplex method of Nelder and Mead, 1965, *Computer Journal*, Vol 7, pp 308-313.

The downhill simplex method is not as efficient as Powell's method, and usually requires more function evaluations. However, the simplex method requires only function evaluations—not derivatives—and may be more reliable than Powell's method.

This routine is written in the IDL language. Its source code can be found in the file amoeba.pro in the lib subdirectory of the IDL distribution. AMOEBA is based on the routine amoeba described in section 10.4 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = AMOEBA(*Ftol* [, FUNCTION_NAME=*string*]
    [, FUNCTION_VALUE=*variable*] [, NCALLS=*value*] [, NMAX=*value*]
    [, P0=*vector*, SCALE=*vector* | , SIMPLEX=*array*])

Return Value

If the minimum is found, AMOEBA returns an *n*-element vector corresponding to the function's minimum value. If a minimum within the given tolerance is not found within the specified number of iterations, AMOEBA returns a scalar value of -1. Results are returned with the same precision (single- or double-precision floating-point) as is returned by the user-supplied function to be minimized.

Arguments

Ftol

The fractional tolerance to be achieved in the function value—that is, the fractional decrease in the function value in the terminating step. If the function you supply returns a single-precision result, *Ftol* should never be less than your machine's floating-point precision—the value contained in the EPS field of the structure returned by the MACHAR function. If the function you supply returns a double-precision floating-point value, Ftol should not be less than your machine' double-precision floating-point precision. See MACHAR for details.

Keywords

FUNCTION_NAME

Set this keyword equal to a string containing the name of the function to be minimized. If this keyword is omitted, AMOEBA assumes that an IDL function named "FUNC" is to be used.

The function to be minimized must be written as an IDL function and compiled prior to calling AMOEBA. This function must accept an *n*-element vector as its only parameter and return a scalar single- or double precision floating-point value as its result.

See the *Example* section below for an example function.

FUNCTION_VALUE

Set this keyword equal to a named variable that will contain an (*n*+1)-element vector of the function values at the simplex points. The first element contains the function minimum.

NCALLS

Set this keyword equal to a named variable that will contain a count of the number of times the function was evaluated.

NMAX

Set this keyword equal to a scalar value specifying the maximum number of function evaluations allowed before terminating. The default is 5000.

P0

Set this keyword equal to an *n*-element single- or double-precision floating-point vector specifying the initial starting point. Note that if you specify P0, you must also specify SCALE.

For example, in a 3-dimensional problem, if the initial guess is the point [0,0,0], and you know that the function's minimum value occurs in the interval:

    -10 < X[0] < 10, -100 < X[1] < 100, -200 < X[(2) < 200,

specify: P0=[0,0,0] and SCALE=[10, 100, 200].

Alternately, you can omit P0 and SCALE and specify SIMPLEX.

SCALE

Set this keyword equal to a scalar or *n*-element vector containing the problem's characteristic length scale for each dimension. SCALE is used with P0 to form an initial (*n*+1) point simplex. If all dimensions have the same scale, set SCALE equal to a scalar.

If SCALE is specified as a scalar, the function's minimum lies within a distance of SCALE from P0. If SCALE is an N-dimensional vector, the function's minimum lies within the Ndim+1 simplex with the vertices P0, P0 + [1,0,...,0] * SCALE, P0 + [0,1,0,...,0] * SCALE, ..., and P0+[0,0,...,1] * SCALE.

SIMPLEX

Set this keyword equal to an *n* by *n*+1 single- or double-precision floating-point array containing the starting simplex. After AMOEBA has returned, the SIMPLEX array contains the simplex enclosing the function minimum. The first point in the array, SIMPLEX[*,0], corresponds to the function's minimum. This keyword is ignored if the P0 and SCALE keywords are set.

Examples

Use AMOEBA to find the slope and intercept of a straight line that fits a given set of points, minimizing the maximum error. The function to be minimized (FUNC, in this case) returns the maximum error, given p[0] = intercept, and p[1] = slope.

```
; First define the function FUNC:
FUNCTION FUNC, P
COMMON FUNC_XY, X, Y
RETURN, MAX(ABS(Y - (P[0] + P[1] * X)))
END

; Put the data points into a common block so they are accessible to
; the function:
COMMON FUNC_XY, X, Y

; Define the data points:
X = FINDGEN(17)*5
Y = [ 12.0,  24.3,  39.6,  51.0,  66.5,  78.4,  92.7, 107.8, $
    120.0, 135.5, 147.5, 161.0, 175.4, 187.4, 202.5, 215.4, 229.9]

; Call the function. Set the fractional tolerance to 1 part in
; 10^5, the initial guess to [0,0], and specify that the minimum
; should be found within a distance of 100 of that point:
R = AMOEBA(1.0e-5, SCALE=1.0e2, P0 = [0, 0], FUNCTION_VALUE=fval)
```

```
; Check for convergence:
IF N_ELEMENTS(R) EQ 1 THEN MESSAGE, 'AMOEBA failed to converge'

; Print results:
PRINT, 'Intercept, Slope:', r, $
       'Function value (max error): ', fval[0]
```

IDL prints:

```
Intercept, Slope:      11.4100      2.72800
Function value:        1.33000
```

Version History

5.0	Introduced

See Also

DFPMIN, POWELL, SIMPLEX

ANNOTATE

The ANNOTATE procedure starts an IDL widget program that allows you to interactively annotate images and plots with text and drawings. Drawing objects include lines, arrows, polygons, rectangles, circles, and ellipses. Annotation files can be saved and restored, and annotated displays can be written to TIFF or PostScript files. The Annotation widget will work on any IDL graphics window or draw widget.

This routine is written in the IDL language. Its source code can be found in the file annotate.pro in the lib subdirectory of the IDL distribution.

Using the Annotation Widget

Before calling the Annotation widget, plot or display your data in an IDL graphics window or draw widget. Unless you specify otherwise (using the DRAWABLE or WINDOW keywords), annotations will be made in the current graphics window.

For information on using the Annotation widget, click on the widget's "Help" button.

Syntax

ANNOTATE [, COLOR_INDICES=*array*] [, DRAWABLE=*widget_id* | ,
    WINDOW=*index*] [, LOAD_FILE=*filename*] [, /TEK_COLORS]

Arguments

None.

Keywords

COLOR_INDICES

An array of color indices from which the user can choose colors. For example, to allow the user to choose 10 colors, spread evenly over the available indices, set the keyword as follows:

```
COLOR_INDICES = INDGEN(10) * (!D.N_COLORS-1) / 9
```

If neither TEK_COLORS or COLOR_INDICES are specified, the default is to load 10 colors, evenly distributed over those available.

DRAWABLE

The widget ID of the draw widget for the annotations. Do not set both DRAWABLE and WINDOW. If neither WINDOW or DRAWABLE are specified, the current window is used.

LOAD_FILE

The name of an annotation format file to load after initialization.

TEK_COLORS

Set this keyword and the Tektronix color table is loaded starting at color index TEK_COLORS(0), with TEK_COLORS(1) color indices. The Tektronix color table contains up to 32 distinct colors suitable for graphics. If neither TEK_COLORS or COLOR_INDICES are specified, the default is to load 10 colors, evenly distributed over those available.

WINDOW

The window index number of the window to receive the annotations. Do not set both DRAWABLE and WINDOW. If neither WINDOW or DRAWABLE are specified, the current window is used.

Examples

```
; Output an image in the current window:
TVSCL, HANNING(300,200)
; Annotate it:
ANNOTATE
```

Version History

Pre 4.0	Introduced

See Also

PLOTS, XYOUTS

APP_USER_DIR

The APP_USER_DIR function provides access to the IDL *application user directory*. The application user directory is a location where IDL, and applications written in IDL, can store user-specific data that will persist between IDL sessions. For example, the IDL iTools store user-specified preferences, styles, and macros in the application user directory.

The application user directory is created automatically by IDL as a subdirectory (named .idl) of the user's *home directory*. (For additional information on the location of the user's home directory on different platforms, see "HOME" in Chapter 1, "Introducing IDL" (*Using IDL*).)

To prevent unrelated applications from encountering each other's files, the .idl directory is organized into subdirectories with names specified by the application author. For example, files used by applications distributed with IDL are stored in subdirectories of the .idl directory named itt and idl. Inside each author's subdirectory, files are organized by application and (optionally) by a combination of attributes of the IDL version that creates the directory.

Note ───

> The organization of the .idl directory is opaque to both users and authors of IDL applications. Application authors are expected to manage the directory exclusively using the APP_USER_DIR function, and application users generally do not need to manually modify the files it contains.

───

APP_USER_DIR simplifies cross-platform application development by providing a well-defined location for IDL applications to store their resource files, regardless of the platform or version of IDL. The uniform organization it enforces is also a benefit for IDL users, since it makes it easier for them to understand the meaning and importance of the files found in their .idl directory.

Directories created by APP_USER_DIR have the following features:

- Each author of IDL applications has a unique area underneath the .idl directory. Different authors do not share space with each other, or with IDL distribution files.

- By default, an application directory is shared by all instances of the application. The application author can use RESTRICT keywords to specify that the directory only be used by a specified version of the application, or when running on a version of IDL with specified attributes such as release,

operating system, hardware platform, *etc*. See "RESTRICT Keywords" on page 90 for additional details.

- A README file is automatically generated for each author and application directory, following a standard format. The application author is required to supply the body text for the application README file. (Text for the author README file is optional, but recommended.) The text is expected to explain the purpose of the directory, and supply contact information for the author. Each README file has a version associated with it, allowing APP_USER_DIR to automatically update the file as necessary.

APP_USER_DIR performs the following operations, in order:

1. If the specified author directory does not exist, it is created.

2. If the specified author directory does not have a standard README file, it is created. If there is an existing README file with a version number that is lower than the specified number, the file is replaced.

3. If the specified application subdirectory does not exist within the author directory, it is created.

4. If the specified application directory does not have a standard README file, it is created. If there is an existing README file with a version number that is lower than the specified number, the file is replaced.

5. The path to the application directory is returned as the value of the APP_USER_DIR function.

Other than the README file, the contents of an application directory are entirely up to the application author. The APP_USER_DIR function does not manage the content, only its location. The FILEPATH function can be used to construct filenames within the application directory, and IDL's many input/output and file manipulation routines can be used to create and manage application specific content within it.

Syntax

Result = APP_USER_DIR(*AuthorDirname*, *AuthorDesc*, *AppDirname*, *AppDesc*, *AppReadmeText, AppReadmeVersion*
  [, AUTHOR_README_TEXT=*string array*]
  [, AUTHOR_README_VERSION=*integer*]
  [, RESTRICT_APPVERSION=*string*] [, /RESTRICT_ARCH]
  [, /RESTRICT_FAMILY | /RESTRICT_OS]
  [, /RESTRICT_FILE_OFFSET_BITS] [, /RESTRICT_IDL_RELEASE]
  [, /RESTRICT_MEMORY_BITS])

Return Value

Returns a string containing the path to the directory to be used by the calling application.

Note ———

The directory and all associated README files are created if they do not exist. If the README files exit, they will be updated if the values of *AppReadmeVersion* and the AUTHOR_README_VERSION keyword are greater than those of the existing README files.

———

Arguments

AuthorDirname

A string specifying the name of the *author directory* to be used by the calling application. The author directory names itt and idl are reserved for use by IDL and IDL applications included in the distribution. Other authors should be careful to pick a unique name unlikely to conflict with others. (See "Advice for Library Authors" (Chapter 6, *Application Programming*) for advice on selecting a unique prefix for a library; the same advice applies when selecting an author directory name.)

In choosing *AuthorDirname*, be aware of the following:

1. *AuthorDirname* is case insensitive, regardless of the operating system platform. APP_USER_DIR will convert the name to lower case before creating the directory or returning its path string.

2. You should attempt to keep the name short, to minimize the chance that the full directory name is longer than the maximum supported length on the current platform.

3. The following characters are automatically converted to underscores (_) when creating the directory name: -) (. : > < as well as *space* and *tab*.

AuthorDesc

A string containing a one-line description of the author in human-readable form. This string is used for the header of the README file within the author directory. For example, the *AuthorDesc* for IDL applications written by ITT Visual Information Solutions is "ITT Visual Information Solutions."

AppDirname

A string specifying the name of the application directory to be used by the calling application. For example, the IDL iTools application uses the application directory name "itools".

Note

APP_USER_DIR modifies the *AppDirname* string you specify in the same way it modifies the *AuthorDirname* string. See AuthorDirname, above.

AppDesc

A string giving a brief description of the application in human-readable form. This string is used for the header of the README file within the application directory. For example, the *AppDesc* for the IDL iTools application is "IDL Intelligent Tools (iTools)".

AppReadmeText

A string or string array containing the text used as the body of the README file within the application directory. The README text is for the benefit of IDL users who are trying to understand what the directory is for, and is expected to supply the following information:

- The identity of the author, and author contact information.

- A brief description of what the application is, and what it does.

- Any special rules governing if and when the user is allowed to delete the directory and its contents.

AppReadmeVersion

An integer specifying the version number to be associated with the README file. *AppReadmeVersion* must be greater than zero.

Initially, *AppReadmeVersion* should be set to one. Every time you modify the text supplied as the *AppReadmeText* argument, you should increment the value of *AppReadmeVersion* by one. APP_USER_DIR uses this information to ensure that existing README files are automatically updated to the latest version.

Note ———————————————————————————————

The application README file version is different from, and unrelated to, the application version (as specified via the RESTRICT_APPVERSION keyword). The README version applies only to the contents of the README file. You might want to change the text in a README file without changing the version of the application; perhaps to clarify existing information or update your contact information.

———————————————————————————————————————

Keywords

AUTHOR_README_TEXT

Set the AUTHOR_README_TEXT keyword equal to a string or string array to supply README text for the author directory. Authors with multiple IDL applications should consider providing application-independent contact information here.

Note ———————————————————————————————

APP_USER_DIR requires you to supply text for the body of the application directory README file. You are not required to supply text for the author directory README file, but supplying such text is strongly recommended.

———————————————————————————————————————

If you include this keyword, use the AUTHOR_README_VERSION keyword to supply a version number for the README file.

AUTHOR_README_VERSION

Set this keyword equal to an integer that specifies the version number for the author README file. The specified value must be greater than zero.

Initially, AUTHOR_README_VERSION should be set equal to one. Every time you modify the text supplied as the AUTHOR_README_TEXT keyword, you should increment the value of AUTHOR_README_VERSION by one. APP_USER_DIR uses this information to ensure that existing author README files are automatically updated to the latest version. If AUTHOR_README_VERSION is not supplied, a default version of 1 is used. However, you should explicitly specify this keyword whenever AUTHOR_README_TEXT is used.

Note

The author README file version is different from, and unrelated to, the application version (as specified via the RESTRICT_APPVERSION keyword). The README version applies only to the contents of the README file. You might want to change the text in a README file without changing the version of the application; perhaps to clarify existing information or update your contact information.

RESTRICT Keywords

By default, APP_USER_DIR creates an application user directory that will be shared by *all* instances of the application. You can use RESTRICT keywords to specify that the directory only be used by a specified version of the application, or when running on a version of IDL with specified attributes such as release, operating system, hardware platform, *etc*. The RESTRICT keywords allow you to ensure that instances of your application running in different IDL, hardware, and operating system environments store their user data separately, when appropriate.

In deciding whether to use the RESTRICT keywords for your application, you should consider the following issues:

Network Installations

In many environments, user home directories are kept on network accessible devices, and are mounted on many different systems. These systems may be running different IDL versions, different operating systems, and different hardware.

The advantages of the networked home directory are easier system administration, and the fact that no matter which computer you use, your files are always available without the need to copy them between systems. APP_USER_DIR is designed to work in such an environment. Concerning yourself with such heterogeneous network environments may seem like overkill if you are using a system with its own dedicated home directory, but you should remember that your users may be using a highly networked environment, and as such your application needs to take these issues into consideration.

Application Version Compatibility

Experience shows that many application authors do not plan adequately for cross-version compatibility. This lack of planning may cause few problems at first, but as new versions of the application are released, incompatibilities surface. Consider the following when designing your application to simplify later upgrades:

1. Can you imagine that a future version of your application might want to structure its data in a different way, or that changes for a new version might

confuse older versions that also use the same data? If so, you should specify the RESTRICT_APPVERSION keyword to give your application a version. If in doubt, specify a version of '1.0'. You will never be required to change the version number, but you will have the flexibility to do so if your application user directories include application version information.

2. Carefully consider how platform-specific your application is, and apply any of the other RESTRICT keywords that are necessary.

3. If versioning is important to your application, you will eventually face the situation in which your users are upgrading to a new version. In such cases, you may want to offer them the option of migrating their configuration data from the older version. The APP_USER_DIR_QUERY function can be used to locate the application user directories for these older versions. Note that your application data must be designed in such a way that such migrations are possible. In particular, any versioning information needed to select the best migration candidate must be present.

RESTRICT_APPVERSION

Set this keyword to a string specifying the application version. Different application user directories will be created for different values of this keyword.

Note

The application version can be any arbitrary string. In choosing your version string, be aware that the same rules and considerations described for the *AppDirname* argument apply to RESTRICT_APPVERSION.

RESTRICT_ARCH

Set this keyword to specify that different application user directories be created when your application runs on systems with different hardware architectures, as reported by the !VERSION.ARCH system variable field.

RESTRICT_FAMILY

Set this keyword to specify that different application user directories be created when your application runs on systems running different operating system families, as reported by the !VERSION.OS_FAMILY system variable field.

Note

If RESTRICT_OS is also specified, RESTRICT_FAMILY is ignored and has no effect.

RESTRICT_FILE_OFFSET_BITS

Set this keyword to specify that different application user directories be created when your application runs on versions of IDL that use a different number of file offset bits, as reported by the !VERSION.FILE_OFFSET_BITS system variable field.

RESTRICT_IDL_RELEASE

Set this keyword to specify that different application user directories be created when your application runs under different versions of IDL, as specified by the !VERSION.RELEASE system variable field.

RESTRICT_MEMORY_BITS

Set this keyword to specify that different application user directories be created when your application runs on versions of IDL that use a different number of memory address bits, as reported by the !VERSION.MEMORY_BITS system variable field.

RESTRICT_OS

Set this keyword to specify that different application user directories be created when your application runs on systems running different operating systems, as reported by the !VERSION.OS system variable field.

Examples

The following function demonstrates how APP_USER_DIR can be used efficiently to create an application user directory for an IDL application supporting the "Amazing" Grill System (AGS), a product of the fictional Acme Widgets, Inc. We assume that each AGS application user directory should only be shared between instances of the same version of the application that are running under the same operating system family. The use of the RESTRICT keywords causes the AGS software to create a different application user directory for each unique combination of these two attributes. The rest of the application can call this function as many times as desired. It ensures that the necessary directory exists on the first call, and then simply returns the path string on subsequent calls:

```
FUNCTION acme_grill_config_dir

   COMMON acme_grill_common, config_dir

   IF (N_ELEMENTS(config_dir) NE 1) THEN BEGIN

      ; Increment if author_readme_text is changed
      author_readme_version = 1
```

```
author_readme_text = $
   ['This is the user configuration directory for', $
   'IDL based products from Acme Widgets, Inc:', $
   '', $
   '    Acme Widgets, Inc.', $
   '    1234 Amazing Way', $
   '    Grill Valley, NV, 12345', $
   '    USA', $
   '', $
   'Thank you for using products from Acme Widgets, Inc.' ]

; Increment if app_readme_text is changed
app_readme_version = 1

app_readme_text = $
   ['This is the configuration directory for the', $
   'Acme "Amazing" Grill System. It is used to', $
   'remember grill settings in between grill', $
   'invocations.', $
   '', $
   'It is safe to remove this directory, as it', $
   'will be recreated on demand. Note that all', $
   'settings (e.g. smoke injection depth, juicitron', $
   'angle, etc.) will revert to their default settings.', $
   '', $
   'Thank you for using the Acme "Amazing" Grill System.']

config_dir = APP_USER_DIR('acme', 'Acme Widgets, Inc.', $
   'acme_grill', 'The Acme "Amazing" Grill System', $
   app_readme_text, app_readme_version, $
   AUTHOR_README_TEXT=author_readme_text, $
   AUTHOR_README_VERSION=author_readme_version, $
   RESTRICT_APPVERSION='1.0', /RESTRICT_FAMILY)

ENDIF

RETURN, config_dir

END
```

Version History

6.1	Introduced

See Also

APP_USER_DIR_QUERY, FILE_MKDIR, FILE_TEST, FILEPATH,
OPENR/OPENU/OPENW, !VERSION system variable

APP_USER_DIR_QUERY

The APP_USER_DIR_QUERY function is used to locate existing *application user directories* previously created by the APP_USER_DIR function. An IDL application can use APP_USER_DIR_QUERY to locate the directories that were used by other (presumably older) versions of itself. A newly installed version can use this information to migrate application settings or data from another version in order to preserve the user's customizations.

To use APP_USER_DIR_QUERY, your application should call it with the same values of the *AuthorDirname* and *AppDirname* arguments, and the exact set of RESTRICT keywords, used to call APP_USER_DIR. In this configuration, APP_USER_DIR_QUERY will return the same application user directory returned by APP_USER_DIR. To search for other *related* application user directories, use the QUERY keywords to specify which of the attributes specified in the call to APP_USER_DIR should be allowed to take on any value.

As an example, suppose your application creates user application directories that depend on the version of the application and on the operating system in use. You might want to locate all directories created for a specific application version, regardless of the operating system in use when the directory was created.

Tip ───
The application user directory for the current system is always one of the values returned by APP_USER_DIR_QUERY. In the common example of an application that wants to migrate data from a different version, the path for the current system is not desired. Use the EXCLUDE_CURRENT keyword to suppress it from the results.
───

Syntax

Result = APP_USER_DIR_QUERY(*AuthorDirname*, *AppDirname*
    [, COUNT=variable] [, /EXCLUDE_CURRENT][, /QUERY_APPVERSION]
    [, /QUERY_ARCH] [, /QUERY_FAMILY] [, /QUERY_FILE_OFFSET_BITS]
    [, /QUERY_IDL_RELEASE] [, /QUERY_MEMORY_BITS] [, /QUERY_OS]
    [RESTRICT Keywords])

Return Value

Returns a string array containing all application user directories that match the query criteria. If no matching application user directories exist, a null scalar string is returned.

Arguments

AuthorDirname

A string specifying the name of the *author directory* to be used by the calling application. For APP_USER_DIR_QUERY to work correctly, *AuthorDirname* must be set to the same value used in the call to APP_USER_DIR. See APP_USER_DIR for details.

AppDirname

A string specifying the name of the application directory to be used by the calling application. For APP_USER_DIR_QUERY to work correctly, *AppDirname* must be set to the same value used in the call to APP_USER_DIR. See APP_USER_DIR for details.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of matching application user directories found. If no matching directories are found, the specified variable will contain the value 0 (zero).

EXCLUDE_CURRENT

By default, APP_USER_DIR_QUERY includes the application user directory that matches the current system (the directory that would be returned by APP_USER_DIR) in *Result*. Set this keyword to exclude the directory returned by APP_USER_DIR from the *Result*.

RESTRICT Keywords

APP_USER_DIR_QUERY accepts the same RESTRICT keywords documented for APP_USER_DIR. For APP_USER_DIR_QUERY to work correctly, you must

specify the same RESTRICT keywords as were specified to APP_USER_DIR. See the documentation for APP_USER_DIR for full details.

There is a subtle difference in the meaning of the RESTRICT keywords between APP_USER_DIR and APP_USER_DIR_QUERY. In the case of APP_USER_DIR, specifying one of the RESTRICT keywords causes IDL to create a directory whose name incorporates information about the value of the specified attribute *on the current platform*. In the case of APP_USER_DIR_QUERY, specifying one of the RESTRICT keywords tells IDL that the directory name must contain information about the specified attribute; if the corresponding QUERY keyword is also specified, directory names that contain *any* value for the specified attribute will be matched.

QUERY Keywords

A minimally correct call to APP_USER_DIR_QUERY consists of specifying the same *AuthorDirname* argument, *AppDirname* argument, and RESTRICT keywords as the corresponding call to APP_USER_DIR. Such a call will return a single string containing the path returned by APP_USER_DIR. Using APP_USER_DIR_QUERY in this manner is not particularly interesting; in order to locate *other* application user directories in addition to the one that applies to the current platform, you must add one or more QUERY keywords.

Each QUERY keyword corresponds to one of the RESTRICT keywords. The presence of a QUERY keyword tells APP_USER_DIR_QUERY to search for application user directories that satisfy all of the RESTRICT keywords while allowing any value for the attribute specified by the QUERY keyword.

QUERY_APPVERSION

Set this keyword to match application user directories that have any value for the application version. This keyword is quietly ignored if the RESTRICT_APPVERSION keyword is not set.

QUERY_ARCH

Set this keyword to match application user directories that have any value for the hardware architecture. This keyword is quietly ignored if the RESTRICT_ARCH keyword is not set.

QUERY_FAMILY

Set this keyword to match application user directories that have any value for the operating system family. This keyword is quietly ignored if the RESTRICT_FAMILY keyword is not set.

QUERY_FILE_OFFSET_BITS

Set this keyword to match application user directories that have any value for the number of bits used for file offsets. This keyword is quietly ignored if the RESTRICT_FILE_OFFSET_BITS keyword is not set.

QUERY_IDL_RELEASE

Set this keyword to match application user directories that have any value for the IDL version string. This keyword is quietly ignored if the RESTRICT_IDL_RELEASE keyword is not set.

QUERY_MEMORY_BITS

Set this keyword to match application user directories that have any value for the number of bits used for memory addresses. This keyword is quietly ignored if the RESTRICT_MEMORY_BITS keyword is not set.

QUERY_OS

Set this keyword to match application user directories that have any value for the operating system. This keyword is quietly ignored if the RESTRICT_OS keyword is not set.

Example

In the discussion of the APP_USER_DIR function, we give the example of an IDL application supporting the "Amazing" Grill System, a product of the fictional Acme Widgets, Inc. The application user directory created for that application is dependent on two attributes:

1. Application version (RESTRICT_APPVERSION)
2. Operating system family (RESTRICT_FAMILY)

When a new version of IDL runs this application for the first time, the application code will find that its newly created application directory is empty. In such a situation, the application might wish to offer the user a choice between starting over with the application defaults or migrating settings and data from an older version of the application.

The following call to APP_USER_DIR_QUERY can be used to locate application user directories that are for other versions of the application, but for the same operating system family. The QUERY_APPVERSION keyword causes the function

to match all application versions, while the EXCLUDE_CURRENT keyword tells it to exclude the application user directory for the current system:

```
old_appdirs = APP_USER_DIR_QUERY('acme', 'acme_grill', $
    RESTRICT_APPVERSION='1.0', /RESTRICT_FAMILY, $
    /QUERY_APPVERSION, /EXCLUDE_CURRENT)
```

Note that APP_USER_DIR_QUERY may return more than one directory. It is up to the application to decide which one to use. Applications that intend to migrate information between versions should include information in their application user directories that will facilitate such migration.

Version History

6.1	Introduced

See Also

APP_USER_DIR, FILE_SEARCH

ARG_PRESENT

The ARG_PRESENT function is useful in user-written procedures that need to know if the lifetime of a value they are creating extends beyond the current routine's lifetime. This can be important for two reasons:

1. To avoid expensive computations that the caller is not interested in.

2. To prevent heap variable leakage that would result if the routine creates pointers or object references and assigns them to arguments that are *not* passed back to the caller.

Syntax

Result = ARG_PRESENT(*Variable*)

Return Value

Returns a nonzero value if the following conditions are met:

• The argument to ARG_PRESENT was passed as a plain argument or keyword to the current routine by its caller, and

• The argument to ARG_PRESENT is a named variable into which a value will be copied when the current routine exits.

In other words, ARG_PRESENT returns TRUE if the value of the specified variable will be passed back to the caller.

Arguments

Variable

The variable to be tested.

Example

Suppose that you are writing an IDL procedure that has the following procedure definition line:

```
PRO myproc, RET_PTR = ret_ptr
```

The intent of the RET_PTR keyword is to pass back a pointer to a new pointer heap variable. The following command could be used to avoid creating (and possibly losing) a pointer if no named variable is provided by the caller:

```
IF ARG_PRESENT(ret_ptr) THEN BEGIN
```

The commands that follow would only be executed if ret_ptr is supplied and will be copied into a variable in the scope of the calling routine.

Version History

5.0	Introduced

See Also

KEYWORD_SET, N_ELEMENTS, N_PARAMS

ARRAY_EQUAL

The ARRAY_EQUAL function is a fast way to compare data for equality in situations where the index of the elements that differ are not of interest. This operation is much faster than using TOTAL(A NE B), because it stops the comparison as soon as the first inequality is found, an intermediate array is not created, and only one pass is made through the data. For best speed, ensure that the operands are of the same data type.

Arrays may be compared to scalars, in which case each element is compared to the scalar. For two arrays to be equal, they must have the same number of elements. If the types of the operands differ, the type of the least precise is converted to that of the most precise, unless the NO_TYPECONV keyword is specified to prevent it. This function works on all numeric types, strings, pointer references, and object references. In the case of pointer and object references, ARRAY_EQUAL compares the *references* (which are long integers), not the heap variables to which the references point.

Syntax

Result = ARRAY_EQUAL(*Op1* , *Op2* [, /NO_TYPECONV])

Return Value

Returns 1 (true) if, and only if, all elements of *Op1* are equal to *Op2*; returns 0 (false) at the first instance of inequality.

Arguments

Op1, Op2

The variables to be compared.

Keywords

NO_TYPECONV

By default, ARRAY_EQUAL converts operands of different types to a common type before performing the equality comparison. Set NO_TYPECONV to disallow this implicit type conversion. If NO_TYPECONV is specified, operands of different types are never considered to be equal, even if their numeric values are the same.

Examples

```
; Return True (1) if all elements of a are equal to a 0 byte:
IF ARRAY_EQUAL(a, 0b) THEN ...
; Return True (1) if all elements of a are equal all elements of b:
IF ARRAY_EQUAL(a, b) THEN ...
```

Version History

5.4	Introduced

ARRAY_INDICES

The ARRAY_INDICES function converts one-dimensional subscripts of an array into corresponding multi-dimensional subscripts.

This routine is written in the IDL language. Its source code can be found in the file `array_indices.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = ARRAY_INDICES(*Array*, *Index* [, /DIMENSIONS])

Return Value

If *Index* is a scalar, returns a vector containing *m* dimensional subscripts, where *m* is the number of dimensions of *Array*.

If *Index* is a vector containing *n* elements, returns an (*m* x *n*) array, with each row containing the multi-dimensional subscripts corresponding to that index.

Arguments

Array

An array of any type, whose dimensions should be used in converting the subscripts. If DIMENSIONS is set then Array should be a vector containing the dimensions.

Index

A scalar or vector containing the one-dimensional subscripts to be converted.

Keywords

DIMENSIONS

If this keyword is set, then Array is assumed to be a vector containing the dimensions.

Tip ————————————————————————————————
This keyword is useful when you don't have the actual Array, and want to avoid allocating the array just to find the indices.
——

Examples

Example 1

This example finds the location of the maximum value of a random 10 by 10 array:

```
seed = 111
array = RANDOMU(seed, 10, 10)
mx = MAX(array, location)
ind = ARRAY_INDICES(array, location)
PRINT, ind, array[ind[0],ind[1]], $
   FORMAT = '(%"Value at [%d, %d] is %f")'
```

IDL prints:

```
Value at [3, 6] is 0.973381
```

Example 2

This example is the same as the previous example, but uses the /DIMENSIONS keyword.

```
seed = 111
array = RANDOMU(seed, 10, 10)
mx = MAX(array, location)
dims = SIZE(array, /DIMENSIONS)
ind = ARRAY_INDICES(dims, location, /DIMENSIONS)
print, ind, array[ind[0],ind[1]], $
   format = '(%"Value at [%d, %d] is %f")'
```

IDL prints:

```
Value at [3, 6] is 0.973381
```

Example 3

This example routine locates the highest point in the example Maroon Bells data set and places a flag at that point.

Enter the following code in the IDL editor:

```
PRO ExARRAY_INDICES

; Import Maroon Bells data.
file = FILEPATH('surface.dat', $
   SUBDIRECTORY = ['examples', 'data'])
data = READ_BINARY(file, DATA_DIMS = [350, 450], $
   DATA_TYPE = 2, ENDIAN='little')

; Display data.
```

```
ISURFACE, data

; Calculate the value and one-dimensional
; array location of the highest point.
maxValue = MAX(data, maxPoint)

; Using ARRAY_INDICES to convert the one-
; dimensional array location to a two-
; dimensional aray location.
maxLocation = ARRAY_INDICES(data, maxPoint)

; Print the results.
PRINT, 'Highest Point Location:  ', maxLocation
PRINT, 'Highest Point Value:  ', maxValue

; Create flag for the highest point.
x = maxLocation[0]
y = maxLocation[1]
z = maxValue
xFlag = [x, x, x + 50., x]
yFlag = [y, y, y + 50., y]
zFlag = [z, z + 1000., z + 750., z + 500.]

; Display flag at the highest point.
IPLOT, xFlag, yFlag, zFlag, /OVERPLOT

END
```

Save the code as ExARRAY_INDICES.pro, compile it and run it. The following figure displays the output of this example:
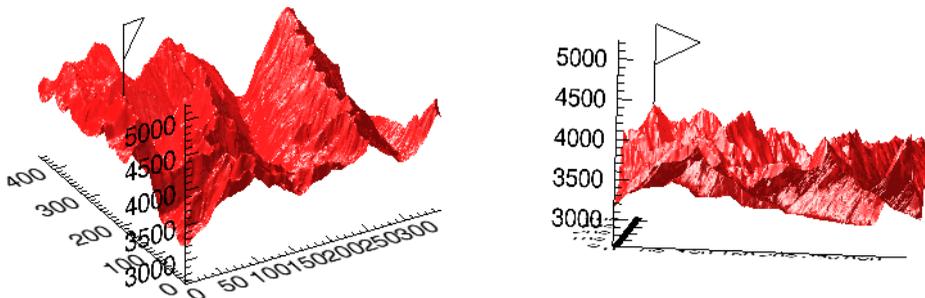
*Figure 3-1: Maroon Bells Surface Plot with Flag at Highest Point Before Rotation
(Left) and After Rotation (Right)*

For a better view of the flag, use the Rotate tool to rotate the surface.

Version History

6.0	Introduced

See Also

MAX, MIN, WHERE

ARROW

The ARROW procedure draws one or more vectors with arrow heads.

This routine is written in the IDL language. Its source code can be found in the file arrow.pro in the lib subdirectory of the IDL distribution.

Syntax

ARROW, *X0*, *Y0*, *X1*, *Y1* [, /DATA | , /NORMALIZED] [, HSIZE=*length*]
    [, COLOR=*index*] [, HTHICK=*value*] [, /SOLID] [, THICK=*value*]

Arguments

X0, Y0

Arrays or scalars containing the coordinates of the tail end of the vector or vectors. Coordinates are in DEVICE coordinates unless otherwise specified.

X1,Y1

Arrays or scalars containing the coordinates of the arrowhead end of the vector or vectors. *X1* and *Y1* must have the save number of elements as *X0* and *Y0*.

Keywords

DATA

Set this keyword if vector coordinates are DATA coordinates.

NORMALIZED

Set this keyword if vector coordinates are NORMALIZED coordinates.

HSIZE

Use this keyword to set the length of the lines used to draw the arrowhead. The default is 1/64th the width of the display (!D.X_SIZE / 64.). If the HSIZE is positive, the value is assumed to be in device coordinate units. If HSIZE is negative, the arrowhead length is set to the vector length * ABS(HSIZE). The lines are separated by 60 degrees to make the arrowhead.

COLOR

The color of the arrow. The default is the highest color index.

HTHICK

The thickness of the arrowheads. The default is 1.0.

SOLID

Set this keyword to make a solid arrow, using polygon fills, looks better for thick arrows.

THICK

The thickness of the body. The default is 1.0.

Examples

Draw an arrow from (100,150) to (300,350) in DEVICE units:

```
ARROW, 100, 150, 300, 350
```

Draw a sine wave with arrows from the line $Y = 0$ to $SIN(X/4)$:

```
X = FINDGEN(50)
Y = SIN(x/4)
PLOT, X, Y
ARROW, X, REPLICATE(0,50), X, Y, /DATA
```

Version History

Pre 4.0	Introduced

See Also

ANNOTATE, PLOTS, VELOVECT

ASCII_TEMPLATE

The ASCII_TEMPLATE function presents a graphical user interface (GUI) which generates a template defining an ASCII file format. Templates are IDL structure variables that may be used when reading ASCII files with the READ_ASCII routine. See READ_ASCII for details on reading ASCII files.

This routine is written in the IDL language. Its source code can be found in the file ascii_template.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = ASCII_TEMPLATE([*Filename*] [, BROWSE_LINES=*lines*]
   [, CANCEL=*variable*] [, GROUP=*widget_id*])

Return Value

Returns a template defining an ASCII file format.

Arguments

Filename

A string containing the name of a file to base the template on. If *Filename* is not specified, a dialog allows you to choose a file.

Keywords

BROWSE_LINES

Set this keyword equal to the number of lines that will be read in at a time when the "Browse" button is selected. The default is 50 lines.

CANCEL

Set this keyword to a named variable that will contain the byte value 1 if the user clicked the "Cancel" button, or 0 otherwise.

GROUP

The widget ID of an existing widget that serves as "group leader" for the ASCII_TEMPLATE graphical user interface. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

Examples

Use the following command to generate a template structure from the file "myFile":

```
myTemplate = ASCII_TEMPLATE(myFile)
```

Note

If no filename is supplied in the call to the ASCII_TEMPLATE function, a file selection dialog is displayed prior to the first ASCII_TEMPLATE screen.

Using the ASCII Template Dialog

The ASCII_TEMPLATE function lets you describe the data organization of an ASCII file and generates a template that describes how to correctly import the ASCII data. The READ_ASCII function accesses the data in an ASCII file, using the template to determine how to import the data correctly. (You only have to explicitly call READ_ASCII when you call ASCII_TEMPLATE from the command line. When you start the **ASCII Template** dialog from an iTool or the workbench, the READ_ASCII routine is called for you.) The template is an IDL variable that you can use to read other files with the same organization.

After starting the **ASCII Template** dialog using one of the methods described in (Chapter 3, *Using IDL*), complete the following steps to create the template:

1. **Select the ASCII file.** In the **Select File to Open** dialog, select sine_waves.txt from the examples\data subdirectory of your IDL distribution. The ASCII Template window is displayed.

2. **Define ASCII data type and range.** For this data set, make sure the following options are selected and then click **Next**:

   • **Field Type** of **Delimited**

   • **Comment String to Ignore** is blank as there are no file comments

   • **Data Starts at Line** value of 1

The following table describes each of these options.

Field Type	Choose from fixed width or delimited.
Comment String to Ignore	Enter any character that indicates text sections to ignore.
Data Starts at Line	Enter the line number containing the first line of data to be read.
Selected Text File	Shows the real data from the selected text file. The option is also given to **Get next 50 Lines**.
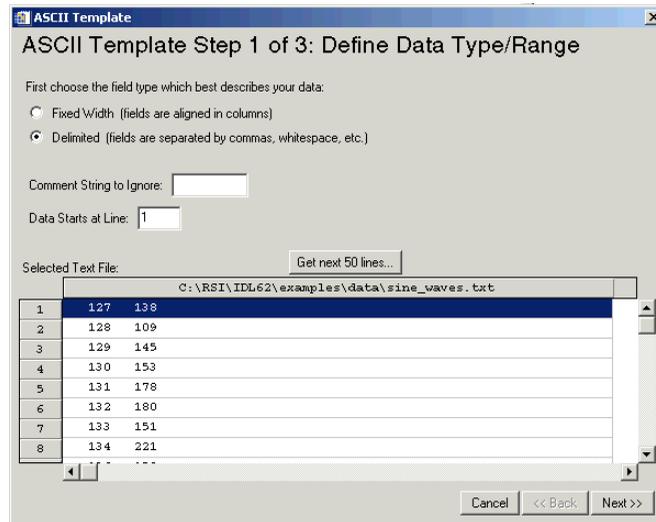
Figure 3-2: The ASCII Template Step 1, Defining Data Type and Range

3. **Define ASCII data field characteristics.** For this data set, select the following options and then click **Next**:

   • **Number of Fields Per Line** equals 2

   • **Delimiter Between Data Elements** equals **White space**

   • **Value to Assign to Missing Data** option is **IEEE NaN**

   • **Selected Records** shows data in the file.

The following table describes each of these options:

Number of Fields Per Line	Specify how many fields should appear per line.
Delimiter Between Data Elements	Define the delimiter type between data elements. **Note -** If you selected a **Field Type** of **Fixed Width** on the previous dialog screen, this field is not visible.
Value to Assign Missing Data	Choose a value to assign any missing data. Select **IEEE Nan** or define a custom value.
Selected Records	Shows the data itself in its desired column-delimited format.
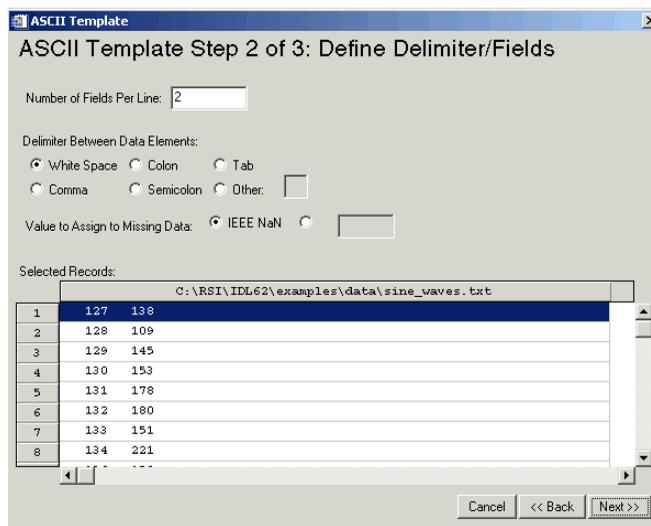
Figure 3-3: The ASCII Template Step 2, Defining Delimeters/Fields

4. **Specify field characteristics.** For this data set, define the following:

   • Name **Field1** SmoothSine and **Field2** NoisySine by selecting each field and entering the names in the **Name** field. The **Type** fields are correct and do not need to be changed.

   • Accept the default **Grouping** (none).

   The following table describes each of these options:

Name	Allows you to name your fields. Default values are **Field1**, **Field2**, and so on. You can enter the name into the **Name** field to the right.
Data Type	Allows you to set the data type for your fields. You can enter a different type by selecting it from the **Type** drop-down menu.
Location	Allows you to specify the starting location (in columns) for each field when using fixed width fields. You can enter a new value in the **Column** field to the right. (The **Location** table column and **Column** text field only appear when using fixed width fields.
Grouping	Lets you join selected fields into a single field that is to be manipulated or displayed as a group. The default is no grouping.
Selected Records	Shows a sample of the data with your defined configuration parameters.
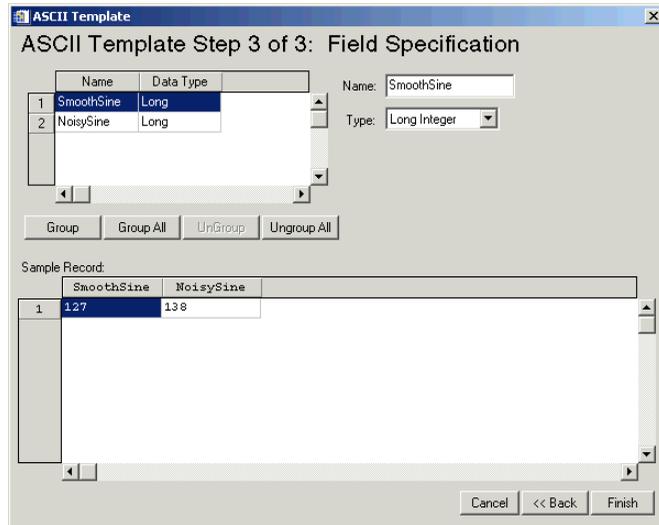
Figure 3-4: ASCII Template Step 3, Field Specifications

    5.   **Create the template.** Click **Finish**.

The result of these actions depends on the location from which you launched the **ASCII Template** dialog. The READ_ASCII function, which reads data from a file according to the template specification, is automatically called when you access the **ASCII Template** dialog from iTools. From the command line, you must explicitly read the ASCII data with the template specification. After defining the structure of your ASCII data using the **ASCII Template** dialog, refer to the appropriate section:

- **iTools ASCII data access** — the ASCII data is read and placed in the Data Manager. You can display single or multiple fields of the data using the **Insert Visualization** dialog. See "Inserting Visualizations" (Chapter 3, *iTool User's Guide*) for details.

- **Command line ASCII data access** — the template is a structure defining the format of the ASCII data. Access the data using READ_ASCII, and specify the template (or other characteristics) as parameters of the data access operation. See "Working with a READ_ASCII Data Structure" on page 2018 for details.

Example: Create a SAVE File of a Custom ASCII Template

When importing an ASCII data file into IDL, you must first describe the format of the data using the interactive ASCII_TEMPLATE function. If you have a number of ASCII files that have the same format, you can create and save a customized ASCII template using the SAVE procedure. After creating a SAVE file of your custom template, you can avoid having to repeatedly define the same fields and records when reading in ASCII files that have the same structure.

1. At the IDL command line, enter the following to create the variable `plotTemplate`, which will contain your custom ASCII template:

    ```
    plotTemplate = ASCII_TEMPLATE( )
    ```

    A dialog box appears, prompting you to select a file.

2. Select the `plot.txt` file in the `examples/data` subdirectory of the IDL distribution.

    Note ──

    Another way to import ASCII data is to use the **Import ASCII File** toolbar button on the workbench toolbar. To use this feature, simply click the button and select `plot.txt` from the file selection dialog.

    ──

3. After selecting the file, the **Define Data Type/Range** dialog appears. First, choose the field type. Since the data file is delimited by tabs (or whitespace) select the **Delimited** button. In the **Data Starts at Line** field, specify to begin reading the data at line 3, not line 1, since there are two comment lines at the beginning of the file. Click **Next** to continue.

4. In the **Define Delimiter/Fields** dialog box, select **Tab** as the delimiter between data elements since it is known that tabs were used in the original file. Click **Next**.

5. In the **Field Specification** dialog box, name each field as follows:

    *   Click on the first row (row 1). In the **Name** field, enter `time`.

    *   Select the second row and enter `temperature1`.

    *   Select the third row and enter `temperature2`.

6. Click **Finish**.

7. Type the following line at the IDL command line to read in the `plot.txt` file using the custom template, `plotTemplate`:

```
PLOT_ASCII = READ_ASCII(FILEPATH('plot.txt', SUBDIRECTORY = $
    ['examples', 'data']), TEMPLATE = plotTemplate)
```

8. Enter the following line to print the `plot.txt` file data:

    ```
    PRINT, PLOT_ASCII
    ```

    The file contents are printed in the Output Log window. Your output will resemble the following display.
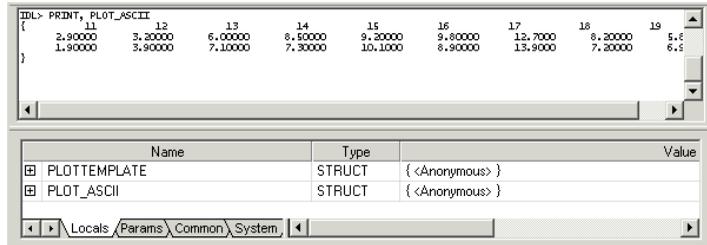
Figure 3-5: PLOT_ASCII Printout

9. Create a SAVE file of your custom template by entering the following:

    ```
    SAVE, plotTemplate, FILENAME='myPlotTemplate.sav'
    ```

10. To restore the template so that you can read another ASCII file, enter:

    ```
    RESTORE, 'myPlotTemplate.sav'
    ```

    This file contains your custom ASCII template information stored in the structure variable, `plotTemplate`.

    Note ──
    If you are attempting to restore a file that is not in your current working directory, you will need to specify a path to the file.
    ──

11. After restoring your custom template, you can read another ASCII file that is delimited in the same way as the original file by using the READ_ASCII function and specifying `plotTemplate` for the TEMPLATE:

    ```
    PLOT_ASCII = READ_ASCII(FILEPATH('plot.txt', $
        SUBDIRECTORY = ['examples', 'data']), $
        TEMPLATE = plotTemplate)
    ```

12. Enter the following to display the contents of the file using the customized ASCII template structure previously defined using the dialog.

```
PRINT, PLOT_ASCII
```

Version History

5.0	Introduced

See Also

QUERY_ASCII, READ_ASCII, BINARY_TEMPLATE

ASIN

The ASIN function returns the angle, expressed in radians, whose sine is *X* (i.e., the arc-sine).

For real input, the range of ASIN is between $-\pi/2$ and $\pi/2$.

For input of a complex number, $Z = X + iY$, the complex arcsine is given by,

$$\text{asin}(Z) = \text{asin}(B) + i \, \text{alog}(A + \text{sqrt}(A^2 - 1)) \quad \text{if } Y >= 0$$

$$\text{asin}(Z) = \text{asin}(B) - i \, \text{alog}(A + \text{sqrt}(A^2 - 1)) \quad \text{if } Y < 0$$

where

$$A = 0.5 \, \text{sqrt}((X + 1)^2 + Y^2) + 0.5 \, \text{sqrt}((X - 1)^2 + Y^2)$$

$$B = 0.5 \, \text{sqrt}((X + 1)^2 + Y^2) - 0.5 \, \text{sqrt}((X - 1)^2 + Y^2)$$

The separation of the two formulas at $Y = 0$ takes into account the branch-cut discontinuity along the real axis from $-\infty$ to -1 and +1 to $+\infty$, and ensures that sin(asin(Z)) is equal to Z. For reference, see formulas 4.4.37-39 in Abramowitz, M. and Stegun, I.A., 1964: *Handbook of Mathematical Functions* (Washington: National Bureau of Standards).

Syntax

Result = ASIN(*X*)

Return Value

Returns the angle, expressed in radians, whose sine is *X* (i.e., the arc-sine).

Arguments

X

The sine of the desired angle. For real input, X should be in the range -1 to +1. If X is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If X is an array, the result has the same structure, with each element containing the arcsine of the corresponding element of X.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the angle whose sine is 0.707 and print the result in degrees by entering:

```
PRINT, 180/!PI*ASIN(0.707)
IDL prints:
44.9913
```

Find the complex arcsine of 2 + *i* and print the result by entering:

```
PRINT, ASIN(COMPLEX(2,1))
IDL prints:
(      1.06344,       1.46935)
```

See the ATAN function for an example of visualizing the complex arcsine.

Version History

Original	Introduced

See Also

ACOS, COS, COSH, SIN, SINH, ATAN, TAN, TANH

ASSOC

The ASSOC function associates an array structure with a file. It provides a basic method of random access input/output in IDL.

Note ──

Unformatted data files generated by FORTRAN programs under UNIX contain an extra long word before and after each logical record in the file. ASSOC does not interpret these extra bytes but considers them to be part of the data. This is true even if the F77_UNFORMATTED keyword is specified in the OPENR/OPENU/OPENW statement. Therefore, ASSOC should not be used with such files. Instead, such files should be processed using READU and WRITEU. An example of using IDL to read such data is given in "Using Unformatted Input/Output" (Chapter 18, *Application Programming*).

Note ──

Associated file variables cannot be used for output with files opened using the COMPRESS keyword to OPEN. This is due to the fact that it is not possible to move the current file position backwards in a compressed file that is currently open for writing. ASSOC is allowed with compressed files opened for input only. However, such operations may be slow due to the large amount of work required to change the file position in a compressed file.

Effective use of ASSOC requires the ability to rapidly position the file to arbitrary positions. In general, files that require random access may not be good candidates for compression. If this is necessary however, such files can be processed using READU and WRITEU.

Syntax

Result = ASSOC(*Unit*, *Array_Structure* [, *Offset*] [, /PACKED])

Return Value

Returns a value that when assigned to a variable, stores the association between an array structure and a file in an *associated variable*. This variable provides a means of mapping a file into vectors or arrays of a specified type and size.

Arguments

Unit

The IDL file unit to associate with *Array_Structure*.

Array_Structure

An expression of the data type and structure to be associated with *Unit* are taken from *Array_Structure*. The actual value of *Array_Structure* is not used.

Offset

The offset in the file to the start of the data in the file, in bytes.

Keywords

PACKED

When ASSOC is applied to structures, the default action is to map the actual definition of the structure for the current machine, including any holes required to properly align the fields. (IDL uses the same rules for laying out structures as the C language). If the PACKED keyword is specified, I/O using the resulting variable instead works in the same manner as READU and WRITEU, and data is moved one field at a time and there are no alignment gaps between the fields.

Examples

Suppose that the file images.dat holds 5 images as 256-element by 256-element arrays of bytes. Open the file for reading and create an associated variable by entering:

```
OPENR, 1, 'images.dat' ;Open the file as file unit 1.
A = ASSOC(1, BYTARR(256, 256, /NOZERO)) ;Make an associated
variable.
```

Now A[0] corresponds to the first image in the file, A[1] is the second element, etc. To display the first image in the file, you could enter:

```
TV, A[0]
```

The data for the first image is read and then displayed. Note that the data associated with A[0] is not held in memory. It is read in every time there is a reference to A[0]. To store the image in the memory-resident array B, you could enter:

```
B = A[0]
```

Note ———

It is also possible to refer to individual elements within an associated array directly, using multiple subscripts. See "Multiple Subscripts With Associated File Variables" (Chapter 18, *Application Programming*) for details and examples.

——

Version History

Original	Introduced

See Also

OPENR/OPENU/OPENW, READU, "Associated Input/Output" (Chapter 18, *Application Programming*).

ATAN

The ATAN function returns the angle, expressed in radians, whose tangent is *X* (i.e., the arc-tangent). If two parameters are supplied, the angle whose tangent is equal to *Y/X* is returned.

For real input, the range of ATAN is between $-\pi/2$ and $\pi/2$ for the single argument case, and between $-\pi$ and π if two arguments are given.

In the single argument case with a complex number, $Z = X + i$Y, the complex arctangent is given by,

$$\text{atan}(Z) = 0.5 \, \text{atan}(2x, 1 - x^2 - y^2) + 0.25 \, i \, \text{alog}((x^2 + (y+1)^2)/(x^2 + (y-1)^2))$$

In the above formula, the use of the two-argument arctangent separates the solutions at $X = 0$ and takes into account the branch-cut discontinuity along the imaginary axis from $-i\infty$ to $-i$ and $+i$ to $+i\infty$, and ensures that tan(atan(Z)) is equal to Z. For reference, see formulas 4.4.37-39 in Abramowitz, M. and Stegun, I.A., 1964: *Handbook of Mathematical Functions* (Washington: National Bureau of Standards).

In the two argument case with two complex numbers Zy and Zx, the complex arctangent is given by,

$$\text{atan}(Zy, Zx) = -i \, \text{alog}((Zx + iZy)/\text{sqrt}(Zx^2 + Zy^2))$$

In the two-argument case (either real or complex), if both arguments are zero, the result returned is platform-dependent but typically 0.

Syntax

Result = ATAN(*X* [, /PHASE])

or

Result = ATAN(*Y, X*)

Return Value

Returns the angle, expressed in radians, whose tangent is *X* (i.e., the arc-tangent). If two parameters are supplied, the angle whose tangent is equal to *Y/X* is returned.

Arguments

X

The tangent of the desired angle. If X is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If X is an array, the result has the same structure, with each element containing the arctangent of the corresponding element of X.

Y

An optional argument. If this argument is supplied, ATAN returns the angle whose tangent is equal to Y/X. If both arguments are arrays, the function matches up the corresponding elements of X and Y, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other arguments is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

Keywords

PHASE

If this keyword is set, and the argument is a complex number Z, then the complex phase angle is computed as ATAN(Imaginary(Z), Real_part(Z)). If this keyword is not set, then the complex arctangent is computed as described above. If the argument is not complex or if two arguments are present, then this keyword is ignored.

Tip
Using the PHASE keyword is equivalent to computing ATAN(Imaginary(Z), Real_part(Z)), but uses less memory and is faster.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Example

Find the angle whose tangent is 0.5 and print the result in degrees by entering:

```
PRINT, 180/!PI*ATAN(0.5)
IDL prints:
26.5651
```

Find the angle whose tangent is 0.5, taking into account that the tangent came from
the ratio -0.25/-0.5:

```
PRINT, 180/!PI*ATAN(-0.25, -0.5)
IDL prints:
-153.435
```

Find the complex arccosine of $2 + i$ and print the result by entering:

```
PRINT, ATAN(COMPLEX(2,1))
IDL prints:
(       1.17810,      0.173287)
```

Create a visualization of the complex arctangent:

```
; Create a grid of complex numbers.
n = 100
x = (FINDGEN(n)-(n-1)/2.0)/(n/4)
z = DCOMPLEX(REBIN(x,n,n), REBIN(TRANSPOSE(x),n,n))

; Try any of these transcendental functions:
;   ACOS, COS, COSH, ASIN, SIN, SINH,
;   ATAN, TAN, TANH, ALOG, EXP
fn = ATAN(z)

ISURFACE, FLOAT(fn), x, x, COLOR=[255, 180, 0]
ISURFACE, IMAGINARY(fn), x, x, COLOR=[0, 150, 255], /OVERPLOT
```

Version History

Original	Introduced
5.6	Added PHASE keyword

See Also

ACOS, COS, COSH, SIN, ASIN, SINH, TAN, TANH

AXIS

The AXIS procedure draws an axis of the specified type and scale at a given position. It can be used to add additional axes to plots or to draw axes at a specified position. The new scale is saved for use by subsequent overplots if the SAVE keyword parameter is set. By default, AXIS draws an X axis. The XAXIS, YAXIS, and ZAXIS keywords can be used to select a specific axis type and position.

Syntax

AXIS [, *X* [, *Y* [, *Z*]]] [, /SAVE] [, XAXIS={0 | 1} | YAXIS={0 | 1} | ZAXIS={0 | 1 | 2 | 3}] [, /XLOG] [, /YNOZERO] [, /YLOG]

Graphics Keywords: [, CHARSIZE=*value*] [, CHARTHICK=*integer*]
   [, COLOR=*value*] [, /DATA | , /DEVICE | , /NORMAL] [, FONT=*integer*]
   [, /NODATA] [, /NOERASE] [, SUBTITLE=*string*] [, /T3D] [, TICKLEN=*value*]
   [, {X | Y | Z}CHARSIZE=*value*]
   [, {X | Y | Z}GRIDSTYLE=*integer*{0 to 5}]
   [, {X | Y | Z}MARGIN=*[left*, *right]*]
   [, {X | Y | Z}MINOR=*integer*]
   [, {X | Y | Z}RANGE=*[min*, *max]*]
   [, {X | Y | Z}STYLE=*value*]
   [, {X | Y | Z}THICK=*value*]
   [, {X | Y | Z}TICKFORMAT=*string*]
   [, {X | Y | Z}TICKINTERVAL= *value*]
   [, {X | Y | Z}TICKLAYOUT=*scalar*]
   [, {X | Y | Z}TICKLEN=*value*]
   [, {X | Y | Z}TICKNAME=*string_array*]
   [, {X | Y | Z}TICKS=*integer*]
   [, {X | Y | Z}TICKUNITS=*string*]
   [, {X | Y | Z}TICKV=*array*]
   [, {X | Y | Z}TICK_GET=*variable*]
   [, {X | Y | Z}TITLE=*string*]
   [, ZVALUE=*value*{0 to 1}]

Arguments

X, Y, and Z

Scalars giving the starting coordinates of the new axis. If no coordinates are specified, the axis is drawn in its default position as given by the [XYZ]AXIS keyword. When drawing an X axis, the *X* coordinate is ignored, similarly the *Y* and *Z* arguments are ignored when drawing their respective axes (i.e., new axes will always point in the correct direction).

Keywords

SAVE

Set this keyword to indicate that the scaling to and from data coordinates established by the call to AXIS is to be saved in the appropriate axis system variable, !X, !Y, or !Z. If this keyword is not present, the scaling is not changed.

XAXIS

Set this keyword to draw an X axis. If the *X* argument *is not* present, setting XAXIS equal to 0 draws an axis under the plot window with the tick marks pointing up, and setting XAXIS equal to one draws an axis above the plot window with the tick marks pointing down. If the *X* argument *is* present, the X axis is positioned accordingly, and setting XAXIS equal to 0 or 1 causes the tick marks to point up or down, respectively.

XLOG

Set this keyword to specify a logarithmic X axis

YAXIS

Set this keyword to draw a Y axis. If the *Y* argument *is not* present, setting YAXIS equal to 0 draws an axis on the left side of the plot window with the tick marks pointing right, and setting YAXIS equal to one draws an axis on the right side of the plot window with the tick marks pointing left. If the *Y* argument *is* present, the Y axis is positioned accordingly, and setting YAXIS equal to 0 or 1 causes the tick marks to point right or left, respectively.

Note
The YAXIS keyword must be specified in order use any Y* graphics keywords. See the note under for more information.

YLOG

Set this keyword to specify a logarithmic Y axis.

YNOZERO

Set this keyword to inhibit setting the minimum Y axis value to zero when the Y data are all positive and non-zero, and no explicit minimum Y value is specified (using YRANGE, or !Y.RANGE). By default, the Y axis spans the range of 0 to the maximum value of Y, in the case of positive Y data. Set bit 4 in !Y.STYLE to make this option the default.

ZAXIS

Set this keyword to draw a Z axis. If the *Z* argument is *not* present, setting ZAXIS has the following meanings:

- 0 = lower (front) right, with tickmarks pointing left
- 1 = lower (front) left, with tickmarks pointing right
- 2 = upper (back) left, with tickmarks pointing right
- 3 = upper (back) right, with tickmarks pointing left

If the *Z* argument *is* present, the Z axis is positioned accordingly, and setting ZAXIS equal to 0 or 1 causes the tick marks to point left or right, respectively.

Note that AXIS uses the 3D plotting transformation stored in the system variable field !P.T.

Note

The ZAXIS keyword must be specified in order use any Z* graphics keywords. See the note under Graphics Keywords Accepted for more information.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CHARSIZE, CHARTHICK, COLOR, DATA, DEVICE, FONT, NODATA, NOERASE, NORMAL, SUBTITLE, T3D, TICKLEN, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Note

In order for the Y* or Z* graphics keywords to work with the AXIS procedure, the corresponding YAXIS or ZAXIS keyword must be specified. For example, the following code will *not* draw a title for the Y axis:

```
AXIS, YTITLE ='Y-axis Title'
```

To use the YTITLE graphics keyword, you must specify the YAXIS keyword to AXIS:

```
AXIS, YAXIS = 0, YTITLE ='Y-axis Title'
```

Because the AXIS procedure draws an X axis by default, it is not necessary to specify the XAXIS keyword in order to use the X* graphics keywords.

Examples

The AXIS procedure accepts the set of plotting keyword parameters that govern the scaling and appearance of the axes. Additionally, the keyword parameters XAXIS, YAXIS, and ZAXIS specify the orientation and position (if no position coordinates are present) of the axis. The value of these parameters are 0 for the bottom or left axis and 1 for the top or right. The tick marks and their annotation extend away from the plot window. For example, specify YAXIS = 1 to draw a y-axis on the right of the window.

The optional keyword parameter SAVE saves the data-scaling parameters established for the axis in the appropriate axis system variable, !X, !Y, or !Z. Any of the coordinate systems can be used by including the appropriate coordinate keyword in the call. The coordinate corresponding to the axis direction is ignored. When specifying an x-axis, the x-coordinate parameter is ignored, but must be present if there is a y coordinate.

The following example shows how the AXIS procedure can be used with normal or polar plots to draw axes through the origin, dividing the plot window into four quadrants:

```
; Make the plot, polar in this example, and suppress the X and Y
; axes using the XSTYLE and YSTYLE keywords:
PLOT, /POLAR, XSTYLE=4, YSTYLE=4, TITLE='Polar Plot', r, theta

; Draw an X axis, through data Y coordinate of 0. Because the XAXIS
; keyword parameter has a value of 0, the tick marks point down:
AXIS,0,0,XAX=0,/DATA
```

```
; Similarly, draw the Y axis through data X = 0. The tick marks
; point left:
AXIS,0,0,0,YAX=0,/DATA
```

Drawing Axes with a Different Scale

The figure shown below illustrates using AXIS to draw axes with a different scale,
opposite the main *x*- and *y*-axes. The plot is produced using PLOT with the bottom
and left axes annotated and scaled in units of days and degrees Fahrenheit. The
XMARGIN and YMARGIN keyword parameters are specified to allow additional
room around the plot window for the new axes. The keyword parameters XSTYLE =
8 and YSTYLE = 8 inhibit drawing the top and right axes.
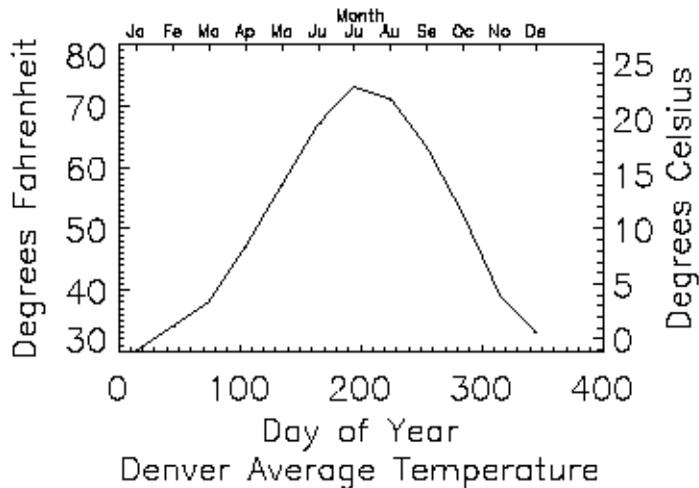
Figure 3-6: A plot created with the AXIS procedure

Next, the AXIS procedure is called to draw the top, XAXIS = 1, axis, labeled in
months. Eleven tick intervals with 12 tick marks are drawn. The *x* value of each
monthly tick mark is the day of the year that is approximately the middle of the
month. Tick-mark names come from the MONTH string array.

The right *y*-axis, YAXIS = 1, is drawn in the same manner. The new *y*-axis range is
set by converting the original *y*-axis minimum and maximum values, saved by PLOT
in !Y.CRANGE, from Fahrenheit to Celsius, using the formula $C = 5(F-32)/9$. The

keyword parameter YSTYLE = 1 forces the *y*-axis range to match the given range exactly. The program is as follows:

```
; Plot the data, omit right and top axes:
PLOT, DAY, TEMP, /YNOZERO, $
   SUBTITLE = 'Denver Average Temperature', $
   XTITLE = 'Day of Year', $
   YTITLE = 'Degrees Fahrenheit', $
   XSTYLE=8, YSTYLE=8, XMARGIN=[8, 8], YMARGIN=[4, 4]
; Draw the top x-axis, supplying labels, etc.
; Make the characters smaller so they will fit:
AXIS, XAXIS=1, XTICKS=11, XTICKV=DAY, XTICKN=MONTH, $
   XTITLE='Month', XCHARSIZE = 0.7
; Draw the right y-axis. Scale the current y-axis minimum
; values from Fahrenheit to Celsius and make them
; the new min and max values. Set YSTYLE=1 to make axis exact.
AXIS, YAXIS=1, YRANGE = (!Y.CRANGE-32)*5./9., YSTYLE = 1, $
   YTITLE = 'Degrees Celsius'
```

Example Code

The code above is included in the batch file plot09 in the examples/doc/plot subdirectory of the IDL distribution.

Using AXIS with Polar Plots

If the POLAR keyword parameter is set, the IDL PLOT procedure converts its coordinates from polar to Cartesian coordinates when plotting. The first parameter to plot is the radius, *R*, and the second is the angle θ (expressed in radians). Polar plots are produced using the standard axis and label styles, with box axes enclosing the plot area.

The following figure illustrates using AXIS to draw centered axes, dividing the plot window into the four quadrants centered about the origin. This method uses PLOT to plot the polar data and to establish the coordinate scaling, but suppresses the axes. Next, two calls to AXIS add the *x*- and *y*-axes, drawn through data coordinate (0, 0).
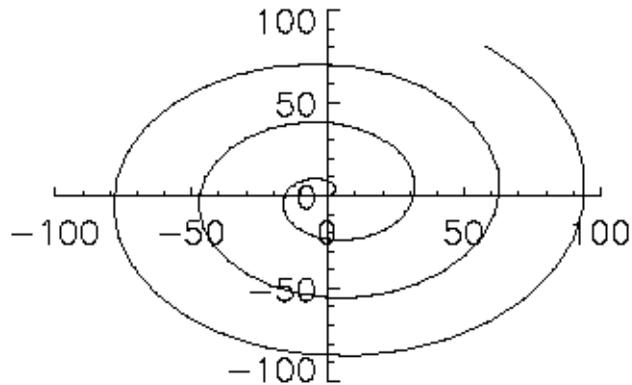
Polar Plot

Figure 3-7: Using AXIS for polar plots

```
; Make a radius vector:
R = FINDGEN(100)
; Make a vector:
THETA = R/5
; Plot the data, suppressing the axes by setting their styles to 4:
PLOT, R, THETA, SUBTITLE='Polar Plot', XSTY=4, YSTY=4, /POLAR
AXIS, 0, 0, XAX=0
; Draw the x and y axes through (0, 0):
AXIS, 0, 0, YAX=0
```

Example Code

The code above is included in the batch file `plot09` in the `examples/doc/plot` subdirectory of the IDL distribution.

Version History

Original	Introduced

See Also

LABEL_DATE, PLOT
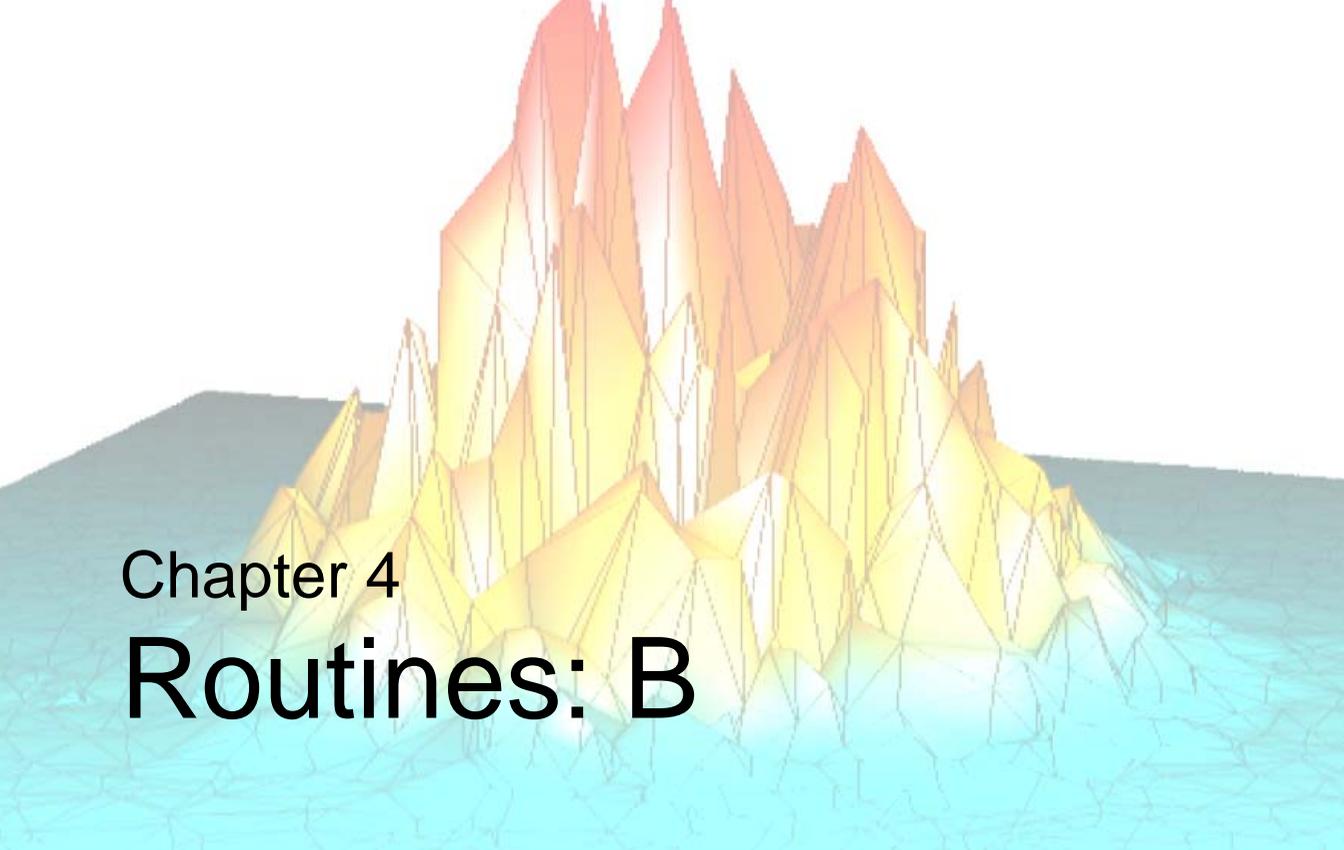
Chapter 4
Routines: B

BAR_PLOT

The BAR_PLOT procedure creates a bar graph. This routine is written in the IDL language. Its source code can be found in the file `bar_plot.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

BAR_PLOT, *Values* [, BACKGROUND=*color_index*]
   [, BARNAMES=*string_array*] [, BAROFFSET=*scalar*] [, BARSPACE=*scalar*]
   [, BARWIDTH=*value*] [, BASELINES=*vector*] [, BASERANGE=*scalar*{0.0 to 1.0}] [, COLORS=*vector*] [, /OUTLINE] [, /OVERPLOT] [, /ROTATE]
   [, TITLE=*string*] [, XTITLE=*string*] [, YTITLE=*string*]

Arguments

Values

A vector containing the values to be represented by the bars. Each element in *Values* corresponds to a single bar in the output.

Keywords

BACKGROUND

A scalar that specifies the color index to be used for the background color. By default, the normal IDL background color is used.

BARNAMES

A string array, containing one string label per bar. If the bars are vertical, the labels are placed beneath them. If horizontal (rotated) bars are specified, the labels are placed to the left of the bars.

BAROFFSET

A scalar that specifies the offset to be applied to the first bar, in units of "nominal bar width". This keyword allows, for example, different groups of bars to be overplotted on the same graph. If not specified, the default offset is equal to BARSPACE.

BARSPACE

A scalar that specifies, in units of "nominal bar width", the spacing between bars. For example, if BARSPACE is 1.0, then all bars will have one bar-width of space between them. If not specified, the bars are spaced apart by 20% of the bar width.

BARWIDTH

A floating-point value that specifies the width of the bars in units of "nominal bar width". The nominal bar width is computed so that all the bars (and the space between them, set by default to 20% of the width of the bars) will fill the available space (optionally controlled with the BASERANGE keyword).

BASELINES

A vector, the same size as *Values*, that contains the base value associated with each bar. If not specified, a base value of zero is used for all bars.

BASERANGE

A floating-point scalar in the range 0.0 to 1.0, that determines the fraction of the total available plotting area (in the direction perpendicular to the bars) to be used. If not specified, the full available area is used.

COLORS

A vector, the same size as *Values*, containing the color index to be used for each bar. If not specified, the colors are selected based on spacing the color indices as widely as possible within the range of available colors (specified by !D.N_COLORS).

OUTLINE

If set, this keyword specifies that an outline should be drawn around each bar.

OVERPLOT

If set, this keyword specifies that the bar plot should be overplotted on an existing graph.

ROTATE

If set, this keyword indicates that horizontal rather than vertical bars should be drawn. The bases of horizontal bars are on the left, "Y" axis and the bars extend to the right.

TITLE

A string containing the main title for the bar plot.

XTITLE

A string containing the title for the X axis.

YTITLE

A string containing the title for the Y axis.

Examples

By using the overplotting capability, it is relatively easy to create stacked bar charts, or different groups of bars on the same graph.

The following example creates a two-dimensional array of 5 columns and 8 rows, and creates a plot with 5 bars, each of which is a "stacked" composite of 8 sections.

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0

;Load color table:
LOADCT, 5

;Make axes black:
!P.COLOR=0

;Create 5-column by 8-row array:
array = INDGEN(5,8)

;Create a 2D array, equal in size to array, that has identical
;color index values across each row to ensure that the same item is
;represented by the same color in all bars:
colors = INTARR(5,8)
FOR I = 0, 7 DO colors[*,I]=(20*I)+20

;With arrays and colors defined, create stacked bars (note that
;the number of rows and columns is arbitrary):

;Scale range to accommodate the total bar lengths:
!Y.RANGE = [0, MAX(array)]
nrows = N_ELEMENTS(array[0,*])
base = INTARR(nrows)
```

```
FOR I = 0, nrows-1 DO BEGIN
   BAR_PLOT, array[*,I], COLORS=colors[*,I], BACKGROUND=255, $
      BASELINES=base, BARWIDTH=0.75, BARSPACE=0.25, OVER=(I GT 0)
   base = array[*,I]
ENDFOR

;To plot each row of array as a clustered group of bars within the
;same graph, use the BASERANGE keyword to restrict the available
;plotting region for each set of bars, where NCOLS is the number of
;columns in array. (In this example, each group uses the same set
;of colors, but this could easily be changed.):

ncols = N_ELEMENTS(array[*,0])
FOR I = 0, nrows-1 DO BEGIN
   BAR_PLOT, array[*,I], COLORS=colors[*,I], BACKGROUND=255, $
      BARWIDTH=0.75, BARSPACE=0.25, BAROFFSET=I*(1.4*ncols), $
      OVER=(I GT 0), BASERANGE=0.12
ENDFOR
```

Version History

Pre 4.0	Introduced

See Also

PLOT, PSYM Graphics Keyword

BEGIN...END

The BEGIN...END statement defines a block of statements. A block of statements is a group of statements that is treated as a single statement. Blocks are necessary when more than one statement is the subject of a conditional or repetitive statement. For more information on using BEGIN...END and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

BEGIN

  statements

END | ENDIF | ENDELSE | ENDFOR | ENDREP | ENDWHILE

The END identifier used to terminate the block should correspond to the type of statement in which BEGIN is used. The following table lists the correct END identifiers to use with each type of statement.

Statement	END Identifier	Example

ELSE BEGIN	ENDELSE	`IF (0) THEN A=1 ELSE BEGIN`
		`    A=2`
		`ENDELSE`

FOR *variable=init*, *limit* DO BEGIN	ENDFOR	`FOR i=1,5 DO BEGIN`
		`    PRINT, array[i]`
		`ENDFOR`

IF *expression* THEN BEGIN	ENDIF	`IF (0) THEN BEGIN`
		`    A=1`
		`ENDIF`

REPEAT BEGIN	ENDREP	`REPEAT BEGIN`
		`    A = A * 2`
		`ENDREP UNTIL A GT B`

Table 4-1: Types of END Identifiers

Statement	END Identifier	Example

WHILE *expression* DO BEGIN	ENDWHILE	`WHILE ~ EOF(1) DO BEGIN`
		`   READF, 1, A, B, C`
		`ENDWHILE`

LABEL: BEGIN	END	`LABEL1: BEGIN`
		`   PRINT, A`
		`END`

case_expression: BEGIN	END	`CASE name OF`
		`'Moe': BEGIN`
		`        PRINT, 'Stooge'`
		`      END`
		`ENDCASE`

switch_expression: BEGIN	END	`SWITCH name OF`
		`'Moe': BEGIN`
		`        PRINT, 'Stooge'`
		`      END`
		`ENDSWITCH`

Table 4-1: Types of END Identifiers (Continued)

Note

CASE and SWITCH also have their own END identifiers. CASE should always be ended with ENDCASE, and SWITCH should always be ended with ENDSWITCH.

Version History

Original	Introduced

See Also

BREAK, CASE, CONTINUE, FOR, GOTO, IF...THEN...ELSE, REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

BESELI

The BESELI function returns the I Bessel function of order *N* for the argument *X*. The BESELI function is adapted from "SPECFUN - A Portable FORTRAN Package of Special Functions and Test Drivers", W. J. Cody, Algorithm 715, *ACM Transactions on Mathematical Software*, Vol 19, No. 1, March 1993.

Syntax

Result = BESELI(*X*, *N* [, /DOUBLE] [, ITER=*variable*])

Return Value

If both arguments are scalars, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *X* and *N*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the smallest input array.

Note
If the function does not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN.

Arguments

X

A scalar or array specifying the values for which the Bessel function is required. Values for *X* must be in the range -709 to 709.

Note
If *X* is negative then *N* must be an integer (either positive or negative).

N

A scalar or array specifying the order of the Bessel function to calculate. Values for *N* can be integers or real numbers. If *N* is negative then it must be an integer.

Keywords

DOUBLE

Set this keyword equal to one to return a double-precision result, or to zero to return a single-precision result. The computations will always be done using double precision. The default is to return a single-precision result if both inputs are single precision, and to return a double-precision result in all other cases.

ITER

Set this keyword equal to a named variable that will contain the number of iterations performed. If the routine converged, the stored value will be equal to the order *N*. If *X* or *N* are arrays, ITER will contain a scalar representing the maximum number of iterations.

Note ───

If the routine did not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN, and ITER will contain the largest order that *would have converged* for that *X* value.

───

Examples

The following example plots the I and K Bessel functions for orders 0, 1 and 2:

```
X = FINDGEN(40)/10

;Plot I and K Bessel Functions:
PLOT, X, BESELI(X, 0), MAX_VALUE=4, $
   TITLE = 'I and K Bessel Functions'
OPLOT, X, BESELI(X, 1)
OPLOT, X, BESELI(X, 2)
OPLOT, X, BESELK(X, 0), LINESTYLE=2
OPLOT, X, BESELK(X, 1), LINESTYLE=2
OPLOT, X, BESELK(X, 2), LINESTYLE=2

;Annotate plot:
xcoords = [.18, .45, .95, 1.4, 1.8, 2.4]
ycoords = [2.1, 2.1,  2.1, 1.8, 1.6, 1.4]
labels = ['!8K!X!D0','!8K!X!D1','!8K!X!D2','!8I!X!D0',
   '!8I!X!D1','!8I!X!D2']
XYOUTS, xcoords, ycoords, labels, /DATA
```

This results in the following plot:

Figure 4-1: I and K Bessel Functions.

For an example calculating the accuracy of the Bessel function, see "Example 2" for the BESELJ routine.

Version History

Original	Introduced
5.6	Added DOUBLE and ITER keywords

See Also

BESELJ, BESELK, BESELY

BESELJ

The BESELJ function returns the J Bessel function of order *N* for the argument *X*. The BESELJ function is adapted from "SPECFUN - A Portable FORTRAN Package of Special Functions and Test Drivers", W. J. Cody, Algorithm 715, *ACM Transactions on Mathematical Software*, Vol 19, No. 1, March 1993.

Syntax

Result = BESELJ(*X*, *N* [, /DOUBLE] [, ITER=*variable*])

Return Value

If both arguments are scalars, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *X* and *N*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the smallest input array.

If *X* is double-precision, the result is double-precision, otherwise the result is single-precision.

Note
If the function does not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN.

Arguments

X

A scalar or array specifying the values for which the Bessel function is required. Values for *X* must be in the range -10^8 to 10^8.

Note
If *X* is negative then *N* must be an integer (either positive or negative).

N

A scalar or array specifying the order of the Bessel function to calculate. Values for *N* can be integers or real numbers. If *N* is negative then it must be an integer.

Keywords

DOUBLE

Set this keyword equal to one to return a double-precision result, or to zero to return a single-precision result. The computations will always be done using double precision. The default is to return a single-precision result if both inputs are single precision, and to return a double-precision result in all other cases.

ITER

Set this keyword equal to a named variable that will contain the number of iterations performed. If the routine converged, the stored value will be equal to the order *N*. If *X* or *N* are arrays, ITER will contain a scalar representing the maximum number of iterations.

Note ———————————————————————————————

If the routine did not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN, and ITER will contain the largest order that *would have converged* for that *X* value.

———————————————————————————————————————

Examples

Example 1

The following example plots the J and Y Bessel functions for orders 0, 1, and 2:

```
X = FINDGEN(100)/10

;Plot J and Y Bessel Functions:
PLOT, X, BESELJ(X, 0), TITLE = 'J and Y Bessel Functions'
OPLOT, X, BESELJ(X, 1)
OPLOT, X, BESELJ(X, 2)
OPLOT, X, BESELY(X, 0), LINESTYLE=2
OPLOT, X, BESELY(X, 1), LINESTYLE=2
OPLOT, X, BESELY(X, 2), LINESTYLE=2

;Annotate plot:
xcoords = [1, 1.66, 3, .7, 1.7, 2.65]
ycoords = [.8, .62,.52, -.42, -.42, -.42]
labels = ['!8J!X!D0','!8J!X!D1','!8J!X!D2','!8Y!X!D0',
    '!8Y!X!D1','!8Y!X!D2']
XYOUTS, xcoords, ycoords, labels, /DATA
```

This results in the following plot:
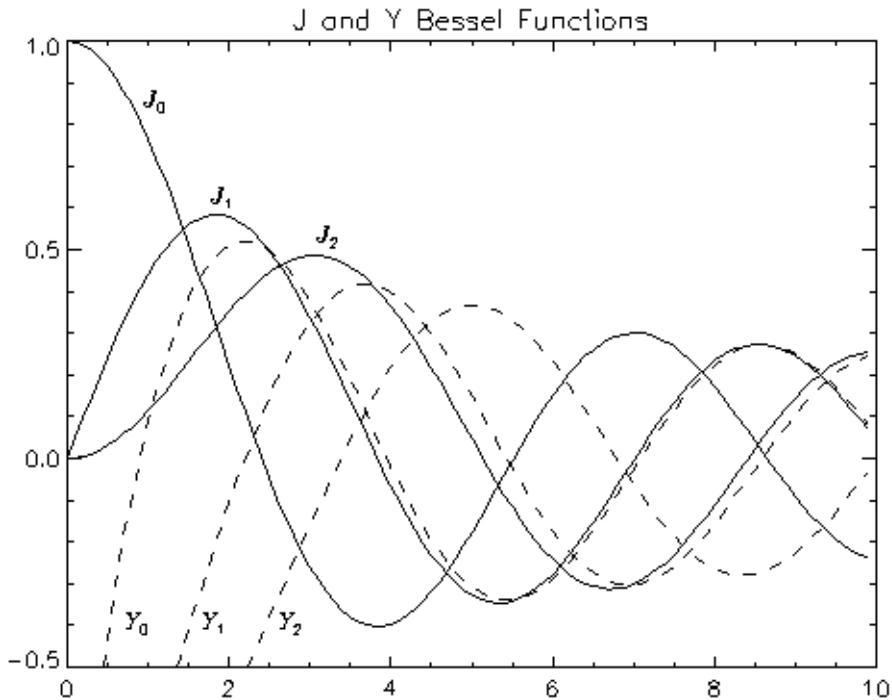
Figure 4-2: The J and Y Bessel Functions.

Example 2

Different order Bessel functions have *recurrence relationships* to each other. These relationships can be used to determine how accurately IDL is computing the Bessel functions. In the following example, the recurrence relationships for each order are set to zero and the left side of the equations are plotted. The plots show how close the left side of the equations are to zero, and therefore, how accurate IDL's computation of the Bessel functions are.

This example uses the following recurrence relationship:

$$x(J_{n-1}(x) + J_{n+1}(x)) - 2nJ_n(x) = 0$$

where *J*(*x*) is the Bessel function of the first kind of order *n* –1, *n*, or *n* + 1. (Similar recurrence relationships could be used for the other forms of the Bessel function.) Results are plotted for *n* equal to 1 through 6.

```
PRO AnalyzingBESELJ

; Derive x values.
x = (DINDGEN(1000) + 1.)/100.

; Initialize display window.
WINDOW, 0, TITLE = 'Bessel Functions'

; Display the first 8 orders of the Bessel function of
; the first kind.
PLOT, x, BESELJ(x, 0), /XSTYLE, /YSTYLE, $
   XTITLE = 'x', YTITLE = 'f(x)', $
   TITLE = 'Bessel Functions of the First Kind'
OPLOT, x, BESELJ(x, 1), LINESTYLE = 1
OPLOT, x, BESELJ(x, 2), LINESTYLE = 2
OPLOT, x, BESELJ(x, 3), LINESTYLE = 3
OPLOT, x, BESELJ(x, 4), LINESTYLE = 4
OPLOT, x, BESELJ(x, 5), LINESTYLE = 5
OPLOT, x, BESELJ(x, 6), LINESTYLE = 0
OPLOT, x, BESELJ(x, 7), LINESTYLE = 1

; Initialize display window for recurrence relations.
WINDOW, 1, XSIZE = 896, YSIZE = 512, $
   TITLE = 'Testing the Recurrence Relations'
!P.MULTI = [0, 2, 3, 0, 0]

; Initialize title variable.
nString = ['0', '1', '2', '3', '4', '5', '6', '7']

; Display recurrence relationships for order 1 to 6.
; NOTE:  the results of these relationships should be
; very close to zero.
FOR n = 1, 6 DO BEGIN
   equation = x*(BESELJ(x, (n - 1)) + $
     BESELJ(x, (n + 1))) - 2.*FLOAT(n)*BESELJ(x, n)
   PLOT, x, equation, /XSTYLE, /YSTYLE, CHARSIZE = 1.5, $
     TITLE = 'n = ' + nString[n] + ':  Orders of ' + $
     nString[n - 1] + ', ' + nString[n] + ', and ' + $
     nString[n + 1]
   PRINT, 'n = ' + nString[n] + ':  '
   PRINT, 'minimum = ', MIN(equation)
   PRINT, 'maximum = ', MAX(equation)
ENDFOR

; Return display window back to its default setting, one
; display per window.
!P.MULTI = 0

END
```

The results for this example are shown in the following figure.
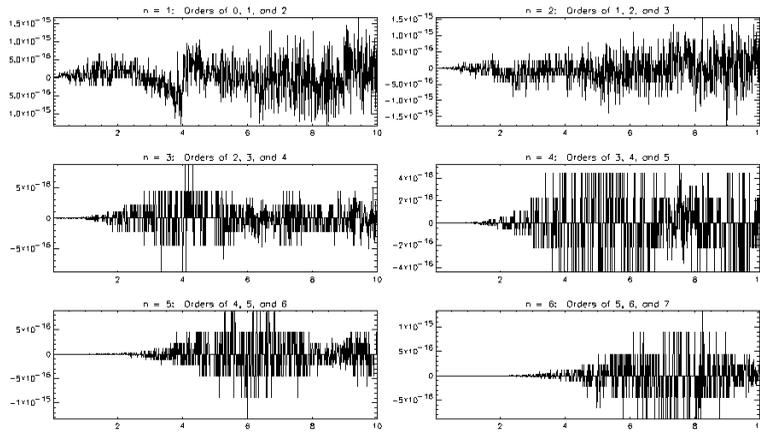
Figure 4-3: Recurrence Relationship for J(x)

All of these plots show that this Bessel function is calculated accurately within machine tolerance.

Version History

Original	Introduced
5.6	Added DOUBLE and ITER keywords

See Also

BESELI, BESELK, BESELY

BESELK

The BESELK function returns the K Bessel function of order *N* for the argument *X*. The BESELK function is adapted from "SPECFUN - A Portable FORTRAN Package of Special Functions and Test Drivers", W. J. Cody, Algorithm 715, *ACM Transactions on Mathematical Software*, Vol 19, No. 1, March 1993.

Syntax

Result = BESELK(*X*, *N* [, /DOUBLE] [, ITER=*variable*])

Return Value

If both arguments are scalars, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *X* and *N*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the smallest input array.

If *X* is double-precision, the result is double-precision, otherwise the result is single-precision.

Note
If the function does not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN.

Arguments

X

A scalar or array specifying the values for which the Bessel function is required. Values for *X* must be greater than or equal to zero.

N

A scalar or array specifying the order of the Bessel function to calculate. Values for *N* can be integers or real numbers. If *N* is negative then it must be an integer.

Keywords

DOUBLE

Set this keyword equal to one to return a double-precision result, or to zero to return a single-precision result. The computations will always be done using double precision. The default is to return a single-precision result if both inputs are single precision, and to return a double-precision result in all other cases.

ITER

Set this keyword equal to a named variable that will contain the number of iterations performed. If the routine converged, the stored value will be equal to the order *N*. If *X* or *N* are arrays, ITER will contain a scalar representing the maximum number of iterations.

Note

If the routine did not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN, and ITER will contain the largest order that *would have converged* for that *X* value.

Examples

The following example plots the I and K Bessel functions for orders 0, 1 and 2:

```
X = FINDGEN(40)/10

;Plot I and K Bessel Functions:
PLOT, X, BESELI(X, 0), MAX_VALUE=4, $
   TITLE = 'I and K Bessel Functions'
OPLOT, X, BESELI(X, 1)
OPLOT, X, BESELI(X, 2)
OPLOT, X, BESELK(X, 0), LINESTYLE=2
OPLOT, X, BESELK(X, 1), LINESTYLE=2
OPLOT, X, BESELK(X, 2), LINESTYLE=2

;Annotate plot:
xcoords = [.18, .45, .95, 1.4, 1.8, 2.4]
ycoords = [2.1, 2.1,  2.1, 1.8, 1.6, 1.4]
labels = ['!8K!X!D0','!8K!X!D1','!8K!X!D2','!8I!X!D0',
   '!8I!X!D1','!8I!X!D2']
XYOUTS, xcoords, ycoords, labels, /DATA
```

This results in the following plot:

Figure 4-4: I and K Bessel Functions.

For an example calculating the accuracy of the Bessel function, see "Example 2" for the BESELJ routine.

Version History

Original	Introduced
5.6	Added DOUBLE and ITER keywords

See Also

BESELI, BESELJ, BESELY

BESELY

The BESELY function returns the Y Bessel function of order *N* for the argument *X*. The BESELY function is adapted from "SPECFUN - A Portable FORTRAN Package of Special Functions and Test Drivers", W. J. Cody, Algorithm 715, *ACM Transactions on Mathematical Software*, Vol 19, No. 1, March 1993.

Syntax

Result = BESELY(*X*, *N* [, /DOUBLE] [, ITER=*variable*])

Return Value

If both arguments are scalars, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *X* and *N*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the smallest input array.

If *X* is double-precision, the result is double-precision, otherwise the result is single-precision.

Note
If the function does not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN.

Arguments

X

A scalar or array specifying the values for which the Bessel function is required. Values for *X* must be in the range 0 to 10^8.

N

A scalar or array specifying the order of the Bessel function to calculate. Values for *N* can be integers or real numbers. If *N* is negative then it must be an integer.

Keywords

DOUBLE

Set this keyword equal to one to return a double-precision result, or to zero to return a single-precision result. The computations will always be done using double precision. The default is to return a single-precision result if both inputs are single precision, and to return a double-precision result in all other cases.

ITER

Set this keyword equal to a named variable that will contain the number of iterations performed. If the routine converged, the stored value will be equal to the order *N*. If *X* or *N* are arrays, ITER will contain a scalar representing the maximum number of iterations.

Note

If the routine did not converge for an element of *X*, the corresponding element of the *Result* array will be set to the IEEE floating-point value NaN, and ITER will contain the largest order that *would have converged* for that *X* value.

Examples

The following example plots the J and Y Bessel functions for orders 0, 1, and 2:

```
X = FINDGEN(100)/10

;Plot J and Y Bessel Functions:
PLOT, X, BESELJ(X, 0), TITLE = 'J and Y Bessel Functions'
OPLOT, X, BESELJ(X, 1)
OPLOT, X, BESELJ(X, 2)
OPLOT, X, BESELY(X, 0), LINESTYLE=2
OPLOT, X, BESELY(X, 1), LINESTYLE=2
OPLOT, X, BESELY(X, 2), LINESTYLE=2

;Annotate plot:
xcoords = [1, 1.66, 3, .7, 1.7, 2.65]
ycoords = [.8, .62,.52, -.42, -.42, -.42]
labels = ['!8J!X!D0','!8J!X!D1','!8J!X!D2','!8Y!X!D0',
    '!8Y!X!D1','!8Y!X!D2']
XYOUTS, xcoords, ycoords, labels, /DATA
```

This results in the following plot:

Figure 4-5: The J and Y Bessel Functions.

For an example calculating the accuracy of the Bessel function, see "Example 2" for the BESELJ routine.

Version History

Original	Introduced
5.6	Added DOUBLE and ITER keywords

See Also

BESELI, BESELJ, BESELK

BETA

The BETA function returns the value of the beta function B(*Z, W*). This routine is written in the IDL language. Its source code can be found in the file beta.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = BETA(*Z, W* [, /DOUBLE])

Return Value

If both arguments are scalar, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *Z* and *W*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

If both of the arguments are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

Z, W

The point at which the beta function is to be evaluated. *Z* and *W* can be scalar or array. *Z* or *W* may be complex.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established

by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To evaluate the beta function at the point (1.0, 1.1) and print the result:

```
PRINT, BETA(1.0, 1.1)
```

IDL prints:

```
0.909091
```

The exact solution is:

$((1.00 * .95135077) / (1.10 * .95135077)) = 0.909091.$

Version History

4.0.1	Introduced
5.6	Added Z and W arguments to accept complex input

See Also

GAMMA, IBETA, IGAMMA, LNGAMMA

BILINEAR

The BILINEAR function uses a bilinear interpolation algorithm to compute the value of a data array at each of a set of subscript values.

This routine is written in the IDL language. Its source code can be found in the file `bilinear.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = BILINEAR(*P, IX, JY* [, MISSING=*value*])

Return Value

This function returns a two-dimensional interpolated array of the same type as the input array.

Arguments

P

A two-dimensional data array.

IX and JY

Arrays containing the X and Y "virtual subscripts" of *P* for which to interpolate values. *IX* and *JY* can be either of the following:

- One-dimensional, *n*-element floating-point arrays of subscripts to look up in *P*. One-dimensional arrays will be converted to two-dimensional arrays in such a way that *IX* contains *n* identical rows and *JY* contains *n* identical columns.

- Two-dimensional, *n*-element floating-point arrays that uniquely specify the X subscripts (the *IX* array) and the Y subscripts (the *JY* array) of the points to be computed from the input array *P*.

Note ——————————————————————————

Location points outside the bounds of the array *P*—that is, elements of the *IX* or *IY* arguments that are either less than zero or greater than the largest subscript in the corresponding dimension of *P* — are interpolated to the closest value within the bounds of the array *P*.

————————————————————————————————————

It is better to use two-dimensional arrays for *IX* and *JY* because the algorithm is somewhat faster. If *IX* and *JY* are specified as one-dimensional, the returned two-dimensional arrays *IX* and *JY* can be re-used on subsequent calls to take advantage of the faster 2D algorithm.

Keywords

MISSING

The value to return for elements outside the bounds of *P*. The bounds of *P* are 0 to *n*-1 and 0 to *m*-1 where *P* is an *n* x *m* array.

Note ───

If MISSING value is set to a complex number, IDL uses only the real part.

───

Examples

Create a 3 x 3 floating point array *P*:

```
P = FINDGEN(3,3)
```

Suppose we wish to find the value of a point half way between the first and second elements of the first row of *P*. Create the subscript arrays *IX* and *JY*:

```
IX = 0.5 ;Define the X subscript.
JY = 0.0 ;Define the Y subscript.
Z = BILINEAR(P, IX, JY) ;Interpolate.
PRINT, Z ;Print the value at the point IX,JY within P.
```

IDL prints:

```
0.500000
```

Suppose we wish to find the values of a 2 x 2 array of points in *P*. Create the subscript arrays *IX* and *JY*:

```
IX = [[0.5, 1.9], [1.1, 2.2]] ;Define the X subscripts.
JY = [[0.1, 0.9], [1.2, 1.8]] ;Define the Y subscripts.
Z = BILINEAR(P, IX, JY) ;Interpolate.
PRINT, Z ;Print the array of values.
```

IDL prints:

```
0.800000    4.60000
4.70000     7.40000
```

Version History

Original	Introduced
6.1	Added MISSING keyword

See Also

INTERPOL, INTERPOLATE, KRIG2D

BIN_DATE

The BIN_DATE function converts a standard form ASCII date/time string to a binary string.

This routine is written in the IDL language. Its source code can be found in the file `bin_date.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = BIN_DATE(*Ascii_Time*)

Return Value

The function returns a six-element integer array where:

- Element 0 is the year (e.g., 1994)

- Element 1 is the month (1-12)

- Element 2 is the day (1-31)

- Element 3 is the hour (0-23)

- Element 4 is minutes (0-59)

- Element 5 is seconds (0-59)

Arguments

Ascii_Time

A string containing the date/time to convert in standard ASCII format. If this argument is omitted, the current date/time is used. Standard form is a 24 character string:

```
DOW MON DD HH:MM:SS YYYY
```

where DOW is the day of the week, MON is the month, DD is the day of month, HH:MM:SS is the time in hours, minutes, second, and YYYY is the year.

Keywords

None.

Version History

Pre 4.0	Introduced

See Also

CALDAT, JULDAY, SYSTIME

BINARY_TEMPLATE

The BINARY_TEMPLATE function presents a graphical user interface which allows the user to interactively generate a template structure for use with READ_BINARY.

The graphical user interface allows the user to define one or more fields in the binary file. The file may be big, little, or native byte ordering.

Individual fields can be edited by the user to define the dimensionality and type of data to be read. Where necessary, fields can be defined in terms of other previously defined fields using IDL expressions. Fields can also be designated as "Verify". When a file is read using a template with "Verify" fields, those fields will be checked against a user defined value supplied via the template.

Note

Greater than (">") and less than ("<") symbols can appear in the "New Field" and the "Modify Field" dialogs where the offset value is displayed. The presence of either symbol indicates that the supplied offset value is "relative" from the end of the previous field or from the initial position in the file. Greater than means offset forward. Less than means offset backward. ">0" and "<0" are synonymous and mean "offset zero bytes". You can delete these special symbols (thereby indicating that their corresponding offset value is not "relative") by typing over them in the "New Field" or "Modify Field" dialogs.

Syntax

Result = BINARY_TEMPLATE ([*Filename*] [, CANCEL=*variable*]
  [, GROUP=*widget_id*] [, N_ROWS=*rows*] [, TEMPLATE=*variable*])

Return Value

This function returns an anonymous structure that contains the template. If the user cancels out of the graphical user interface and no initial template was supplied, it returns zero.

Arguments

Filename

A scalar string containing the name of a binary file which may be used to test the template. As the user interacts with the BINARY_TEMPLATE graphical user

interface, the user's input will be tested for correctness against the binary data in the file. If *filename* is not specified, a dialog allows the user to choose the file.

Keywords

CANCEL

Set this keyword to a named variable that will contain the byte value 1 if the user clicked the "Cancel" button, or 0 otherwise.

GROUP

The widget ID of an existing widget that serves as "group leader" for the BINARY_TEMPLATE interface. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

N_ROWS

Set this keyword to the number of rows to be visible in the BINARY_TEMPLATE's table of fields.

Note
The N_ROWS keyword is analogous to the WIDGET_TABLE and the Y_SCROLL_SIZE keywords.

TEMPLATE

Set this keyword to structure variable containing an initial template (usually from a previous call to BINARY_TEMPLATE). This template structure will be used to fill in the initial fields in the new BINARY_TEMPLATE. If TEMPLATE is specified and the user cancels out of the dialog, the specified template will be returned as the Result.

Examples

Use the following command to launch the Binary Template dialog so that a structure can be defined for the file, head.dat:

```
sTemplate = BINARY_TEMPLATE(FILEPATH('head.dat', $
    SUBDIRECTORY=['examples', 'data']))
```

Note

If no filename is supplied in the call to the BINARY_TEMPLATE function, a file selection dialog is displayed prior to the first BINARY_TEMPLATE screen.

Using the BINARY_TEMPLATE Interface

A binary template describes of the format of the data in a binary file, and can be used to successfully import binary data from any file that shares has structure. The **Binary Template** dialog allows you to specify characteristics of each field within a binary file, and returns a structure containing the template information. The READ_BINARY function accesses the data in a binary file, using the template to determine how to import the data correctly. (You only have to explicitly call READ_BINARY when you call BINARY_TEMPLATE from the command line. When you start the **Binary Template** dialog from an iTool or the workbench, the READ_BINARY routine is called for you.)

After starting the **Binary Template** dialog using one of the methods described in "Launching the Binary Template Dialog" (Chapter 3, *Using IDL*), complete the following steps to create the template:

1. **Select the binary file.** In the **Select File to Open** dialog, select surface.dat from the examples\data subdirectory of your IDL distribution. This file contains an integer array of elevation data of the Maroon Bells mountains, a group of mountains located among the Rocky Mountains of Colorado.The **Binary Template** window is displayed.

2. **Define template and data characteristics.** Define the following in this example before defining field information:

   • **Template Name** of sMarBellsTemplate

   • **File's byte ordering** is set to **Little Endian**

The following table describes each of these options.

|	
Template name	Enter a name that describes the template. This field is optional.
File's byte ordering	Select the byte order of the data:
	Native — the storage method is native to the machine you are currently running. Little Endian for Intel microprocessor-based machines and Big Endian for Motorola microprocessor-based machines. No byte swapping will be performed.
	Little Endian — the storage method where the least significant byte appears first in the number. Given the hexadecimal number A02B, the Little Endian method stores it as 2BA0. Specify this if the original file was created on a machine that uses an Intel microprocessor.
	Big Endian — the storage method where the most significant byte appears first in the number. Given the hexadecimal number A02B, the big endian method stores it as A02B. Specify this if the original file was created on a machine that uses a Motorola microprocessor.
	See "Files and I/O" (Chapter 9, *Application Programming*) for more information on byte ordering.
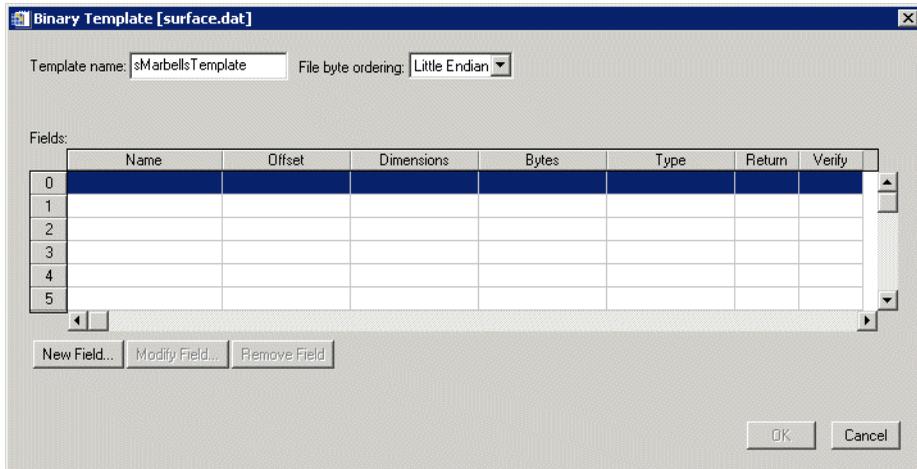
Figure 4-6: Binary Template

3. **Open the New Field dialog.** Fields are read in the order in which they are listed in the main dialog for BINARY_TEMPLATE, with offsets being added to the current file position pointer before each field is read. Click **New Field...** to enter the description of a new field.

   Note ──
   If a field has already been defined, clicking in the **Return** column will toggle the value of the field between Yes and No. Fields that are not marked for return can be used for calculations by other fields in the template. At least one field must be marked Yes for return in order for the BINARY_TEMPLATE function to return a template.
   ──

4. **Define characteristics of the field.** Use the **New Field** dialog to define the data type and dimensions of the field as well as any offsets. In this example, configure the following:

   • **Field name** is marbells
   • **Type** is **Integer**
   • **Offset** is 0 **From beginning of file**
   • Field is **Returned in the result** when read

- **Number of dimensions** value is 2, and are defined as 350 and 450 respectively

The following table describes the **New Field** dialog options:

Field name	Enter a name that describes the data field.
Type	Select the data type of the field from a droplist that offers the following IDL types: byte, integer, long, float, double, complex, dcomplex, uint, ulong, long64 and ulong64. Strings are read as an array of bytes for later conversion to type STRING.
Offset	Specify the data offset using integer values, field names, or any valid IDL expression.
	Absolute integer — defines a fixed location (in bytes) from the beginning of the file or the initial file position for an externally opened file.
	Relative integer — uses a preceding > or < character, to indicate a positive (>) or negative (<) byte offset relative to the current file position pointer after the previous field (if any) is read.
	Expression — can include the names of fields that will be read *before* the current field — that is, the field number of the referenced field must be lower than the field number of the field being defined.
	From beginning of file — read from the beginning of the file plus any offset.
	From initial position in file/From end of previous file — read from the beginning of the file or from the end of the previous field plus any offset.

When file is read...	**Returned in the result** — select this to return the field when the file is read
	Verified as being equal to — select this and define the condition. The **Verify** field can contain an integer, field name, or any valid IDL expression. Only scalar fields can be verified. READ_BINARY reports an error if a verification fails.
Number of dimensions	Select the number of dimensions of the field ranging from 0 (scalar) to 8 (which is the maximum number of dimensions that an IDL variable can have.) The **Size** of each dimension can be an integer, field name, or any valid IDL expression. Select **Reverse** to read any of the first three dimensions of array data in reversed order.

Note

If BINARY_TEMPLATE is called by a program that is running in the IDL Virtual Machine, the **Offsets**, **Verify,** and **Size** fields can contain integers or field names, but *not* an IDL expression.
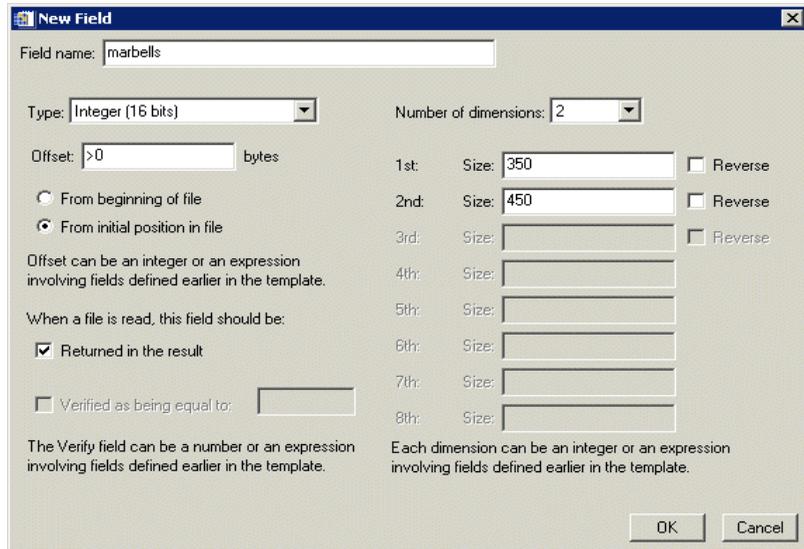
Figure 4-7: Binary Template - New Field

5. **Create the template.** Click **OK** to create the new field definition. This file contains a single field so click **OK** on the **Binary Template** dialog to create the template. If needed, you could click **New Field** to define additional data fields.

The BINARY_TEMPLATE function returns a structure variable containing the template. The result of the previous actions depends on the location from which you launched the **Binary Template** dialog. The READ_BINARY function, which reads data from a file according to the template specification, is automatically called when you access the **Binary Template** dialog from iTools. From the command line, you must explicitly read the binary data with the template specification.

After defining the structure of your binary data using the **Binary Template** dialog, refer to the appropriate section:

- **iTools binary data access** — the binary data is read and placed in the Data Manager. If it is not automatically displayed, use the **Insert Visualization** dialog to display fields of the data. See "Inserting Visualizations" (Chapter 3, *iTool User's Guide*) for details.

- **Command line binary data access** — the template is a structure defining the format of the binary data. Access the data using READ_BINARY, and specify

the template (or other characteristics) as parameters of the data access operation. See "Working with a READ_ASCII Data Structure" on page 2018 for details.

Note ———————————————————————————————————————

You can create a SAVE file of a template in order to use it from session to session. See "Example: Create a SAVE File of a Custom ASCII Template" on page 116 for a related example.

Version History

5.3	Introduced

See Also

READ_BINARY, ASCII_TEMPLATE

BINDGEN

The BINDGEN function creates a byte array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = BINDGEN(D_1 [, ...,D_8])

Return Value

This function returns a byte array with the specified dimensions.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments or array elements are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create a four-element by four-element byte array, and store the result in the variable A, enter:

```
A = BINDGEN(4,4)
```

Each element in A holds the value of its one-dimensional subscript. That is, if you enter the command:

```
PRINT, A
```

IDL prints the result:

```
 0   1   2   3
 4   5   6   7
 8   9  10  11
12  13  14  15
```

Version History

Original	Introduced

See Also

CINDGEN, DCINDGEN, DINDGEN, FINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

BINOMIAL

The BINOMIAL function computes the probability that in a cumulative binomial (Bernoulli) distribution, a random variable *X* is greater than or equal to a user-specified value *V*, given *N* independent performances and a probability of occurrence or success *P* in a single performance:

$$\text{Probability}(X \geq V) = \sum_{x = V}^{N} \frac{N!}{x!(N-x)!} P^x (1-P)^{(N-x)}$$

This routine is written in the IDL language. Its source code can be found in the file `binomial.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = BINOMIAL(*V*, *N*, *P* [, /DOUBLE] [, /GAUSSIAN])

Return Value

This function returns a single- or double-precision floating point scalar or array that contains the value of the probability.

Arguments

V

A non-negative integer specifying the minimum number of times the event occurs in *N* independent performances.

N

A non-negative integer specifying the number of performances.

P

A non-negative single- or double-precision floating-point scalar or array, in the interval [0.0, 1.0], that specifies the probability of occurrence or success of a single independent performance.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

GAUSSIAN

Set this keyword to use the Gaussian approximation, by using the normalized variable $Z = (V - NP)/\text{SQRT}(NP(1 - P))$.

Note ———————————————————————————————————————

The Gaussian approximation is useful when *N* is large and neither *P* nor (1–*P*) is close to zero, where the binomial summation may overflow. If GAUSSIAN is not explicitly set, and the binomial summation overflows, then BINOMIAL will automatically switch to using the Gaussian approximation.

———

Examples

Compute the probability of obtaining at least two 6s in rolling a die four times. The result should be 0.131944.

```
result = BINOMIAL(2, 4, 1.0/6.0)
```

Compute the probability of obtaining exactly two 6s in rolling a die four times. The result should be 0.115741.

```
result = BINOMIAL(2, 4, 1./6.) - BINOMIAL(3, 4, 1./6.)
```

Compute the probability of obtaining three or fewer 6s in rolling a die four times. The result should be 0.999228.

```
result = BINOMIAL(0, 4, 1./6.) - BINOMIAL(4, 4, 1./6.)
```

Version History

Pre 4.0	Introduced

See Also

CHISQR_PDF, F_PDF, GAUSS_PDF, T_PDF

BIT_FFS

The BIT_FFS function returns the index of the first bit set (non-zero) in its integer argument.

Syntax

Result = BIT_FFS(*Value*)

Return Value

BIT_FFS returns the index of the first bit set in *Value*. Bits are numbered starting at one (the least significant bit). Zero (0) is returned if *Value* has no bits set. If *Value* is an array, the result is an array with the same structure, where each element contains the index of the first bit set in the corresponding element of *Value*.

Arguments

Value

A scalar or array of any integer type.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Example

Binary integer arithmetic has the property that any integer value with a single bit set is a power of 2. For example, the value 1024 is equivalent to 2^{10}. The following statement uses BIT_FFS to determine the power to which 2 must be raised to yield 1024:

```
p = BIT_FFS(1024) - 1
PRINT, FORMAT='(%"2^%d = %d")', p, 2^p
```

IDL prints:

```
2^10 = 1024
```

Version History

6.2	Introduced

BIT_POPULATION

The BIT_POPULATION function returns the number of set (non-zero) bits in its integer argument.

Syntax

Result = BIT_POPULATION(*Value*)

Return Value

BIT_POPULATION returns the number of set (non-zero) bits in *Value*. If *Value* is an array, the result is an array with the same structure, where each element contains the count of non-zero bits in the corresponding element of *Value*.

Arguments

Value

A scalar or array of any integer type.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Example

The following statement displays the number of bits in an IDL long integer:

```
PRINT, BIT_POPULATION('ffffffff'xl)
```

IDL prints:

```
32
```

Version History

6.2	Introduced

BLAS_AXPY

The BLAS_AXPY procedure updates an existing array by adding a multiple of another array. It can also be used to update one or more one-dimensional subvectors of an array according to the following vector operation:

$$Y = aX + Y$$

where a is a scale factor and X is an input vector.

BLAS_AXPY can be faster and use less memory than the usual IDL array notation (e.g. Y=Y+A*X) for updating existing arrays.

Note ──

BLAS_AXPY is much faster when operating on entire arrays and rows, than when used on columns or higher dimensions.

Syntax

BLAS_AXPY, *Y*, *A*, *X* [, *D1*, *Loc1* [, *D2*, *Range*]]

Arguments

Y

The array to be updated. *Y* can be of any numeric type. BLAS_AXPY does not change the size and type of *Y*.

A

The scaling factor to be multiplied with *X*. *A* may be any scalar or one-element array that IDL can convert to the type of *X*. BLAS_AXPY does not change *A*.

X

The array to be scaled and added to array *Y*, or the vector to be scaled and added to subvectors of *Y*.

D1

An optional parameter indicating which dimension of *Y* is to be updated.

Loc1

A variable with the same number of elements as the number of dimensions of *Y*. The *Loc1* and *D1* arguments together determine which one-dimensional subvector (or subvectors, if *D1* and *Range* are provided) of *Y* is to be updated.

D2

An optional parameter, indicating in which dimension of *Y* a group of one-dimensional subvectors are to be updated. *D2* should be different from *D1*.

Range

A variable containing *D2* indices indicating where to put one-dimensional updates of *Y*.

Keywords

None

Examples

The following examples show how to use the BLAS_AXPY procedure to add a multiple of an array, add a constant, and a group of subvectors.

```
seed = 5L
```

Create a multidimensional array:

```
A = FINDGEN(4, 5, 2)
```

Print A:

```
PRINT, A
```

IDL prints:

```
0.000000        1.00000        2.00000        3.00000
4.00000        5.00000        6.00000        7.00000
8.00000        9.00000        10.0000        11.0000
12.0000        13.0000        14.0000        15.0000
16.0000        17.0000        18.0000        19.0000

20.0000        21.0000        22.0000        23.0000
24.0000        25.0000        26.0000        27.0000
28.0000        29.0000        30.0000        31.0000
32.0000        33.0000        34.0000        35.0000
36.0000        37.0000        38.0000        39.0000
```

Create a random update:

```
B = RANDOMU(seed, 4, 5, 2)
```

Print B

```
PRINT, B
```

IDL prints:

```
0.172861      0.680409      0.917078      0.917510
0.766779      0.648501      0.334211      0.505953
0.652182      0.158174      0.912751      0.257593
0.810990      0.267308      0.188872      0.237323
0.312265      0.551604      0.944883      0.673464

0.613302     0.0874299      0.782052      0.374534
0.0799968     0.581460      0.433864      0.459824
0.634644      0.182057      0.832474      0.235194
0.432587      0.453664      0.738821      0.355747
0.933211      0.388659      0.269595      0.796325
```

Add a multiple of B to A (i.e., A = A + 4.5*B):

```
BLAS_AXPY, A, 4.5, B
```

Print A:

```
PRINT, A
```

IDL prints:

```
0.777872      4.06184       6.12685       7.12880
7.45051       7.91825       7.50395       9.27679
10.9348       9.71178       14.1074       12.1592
15.6495       14.2029       14.8499       16.0680
17.4052       19.4822       22.2520       22.0306

22.7599       21.3934       25.5192       24.6854
24.3600       27.6166       27.9524       29.0692
30.8559       29.8193       33.7461       32.0584
33.9466       35.0415       37.3247       36.6009
40.1994       38.7490       39.2132       42.5835
```

Add a constant to a subvector of A (i.e. A[*, 3, 1] = A[*, 3, 1] + 4.3):

```
BLAS_AXPY, A, 1., REPLICATE(4.3, 4), 1, [0, 3, 1]
```

Print A:

```
PRINT, A
```

IDL prints:

```
0.777872        4.06184        6.12685        7.12880
7.45051         7.91825        7.50395        9.27679
10.9348         9.71178        14.1074        12.1592
15.6495         14.2029        14.8499        16.0680
17.4052         19.4822        22.2520        22.0306

22.7599         21.3934        25.5192        24.6854
24.3600         27.6166        27.9524        29.0692
30.8559         29.8193        33.7461        32.0584
38.2466         39.3415        41.6247        40.9009
40.1994         38.7490        39.2132        42.5835
```

Create a vector update and print:

```
C = FINDGEN(5)
PRINT, C
```

IDL prints:

```
0.000000        1.00000        2.00000        3.00000        4.00000
```

Add C to a group of subvectors of A (i.e. FOR i = 0, 1 DO A[1, *, i] = A[1, *, i] + C) and print:

```
BLAS_AXPY, A, 1., C, 2, [1, 0, 0], 3, LINDGEN(2)
PRINT, A
```

IDL prints:

```
0.777872        4.06184        6.12685        7.12880
7.45051         8.91825        7.50395        9.27679
10.9348         11.7118        14.1074        12.1592
15.6495         17.2029        14.8499        16.0680
17.4052         23.4822        22.2520        22.0306

22.7599         21.3934        25.5192        24.6854
24.3600         28.6166        27.9524        29.0692
30.8559         31.8193        33.7461        32.0584
38.2466         42.3415        41.6247        40.9009
40.1994         42.7490        39.2132        42.5835
```

Version History

| 5.1 | Introduced |

See Also

REPLICATE_INPLACE

BLK_CON

The BLK_CON function computes a "fast convolution" of a digital signal and an impulse-response sequence. It returns the filtered signal.

This routine is written in the IDL language. Its source code can be found in the file blk_con.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = BLK_CON(*Filter*, *Signal* [, B_LENGTH=*scalar*] [, /DOUBLE])

Return Value

This function returns a vector with the same length as *Signal*. If either of the input arguments are double-precision or the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

Filter

A *P*-element floating-point vector containing the impulse-response sequence of the digital filter.

Signal

An *n*-element floating-point vector containing the discrete signal samples.

Keywords

B_LENGTH

A scalar specifying the *block length* of the subdivided signal segments. If this parameter is not specified, a near-optimal value is chosen by the algorithm based upon the length *P* of the impulse-response sequence. If *P* is a value less than 11 or greater than 377, then B_LENGTH must be specified.

B_LENGTH must be greater than the filter length, *P*, and less than the number of signal samples.

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic.

Examples

```
; Create a filter of length P = 32:
filter = REPLICATE(1.0,32)     ;Set all points to 1.0
filter(2*INDGEN(16)) = 0.5     ;Set even points to 0.5

; Create a sampled signal with random noise:
signal = SIN((FINDGEN(1000)/35.0)^2.5)
noise = (RANDOMU(SEED,1000)-.5)/2.
signal = signal + noise

; Convolve the filter and signal using block convolution:
result = BLK_CON(filter, signal)
```

Version History

Pre 4.0	Introduced

See Also

CONVOL

BOX_CURSOR

The BOX_CURSOR procedure emulates the operation of a variable-sized box cursor (also known as a "marquee" selector).

Warning ————————————————————————————

BOX_CURSOR does not function properly when used within a draw widget. See the BUTTON_EVENTS and MOTION_EVENTS keywords in WIDGET_DRAW.

————————————————————————————————————

This routine is written in the IDL language. Its source code can be found in the file box_cursor.pro in the lib subdirectory of the IDL distribution.

Using BOX_CURSOR

Once the box cursor has been realized, hold down the left mouse button to move the box by dragging. Hold down the middle mouse button to resize the box by dragging. (The corner nearest the initial mouse position is moved.) Press the right mouse button to exit the procedure and return the current box parameters.

On machines with only two mouse buttons, hold down the left and right buttons simultaneously to resize the box.

Syntax

BOX_CURSOR, [*X0*, *Y0*, *NX*, *NY* [, /INIT] [, /FIXED_SIZE]] [, /MESSAGE]

Arguments

X0, Y0

Named variables that will contain the coordinates of the lower left corner of the box cursor.

NX, NY

Named variables that will contain the width and height of the cursor, in pixels.

Keywords

INIT

If this keyword is set, the arguments *X0*, *Y0*, *NX*, and *NY* contain the initial position and size of the box.

FIXED_SIZE

If this keyword is set, *NX* and *NY* contain the initial size of the box. This size may not be changed by the user.

MESSAGE

If this keyword is set, IDL prints a message describing operation of the cursor.

Version History

Pre 4.0	Introduced

See Also

Routines: CURSOR

Keywords to "IDL Direct Graphics Devices" on page 5363:
CURSOR_CROSSHAIR, CURSOR_IMAGE, CURSOR_STANDARD,
CURSOR_XY

BREAK

The BREAK statement provides a convenient way to immediately exit from a loop (FOR, WHILE, REPEAT), CASE, or SWITCH statement without resorting to GOTO statements.

Note

BREAK is an IDL statement. For information on using statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

BREAK

Examples

This example exits the enclosing WHILE loop when the value of i hits 5.

```
I = 0
WHILE (1) DO BEGIN
   i = i + 1
   IF (i eq 5) THEN BREAK
ENDWHILE
```

Version History

5.4	Introduced

See Also

BEGIN...END, CASE, CONTINUE, FOR, GOTO, IF...THEN...ELSE, REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

BREAKPOINT

The BREAKPOINT procedure allows you to insert and remove breakpoints in programs for debugging. A breakpoint causes program execution to stop after the designated statement is executed. Breakpoints are specified using the source file name and line number. For multiple-line statements (statements containing "$", the continuation character), specify the line number of the last line of the statement.

You can insert breakpoints in programs without editing the source file. Enter the following:

```
HELP, /BREAKPOINT
```

to display the breakpoint table which gives the index, module and source file locations of each breakpoint.

Syntax

BREAKPOINT [, *File*], *Index* [, AFTER=*integer*] [, /CLEAR]
   [, CONDITION='*expression*'] [, /DISABLE] [, /ENABLE]
   [, /ON_RECOMPILE] [, /ONCE] [, /SET]

Arguments

File

An optional string argument that contains the name of the source file. Note that if *File* is not in the current directory, the full path name must be specified even if *File* is in one of the directories specified by !PATH.

Index

The line number at which to clear or set a breakpoint.

Keywords

AFTER

Set this keyword equal to an integer *n*. Execution will stop only after the *n*th time the breakpoint is hit. For example:

```
BREAKPOINT, /SET, 'test.pro', 8, AFTER=3
```

This sets a breakpoint at the eighth line of the file test.pro, but only stops execution after the breakpoint has been encountered three times.

CLEAR

Set this keyword to remove a breakpoint. The breakpoint to be removed is specified either by index, or by the source file and line number. Use command HELP, /BREAKPOINT to display the indices of existing breakpoints. For example:

```
; Clear breakpoint with an index of 3:
BREAKPOINT, /CLEAR, 3

; Clear the breakpoint corresponding to the statement in the file
; test.pro, line number 8:
BREAKPOINT, /CLEAR, 'test.pro',8
```

CONDITION

Set this keyword to a string containing an IDL expression. When a breakpoint is encountered, the expression is evaluated. If the expression is true (if it returns a non-zero value), program execution is interrupted. The expression is evaluated in the context of the program containing the breakpoint. For example:

```
BREAKPOINT, 'myfile.pro', 6, CONDITION='i gt 2'
```

If i is greater than 2 at line 6 of myfile.pro, the program is interrupted.

DISABLE

Set this keyword to disable the specified breakpoint, if it exists. The breakpoint can be specified using the breakpoint index or file and line number:

```
; Disable breakpoint with an index of 3:
BREAKPOINT, /DISABLE, 3

; Disable the breakpoint corresponding to the statement in the file
; test.pro, line number 8:
BREAKPOINT, /DISABLE, 'test.pro',8
```

ENABLE

Set this keyword to enable the specified breakpoint if it exists. The breakpoint can be specified using the breakpoint index or file and line number:

```
; Enable breakpoint with an index of 3:
BREAKPOINT, /ENABLE, 3

; Enable the breakpoint at line 8 of the file test.pro
BREAKPOINT, /ENABLE, 'test.pro',8
```

ON_RECOMPILE

Set this keyword to specify that the breakpoint will not take effect until the next time the file containing it is compiled.

ONCE

Set this keyword to make the breakpoint temporary. If ONCE is set, the breakpoint is cleared as soon as it is hit. For example:

```
BREAKPOINT, /SET, 'file.pro', 12, AFTER=3, /ONCE
```

sets a breakpoint at line 12 of `file.pro`. Execution stops when line 12 is encountered the third time, and the breakpoint is automatically cleared.

SET

Set this keyword to set a breakpoint at the designated source file line. If this keyword is set, the first input parameter, *File* must be a string expression that contains the name of the source file. The second input parameter must be an integer that represents the source line number.

For example, to set a breakpoint at line 23 in the source file `xyz.pro`, enter:

```
BREAKPOINT, /SET, 'xyz.pro', 23
```

Version History

Pre 4.0	Introduced

BROYDEN

The BROYDEN function solves a system of *n* nonlinear equations (where $n \geq 2$) in *n* dimensions using a globally-convergent Broyden's method.

BROYDEN is based on the routine broydn described in section 9.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = BROYDEN(*X*, *Vecfunc* [, CHECK=*variable*] [, /DOUBLE] [, EPS=*value*] [, ITMAX=*value*] [, STEPMAX=*value*] [, TOLF=*value*] [, TOLMIN=*value*] [, TOLX=*value*])

Return Value

This function returns an *n*-element vector containing the solution.

Arguments

X

An *n*-element vector (where $n \geq 2$) containing an initial guess at the solution of the system.

Note ————————————————————————————————————
If BROYDEN is complex then only the real part is used for the computation.
——

Vecfunc

A scalar string specifying the name of a user-supplied IDL function that defines the system of non-linear equations. This function must accept a vector argument *X* and return a vector result.

For example, suppose we wish to solve the following system:

$$\begin{bmatrix} 3x - \cos(yz) - 1/2 \\ x^2 - 81(y + 0.1)^2 + \sin(z) + 1.06 \\ e^{-xy} + 20z + \dfrac{10\pi - 3}{3} \end{bmatrix} = 0$$

To represent this system, we define an IDL function named BROYFUNC:

```
FUNCTION broyfunc, X
   RETURN, [3.0 * X[0] - COS(X[1]*X[2]) - 0.5,$
   X[0]^2 - 81.0*(X[1] + 0.1)^2 + SIN(X[2]) + 1.06,$
   EXP(-X[0]*X[1]) + 20.0 * X[2] + (10.0*!PI - 3.0)/3.0]
END
```

Keywords

CHECK

BROYDEN calls an internal function named `fmin()` to determine whether the routine has converged to a local rather than a global minimum (see *Numerical Recipes*, section 9.7). Use the CHECK keyword to specify a named variable which will be set to 1 if the routine has converged to a local minimum or to 0 if not. If the routine does converge to a local minimum, try restarting from a different initial guess to obtain the global minimum.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

Set this keyword to a number close to machine accuracy, used to remove noise from each iteration. The default is 10^{-7} for single precision, and 10^{-14} for double precision.

ITMAX

Use this keyword to specify the maximum allowed number of iterations. The default is 200.

STEPMAX

Use this keyword to specify the scaled maximum step length allowed in line searches. The default value is 100.0.

TOLF

Set the convergence criterion on the function values. The default value is 1.0×10^{-4}.

TOLMIN

Set the criterion for deciding whether spurious convergence to a minimum of the function `fmin()` has occurred. The default value is 1.0×10^{-6}.

TOLX

Set the convergence criterion on *X*. The default value is 1.0×10^{-7}.

Examples

We can use BROYDEN to solve the non-linear system of equations defined by the BROYFUNC function above:

```
;Provide an initial guess as the algorithm's starting point:
X = [-1.0, 1.0, 2.0]

;Compute the solution:
result = BROYDEN(X, 'BROYFUNC')

;Print the result:
PRINT, result
```

IDL prints:

```
     0.500000  -1.10731e-07  -0.523599
```

The exact solution (to eight-decimal accuracy) is [0.5, 0.0, -0.52359877].

Version History

Pre 4.0	Introduced

See Also

FX_ROOT, FZ_ROOTS, NEWTON

BUTTERWORTH

The BUTTERWORTH function returns an array that contains the absolute value of the low-pass Butterworth kernel.

This routine is written in the IDL language. Its source code can be found in the file `butterworth.pro` in the `lib` subdirectory of the IDL distribution.

The form of the filter is given by the following equation:

$$\frac{1}{\sqrt{1 + \left(\dfrac{\Omega}{\Omega_c}\right)^{2N}}}$$

where Ω is the frequency, Ω_c is the cutoff frequency, and *N* is the order.

Syntax

Result = BUTTERWORTH(*X* [, *Y* [, *Z*]] [, CUTOFF=*value*] [, ORDER=*value*]
[, /ORIGIN] [, XDIM=*value*] [, YDIM=*value*] [, ZDIM=*value*])

Return Value

The result is either a 1D, 2D, or 3D array with the dimensions of the result defined by the inputs *X*, *Y*, and *Z*.

Arguments

X

Either a scalar value containing the number of elements in the *x* direction or a vector of up to three elements giving the number of elements in the *x*, *y*, and *z* directions, respectively.

Y

The number of elements in the *y* direction. This argument is ignored if *X* contains more than one element.

Z

The number of elements in the *z* direction. This argument is ignored if *X* contains more than one element.

Keywords

CUTOFF

The cutoff frequency. The default value is 9.

ORDER

The order of the filter. The default value is 1.

ORIGIN

If set, the return array is centered at the corners of the array.

XDIM

The *x* spacing of the columns.

YDIM

The *y* spacing of the rows.

ZDIM

The *z* spacing of the planes.

Example

```
; if 'im' is the variable containing an image to be filtered
filter = BUTTERWORTH( SIZE(im, /DIMENSIONS) )
filtered_image = FFT( FFT(im, -1) * filter, 1 )
```

Version History

6.3	Introduced

BYTARR

The BYTARR function creates a byte vector or array.

Syntax

Result = BYTARR($D_1[, ..., D_8]$ [, /NOZERO])

Return Value

This function returns a byte vector or array.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, BYTARR sets every element of the result to zero. If the NOZERO keyword is set, this zeroing is not performed (array elements contain random values) and BYTARR executes faster.

Examples

To create B as a 3 by 3 by 5 byte array where each element is set to zero, enter:

```
B = BYTARR(3, 3, 5, /NOZERO)
```

Version History

Original	Introduced

See Also

COMPLEXARR, DBLARR, FLTARR, INTARR, LON64ARR, LONARR,
MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

BYTE

The BYTE function returns a result equal to *Expression* converted to byte type. If *Expression* is a string, each string is converted to a byte vector of the same length as the string. Each element of the vector is the character code of the corresponding character in the string. The BYTE function can also be used to extract data from *Expression* and place it in a byte scalar or array without modification, if more than one parameter is present. See "Type Conversion Functions" on page 267 for details.

Syntax

Result = BYTE(*Expression[, Offset [, D_1[, ..., D_8]]]*)

Return Value

Returns a byte value or array of the same dimensions as the *Expression.* If *Expression* is a complex number, BYTE returns the real part.

Arguments

Expression

The expression to be converted to type byte.

Offset

The byte offset from the beginning of *Expression*. Specifying this argument allows fields of data extracted from *Expression* to be treated as byte data without conversion.

D_i

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Example

If the variable A contains the floating-point value 10.0, it can be converted to byte type and saved in the variable B by entering:

```
B = BYTE(A)
```

Version History

Original	Introduced

See Also

COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, LONG64, STRING, UINT, ULONG, ULONG64

BYTEORDER

The BYTEORDER procedure converts integers between host and network byte ordering or floating-point values between the native format and XDR (IEEE) format. This routine can also be used to swap the order of bytes within both short and long integers. If the type of byte swapping is not specified via one of the keywords below, bytes within short integers are swapped (even and odd bytes are interchanged).

The size of the parameter, in bytes, must be evenly divisible by two for short integer swaps, and by four for long integer swaps. BYTEORDER operates on both scalars and arrays. The parameter must be a variable, not an expression or constant, and may not contain strings. The contents of *Variable* are overwritten by the result.

Network byte ordering is "big endian". That is, multiple byte integers are stored in memory beginning with the most significant byte.

Syntax

BYTEORDER, *Variable₁*, ..., *Variableₙ* [, /DTOVAX] [, /DTOXDR] [, /FTOVAX]
   [, /FTOXDR] [, /HTONL] [, /HTONS] [, /L64SWAP] [, /LSWAP] [, /NTOHL]
   [, /NTOHS] [, /SSWAP] [, /SWAP_IF_BIG_ENDIAN]
   [, /SWAP_IF_LITTLE_ENDIAN] [, /VAXTOD] [, /VAXTOF] [, /XDRTOD]
   [, /XDRTOF]

Arguments

Variableₙ

A named variable (not an expression or constant) that contains the data to be converted. The contents of *Variable* are overwritten by the new values.

Keywords

DTOVAX

Set this keyword to convert native (IEEE) double-precision floating-point format to VAX D float format. See "Note on Accessing Data in VAX Floating Point Format" on page 205.

DTOXDR

Set this keyword to convert native double-precision floating-point format to XDR (IEEE) format.

FTOVAX

Set this keyword to convert native (IEEE) single-precision floating-point format to VAX F float format. See "Note on Accessing Data in VAX Floating Point Format" on page 205.

FTOXDR

Set this keyword to convert native single-precision floating-point format to XDR (IEEE) format.

HTONL

Set this keyword to perform host to network conversion, longwords.

HTONS

Set this keyword to perform host to network conversion, short integers.

L64SWAP

Set this keyword to perform a 64-bit swap (8 bytes). Swap the order of the bytes within each 64-bit word. For example, the eight bytes within a 64-bit word are changed from $(B_0, B_1, B_2, B_3\ B_4, B_5, B_6, B_7)$, to $(B_7, B_6, B_5, B_4, B_3, B_2, B_1, B_0)$.

LSWAP

Set this keyword to perform a 32-bit longword swap. Swap the order of the bytes within each longword. For example, the four bytes within a longword are changed from (B_0, B_1, B_2, B_3), to (B_3, B_2, B_1, B_0).

NTOHL

Set this keyword to perform network to host conversion, longwords.

NTOHS

Set this keyword to perform network to host conversion, short integers.

SSWAP

Set this keyword to perform a short word swap. Swap the bytes within short integers. The even and odd numbered bytes are interchanged. This is the default action, if no other keyword is set.

SWAP_IF_BIG_ENDIAN

If this keyword is set, the BYTEORDER request will only be performed if the platform running IDL uses "big endian" byte ordering. On little endian machines, the BYTEORDER request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

SWAP_IF_LITTLE_ENDIAN

If this keyword is set, the BYTEORDER request will only be performed if the platform running IDL uses "little endian" byte ordering. On big endian machines, the BYTEORDER request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

VAXTOD

Set this keyword to convert VAX D float format to native (IEEE) double-precision floating-point format. See "Note on Accessing Data in VAX Floating Point Format" on page 205.

VAXTOF

Set this keyword to convert VAX F float format to native (IEEE) single-precision floating-point format. See "Note on Accessing Data in VAX Floating Point Format" on page 205.

XDRTOD

Set this keyword to convert XDR (IEEE) format to native double-precision floating-point.

XDRTOF

Set this keyword to convert XDR (IEEE) format to native single-precision floating-point.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Note on Accessing Data in VAX Floating Point Format

When converting between VAX and IEEE formats, you should be aware of the following basic numerical issues in order to get the best results. Translation of floating-point values from IDL's native IEEE format to the VAX format and back (that is, VAX to IEEE to VAX) is not a completely reversible operation, and should be avoided when possible. There are many cases where the recovered values will differ from the original values, including:

- The VAX floating-point format lacks support for the IEEE special values (*NaN* and *Infinity*). Hence, their special meaning is lost when they are converted to VAX format and cannot be recovered.

- The IEEE and VAX floating formats have intrinsic differences in precision and range, which can cause information to be lost in both directions. When converting from one format to another, IDL rounds the value to the nearest representable value in the target format.

As a practical matter, an initial conversion of existing VAX format data to IEEE cannot be avoided if the data is to be used on modern machines. However, each format conversion can add a small amount of error to the resulting values, so it is important to minimize the number of such conversions. Use IEEE/VAX conversions only to read existing VAX format data, and create all new files using the native IEEE format. This introduces only a single unavoidable conversion, and minimizes the resulting conversion error.

Version History

Pre 4.0	Introduced
Pre 6.1	Deprecated DTOGFLOAT and GFLOATTOD keywords

For more information on deprecated features, see Appendix I, "Obsolete Features".

See Also

SWAP_ENDIAN

BYTSCL

The BYTSCL function scales all values of *Array* that lie in the range (*Min* ≤ *x* ≤ *Max*) into the range (0 ≤ *x* ≤ *Top*). For floating-point input, each value is scaled using the formula (*Top* + 0.9999)*(*x* - *Min*)/(*Max* - *Min*). For integer input, each value is scaled using the formula ((*Top* + 1)*(*x* - *Min*) - 1)/(*Max* - *Min*).

Syntax

Result = BYTSCL(*Array* [, MAX=*value*] [, MIN=*value*] [, /NAN] [, TOP=*value*])

Return Value

The returned result has the same structure as the original parameter and is of byte type.

Arguments

Array

The array to be scaled and converted to bytes.

Keywords

MAX

Set this keyword to the maximum value of *Array* to be considered. If MAX is not provided, *Array* is searched for its maximum value. All values greater or equal to MAX are set equal to TOP in the result.

Note

The data type of the value specified for MAX should match the data type of the input array. Since MAX is converted to the data type of the input array, specifying mismatched data types may produce undesired results.

MIN

Set this keyword to the minimum value of *Array* to be considered. If MIN is not provided, *Array* is searched for its minimum value. All values less than or equal to MIN are set equal to 0 in the result.

Note ──
The data type of the value specified for MIN should match the data type of the input array. Since MIN is converted to the data type of the input array, specifying mismatched data types may produce undesired results.
──

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

TOP

Set this keyword to the maximum value of the scaled result. If TOP is not specified, 255 is used. Note that the minimum value of the scaled result is always 0.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Note ──
Also see "Byte-Scaling" (Chapter 8, *Image Processing in IDL*).
──

BYTSCL is often used to scale images into the appropriate range for 8-bit displays. As an example, enter the following commands:

```
; Create a simple image array and display:
IM = DIST(200)
TV, IM

; Scale the image into the full range of bytes (0 to 255) and
; re-display it:
IM = BYTSCL(IM)
```

```
; Display the new image:
TV, IM
```

Version History

Original	Introduced

See Also

BYTE, TVSCL
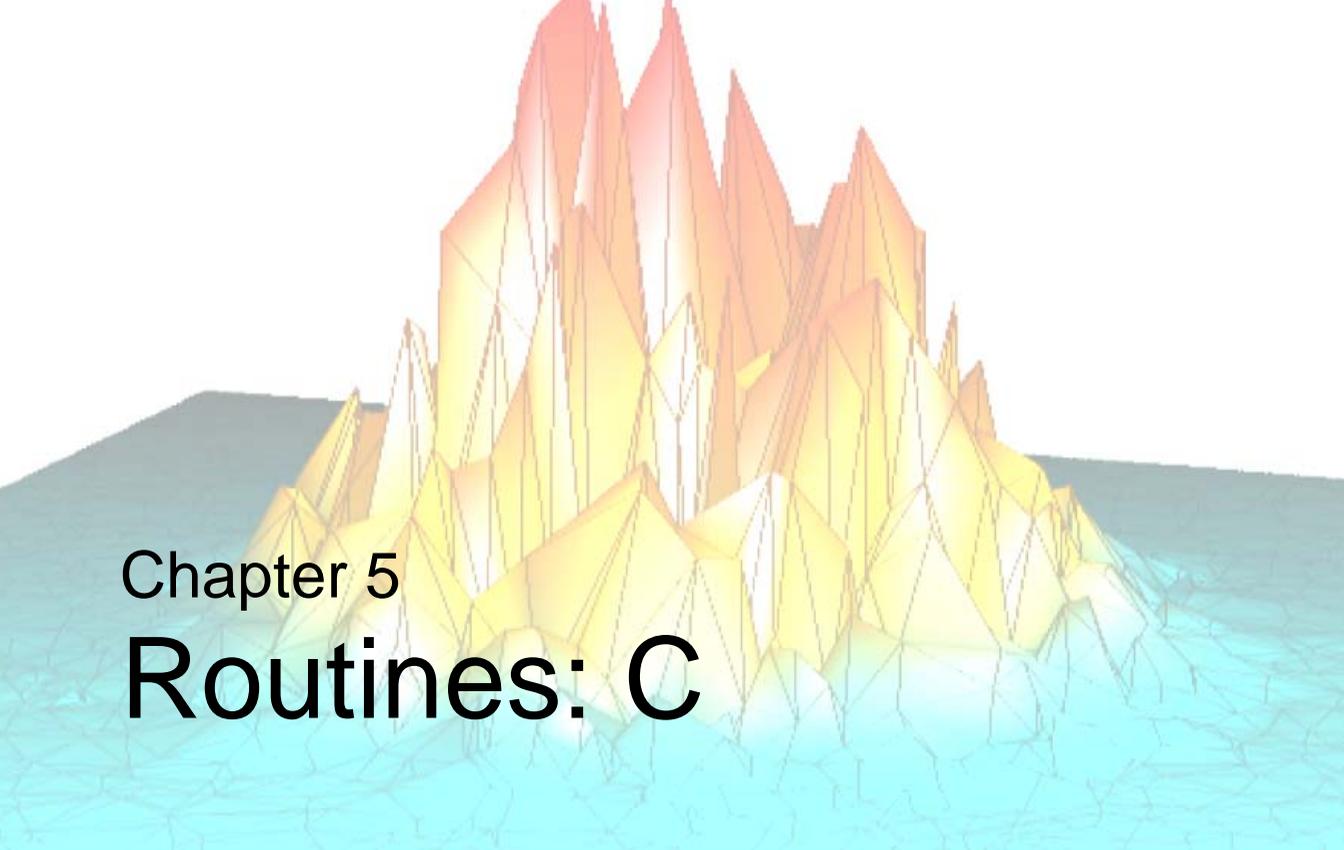
Chapter 5
Routines: C

C_CORRELATE

The C_CORRELATE function computes the cross correlation *Pxy(L)* or cross covariance *Rxy(L)* of two sample populations *X* and *Y* as a function of the lag *L*

$$P_{xy}(L) = \begin{cases} \dfrac{\displaystyle\sum_{k=0}^{N-|L|-1} (x_{k+|L|} - \bar{x})(y_k - \bar{y})}{\sqrt{\left[\displaystyle\sum_{k=0}^{N-1}(x_k - \bar{x})^2\right]\left[\displaystyle\sum_{k=0}^{N-1}(y_k - \bar{y})^2\right]}} & \text{For } L < 0 \\[3em] \dfrac{\displaystyle\sum_{k=0}^{N-L-1} (x_k - \bar{x})(y_{k+L} - \bar{y})}{\sqrt{\left[\displaystyle\sum_{k=0}^{N-1}(x_k - \bar{x})^2\right]\left[\displaystyle\sum_{k=0}^{N-1}(y_k - \bar{y})^2\right]}} & \text{For } L \geq 0 \end{cases}$$

$$R_{xy}(L) = \begin{cases} \dfrac{1}{N} \displaystyle\sum_{k=0}^{N-|L|-1} (x_{k+|L|} - \bar{x})(y_k - \bar{y}) & \text{For } L < 0 \\[3em] \dfrac{1}{N} \displaystyle\sum_{k=0}^{N-L-1} (x_k - \bar{x})(y_{k+L} - \bar{y}) & \text{For } L \geq 0 \end{cases}$$

where $\bar{x}$ and $\bar{y}$ are the means of the sample populations $x = (x_0, x_1, x_2, \ldots, x_{N-1})$ and $y = (y_0, y_1, y_2, \ldots, y_{N-1})$, respectively.

This routine is written in the IDL language. Its source code can be found in the file `c_correlate.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = C_CORRELATE(*X*, *Y*, *Lag* [, /COVARIANCE] [, /DOUBLE])

Return Value

Returns the cross correlation *Pxy*(*L*) or cross covariance *Rxy*(*L*) of two sample populations *X* and *Y* as a function of the lag *L*.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *n*-element integer, single-, or double-precision floating-point vector.

Lag

A scalar or *n*-element integer vector in the interval [-(*n*-2), (*n*-2)], specifying the signed distances between indexed elements of *X*.

Keywords

COVARIANCE

Set this keyword to compute the sample cross covariance rather than the sample cross correlation.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define two n-element sample populations:
X = [3.73, 3.67, 3.77, 3.83, 4.67, 5.87, 6.70, 6.97, 6.40, 5.57]
Y = [2.31, 2.76, 3.02, 3.13, 3.72, 3.88, 3.97, 4.39, 4.34, 3.95]

; Compute the cross correlation of X and Y for LAG = -5, 0, 1, 5,
; 6, 7:
lag = [-5, 0, 1, 5, 6, 7]
```

```
result = C_CORRELATE(X, Y, lag)
PRINT, result
```

IDL prints:

```
-0.428246  0.914755  0.674547  -0.405140  -0.403100  -0.339685
```

Version History

4.0	Introduced

See Also

A_CORRELATE, CORRELATE, M_CORRELATE, P_CORRELATE, R_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

CALDAT

The CALDAT procedure computes the month, day, year, hour, minute, or second corresponding to a given Julian date. The inverse of this procedure is JULDAY.

Note ──
The Julian calendar, established by Julius Caesar in the year 45 BCE, was corrected by Pope Gregory XIII in 1582, excising ten days from the calendar. The CALDAT procedure reflects the adjustment for dates after October 4, 1582. See the example below for an illustration.
──

This routine is written in the IDL language. Its source code can be found in the file `caldat.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

CALDAT, *Julian*, *Month* [, *Day* [, *Year* [, *Hour* [, *Minute* [, *Second*]]]]]

Arguments

Julian

A numeric value or array that specifies the Julian Day Number (which begins at noon) to be converted to a calendar date.

Note ──
Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000, respectively.
──

Note ──
Julian Day Numbers should be maintained as double-precision floating-point data when the numbers are used to determine hours, minutes, and seconds.
──

Month

A named variable that, on output, contains a longword integer or longword integer array representing the number of the desired month (1 = January, ..., 12 = December).

Day

A named variable that, on output, contains a longword integer or longword integer array representing the number of the day of the month (1-31).

Year

A named variable that, on output, contains a longword integer or longword integer array representing the number of the desired year (e.g., 1994).

Hour

A named variable that, on output, contains a longword integer or longword integer array representing the number of the hour of the day (0-23).

Minute

A named variable that, on output, contains a longword integer or longword integer array representing the number of the minute of the hour (0-59).

Second

A named variable that, on output, contains a double-precision floating-point value or a double-precision floating-point array representing the number of the second of the minute (0-59).

Keywords

None.

Examples

In 1582, Pope Gregory XIII adjusted the Julian calendar to correct for its inaccuracy of slightly more than 11 minutes per year. As a result, the day following October 4, 1582 was October 15, 1582. CALDAT follows this convention, as illustrated by the following commands:

```
CALDAT, 2299160, Month1, Day1, Year1
CALDAT, 2299161, Month2, Day2, Year2
PRINT, Month1, Day1, Year1
PRINT, Month2, Day2, Year2
```

IDL prints:

```
10    4    1582
10   15    1582
```

Warning
You should be aware of this discrepancy between the original and revised Julian calendar reckonings if you calculate dates before October 15, 1582.

Be sure to distinguish between *Month* and *Minute* when assigning variable names. For example, the following code would cause the Month value to be the same as the Minute value:

```
;Find date corresponding to Julian day 2529161.36:
CALDAT, 2529161.36, M, D, Y, H, M, S
PRINT, M, D, Y, H, M, S
```

IDL prints:

```
0        4        2212        18        0        0.00000000
```

Moreover, Julian Day Numbers should be maintained as double-precision floating-point data when the numbers are used to determine hours, minutes, and seconds.

So, instead of the previous call to CALDAT, use something like:

```
CALDAT, 2529161.36D, Month, Day, Year, Hour, Minute, Second
PRINT, Month, Day, Year, Hour, Minute, Second
```

IDL prints:

```
7        4        2212        20        38        23.999989
```

You can also use arrays for the *Julian* argument:

```
CALDAT, DINDGEN(4) + 2449587.0D, m, d, y
PRINT, m, d, y
```

IDL prints:

```
        8           8           8           8
       22          23          24          25
     1994        1994        1994        1994
```

Version History

Pre 4.0	Introduced

See Also

BIN_DATE, JULDAY, SYSTIME

CALENDAR

The CALENDAR procedure displays a calendar for a month or an entire year on the current plotting device. This IDL routine imitates the UNIX `cal` command.

This routine is written in the IDL language. Its source code can be found in the file `calendar.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

CALENDAR [[, *Month*] , *Year*]

Arguments

Month

The number of the month for which a calendar is desired (1 is January, 2 is February, ..., 12 is December). If called without arguments, CALENDAR draws a calendar for the current month.

Year

The number of the year for which a calendar should be drawn. If YEAR is provided without MONTH, a calendar for the entire year is drawn. If called without arguments, CALENDAR draws a calendar for the current month.

Example

```
; Display a calendar for the year 2038.
CALENDAR, 2038
; Display the calendar for October, 1582.
CALENDAR, 10, 1582
```

Version History

Original	Introduced

See Also

SYSTIME

CALL_EXTERNAL

The CALL_EXTERNAL function calls a function in an external sharable object and returns a scalar value. Parameters can be passed by reference (the default) or by value. See Chapter 3, "Using CALL_EXTERNAL" (*External Development Guide*) for examples.

CALL_EXTERNAL is supported under all operating systems supported by IDL, although there are system specific details of which you must be aware. This function requires no interface routines and is much simpler and easier to use than the LINKIMAGE procedure. However, CALL_EXTERNAL performs no checking of the type and number of parameters. Programming errors are likely to cause IDL to crash or to corrupt your data.

Warning

Input and output actions should be performed within IDL code, using IDL's built-in input/output facilities, or by using the internal IDL_Message() function. Performing input or output from external code, especially to the user console or tty (e.g. using `printf()` or equivalent functionality in other languages to send text to stdout) may create errors or generate unexpected results.

CALL_EXTERNAL supports the IDL Portable Convention, a portable calling convention that works on all platforms. This convention passes two arguments to the called routine, an argument count (`argc`) and an array of arguments (`argv`).

CALL_EXTERNAL also offers a feature called Auto Glue that can greatly simplify use of the CALL_EXTERNAL portable convention if you have the appropriate C compiler installed on your system. Auto glue automatically writes the glue function required to convert the (argc, argv) arguments to the actual function call, and then compiles and loads the glue function transparently. If you want IDL to simply write the glue function for you, but not compile it, the WRITE_WRAPPER keyword can be used.

The result of the CALL_EXTERNAL function is a scalar value returned by the external function. By default, this is a scalar long (32-bit) integer. This default can be changed by specifying one of the keywords described below that alter the result type.

Syntax

Result = CALL_EXTERNAL(*Image*, *Entry* [, P_0, ..., P_{N-1}] [, /ALL_VALUE]
    [, /B_VALUE | , /D_VALUE | , /F_VALUE | , /I_VALUE | , /L64_VALUE |
    , /S_VALUE | , /UI_VALUE | , /UL_VALUE | , /UL64_VALUE] [, /CDECL]

[, RETURN_TYPE=*value*] [, /UNLOAD] [, VALUE=*byte_array*]
[, WRITE_WRAPPER=*wrapper_file*])

Auto Glue Keywords: [, /AUTO_GLUE] [, CC=*string*]
[, COMPILE_DIRECTORY=*string*] [, EXTRA_CFLAGS=*string*]
[, EXTRA_LFLAGS=*string*] [, /IGNORE_EXISTING_GLUE] [, LD=*string*]
[, /NOCLEANUP] [, /SHOW_ALL_OUTPUT] [, /VERBOSE]

Return Value

This function calls a function in an external sharable object and returns a scalar value.

Arguments

Image

The name of the file, which must be a sharable library (UNIX), or DLL (Windows), which contains the routine to be called.

Entry

A string containing the name of the symbol in the library which is the entry point of the routine to be called.

P_0, ..., P_{N-1}

The parameters to be passed to the external routine. All array and structure arguments are passed by reference (address). The default is to also pass scalars by reference, but the ALL_VALUE or VALUE keywords can be used to pass them by value. Care must be taken to ensure that the type, structure, and passing mechanism of the parameters passed to the external routine match what it expects. There are some restrictions on data types that can be passed by value, and the user needs to be aware of how IDL passes strings. Both issues discussed in further detail below.

Keywords

ALL_VALUE

Set this keyword to indicate that all parameters are passed by value. There are some restrictions on data types that should be considered when using this keyword, as discussed below.

B_VALUE

If set, this keyword indicates that the called function returns a byte value.

CDECL

The Microsoft Windows operating system has two distinct system defined standards that govern how routines pass arguments: stdcall, which is used by much of the operating system as well as languages such as Visual Basic, and cdecl, which is used widely for programming in the C language. These standards differ in how and when arguments are pushed and removed from the system stack. The standard used by a given function is determined when the function is compiled, and can usually be controlled by the programmer. If you call a function using the wrong standard (e.g. calling a stdcall function as if it were cdecl, or the reverse), you could get incorrect results, corrupted memory, or you could crash IDL. Unfortunately, there is no way for IDL to know which convention a given function uses; this information must be supplied by the user of CALL_EXTERNAL. If the CDECL keyword is present, IDL will use the cdecl convention to call the function. Otherwise, stdcall is used.

D_VALUE

If set, this keyword indicates that the called function returns a double-precision floating value.

F_VALUE

If set, this keyword indicates that the called function returns a single-precision floating value.

I_VALUE

If set, this keyword indicates that the called function returns an integer value.

L64_VALUE

If set, this keyword indicates that the called function returns a 64-bit integer value.

RETURN_TYPE

The type code to set the type of the result. See the description of the SIZE function for a list of the IDL type codes.

S_VALUE

If set, this keyword indicates that the called function returns a pointer to a null-terminated string.

UI_VALUE

If set, this keyword indicates that the called function returns an unsigned integer value.

UL_VALUE

If set, this keyword indicates that the called function returns an unsigned long integer value.

UL64_VALUE

If set, this keyword indicates that the called function returns an unsigned 64-bit integer value.

UNLOAD

Normally, IDL keeps *Image* loaded in memory after the call to CALL_EXTERNAL completes. This is done for efficiency—loading a sharable object can be a slow operation. Setting the UNLOAD keyword will cause IDL to unload *Image* after the call to it is complete. This is useful if you are debugging code in *Image*, as it allows you to iterate on your code without having to exit IDL between tests. It can also be a good idea if you do not intend to make any subsequent calls to routines within *Image*.

If IDL is unable to unload the sharable object, it will issue an error to that effect. In addition to any operating system reported problem that might occur, IDL cannot perform the UNLOAD operation if the sharable library has been used for any other purpose in addition to CALL_EXTERNAL (e.g. LINKIMAGE).

VALUE

A byte array, with as many elements as there are optional parameters, indicating the method of parameter passing. Arrays are always passed by reference. If parameter P_i is a scalar, it is passed by reference if VALUE[i] is 0; and by value if it is non-zero. There are some restrictions on data types that should be considered when using this keyword, as discussed below.

WRITE_WRAPPER

If set, WRITE_WRAPPER supplies the name of a file for CALL_EXTERNAL to create containing the C function required to convert the (argc, argv) interface used by the CALL_EXTERNAL portable calling convention to the interface of the target function. If WRITE_WRAPPER is specified, CALL_EXTERNAL writes the specified file, but does not attempt to actually call the function specified by Entry. The result from CALL_EXTERNAL is an integer 0 in this case, and has no special meaning. Use of WRITE_WRAPPER implies the PORTABLE keyword.

Note

This is similar to Auto Glue only in that CALL_EXTERNAL writes a function on your behalf. Unlike Auto Glue, WRITE_WRAPPER does not attempt to compile the resulting function or to use it. You might want to use WRITE_WRAPPER to generate IDL interfaces for an external library in cases where you intend to combine the interfaces with other code or otherwise modify it before using it with IDL.

Auto Glue Keywords

Auto Glue, discussed in the section "Auto Glue" on page 226, offers a simplified way to use the CALL_EXTERNAL portable calling convention. The following keywords control its use. Many of these keywords correspond to the same keywords to the MAKE_DLL procedure, and are covered in more detail in the documentation for that routine.

AUTO_GLUE

Set this keyword to enable the CALL_EXTERNAL Auto Glue feature.

CC

If present, a template string to be used in generating the C compiler command(s) to compile the automatically generated glue function. For a more complete description of this keyword, see MAKE_DLL.

COMPILE_DIRECTORY

Specifies the directory to use for creating the necessary intermediate files and the final glue function sharable library. For a more complete description of this keyword, see MAKE_DLL.

EXTRA_CFLAGS

If present, a string supplying extra options to the command used to execute the C compiler. For a more complete description of this keyword, see MAKE_DLL.

EXTRA_LFLAGS

If present, a string supplying extra options to the command used to execute the linker. For a more complete description of this keyword, see MAKE_DLL.

IGNORE_EXISTING_GLUE

Normally, if Auto Glue finds a pre-existing glue function, it will use it without attempting to build it again. Set IGNORE_EXISTING_GLUE to override this caching behavior and force CALL_EXTERNAL to rebuild the glue function sharable library.

LD

If present, a template string to be used in generating the linker command to build the glue function sharable library. For a more complete description of this keyword, see MAKE_DLL.

NOCLEANUP

If set, CALL_EXTERNAL will not remove intermediate files generated in order to build the glue function sharable library after the library has been built. This keyword can be used to preserve information for debugging in case of error, or for additional information on how Auto Glue works. For a more complete description of this keyword, see MAKE_DLL.

SHOW_ALL_OUTPUT

Auto Glue normally produces no output unless an error prevents successful building of the glue function sharable library. Set SHOW_ALL_OUTPUT to see all output produced by the process of building the library. For a more complete description of this keyword, see MAKE_DLL.

VERBOSE

If set, VERBOSE causes CALL_EXTERNAL to issue informational messages as it carries out the task of locating, building, and executing the glue function. For a more complete description of this keyword, see MAKE_DLL.

String Parameters

IDL represents strings internally as IDL_STRING descriptors, which are defined in the C language as:

```
typedef struct {
  unsigned short slen;
  unsigned short stype;
  char *s;
} IDL_STRING;
```

To pass a string by reference, IDL passes the address of its IDL_STRING descriptor. To pass a string by value the string pointer (the s field of the descriptor) is passed. Programmers should be aware of the following when manipulating IDL strings:

- Called code should treat the information in the passed IDL_STRING descriptor and the string itself as read-only, and should not modify these values.

- The slen field contains the length of the string without including the NULL termination that is required at the end of all C strings.

- The stype field is used internally by IDL to know keep track of how the memory for the string was obtained, and should be ignored by CALL_EXTERNAL users.

- s is the pointer to the actual C string represented by the descriptor. If the string is NULL, IDL represents it as a NULL (0) pointer, not as a pointer to an empty null terminated string. Hence, called code that expects a string pointer should check for a NULL pointer before dereferencing it.

These issues are examined in greater detail in the IDL *External Development Guide*.

Calling Convention

CALL_EXTERNAL uses the IDL Portable convention for calling user-supplied routines. The IDL Portable calling convention can be simplified by using the Auto Glue extension, described below.

The portable interface convention passes all arguments as elements of an array of C void pointers (void *). The C language prototype for a user function called this way looks like one of the following:

```
RET_TYPE xxx(int argc, void *argv[])
```

Where RET_TYPE is one of the following: UCHAR, short, IDL_UINT, IDL_LONG, IDL_ULONG, IDL_LONG64, IDL_ULONG64, float, double, or char *. The return

type used must agree with the type assumed by CALL_EXTERNAL as specified via the keywords described above.

Argc is the number of arguments, and the vector argv contains the arguments themselves, one argument per element. Arguments passed by reference map directly to these (void *) pointers, and can be cast to the proper type and then dereferenced directly by the called function. Passing arguments by value is allowed, but since the values are passed in (void *) pointers, there are some limitations and restrictions on what is possible:

- Types that are larger than a pointer cannot be passed by value, and CALL_EXTERNAL will issue an error if this is attempted. This limitation applies only to the standard portable calling convention. Auto Glue does not have this limitation, and is able to pass such variables by value.

- Integer values can be easily passed by value. IDL widens any of the integer types to the C int type and they are then converted to a (void *) pointer using a C cast operation.

- There is no C language-defined conversion between pointers and floating point types, so IDL copies the data for the value directly into the pointer element. Although such values can be retrieved by the called routine with the correct C casting operations, this is inconvenient and error prone. It is best to pass non-integer data by reference.

Auto Glue

Auto Glue is an extension to the IDL Portable Calling Convention that makes it easier to use.

The portable calling convention requires your function to use the IDL defined (argc, argv) interface for passing arguments. However, functions not explicitly written for use with CALL_EXTERNAL may not have this interface. A common solution using the portable convention is for the IDL user to write a *glue* function that serves as an interface between IDL and the called function. The entire purpose of this glue function, which is usually very simple, is to convert the IDL (argc, argv) method of passing parameters to a form acceptable to the called function. Writing this wrapper function is easy for programmers who understand the C language, the system C compiler and linker, and how sharable libraries work on their target operating system. However, it is also tedious and error prone, and can be difficult for users that do not already have these skills.

Auto Glue uses the MAKE_DLL procedure to automate the process of using glue code to call functions via the CALL_EXTERNAL portable calling convention. Since

it depends so closely on MAKE_DLL, an understanding of how MAKE_DLL works is necessary to fully understand Auto Glue. As with MAKE_DLL, Auto Glue requires that your system have a suitable C compiler installed. Please refer to the documentation for MAKE_DLL.

Auto Glue maintains a cache of previously built glue functions, and will reuse them on subsequent requests, even between IDL sessions. Glue function libraries can be recognized by their name, which starts with the prefix `idl_ce`, and ends with the proper suffix for a sharable library on the target system (most UNIX: `.so`, Windows: `.dll`). CALL_EXTERNAL finds a suitable glue function by performing the following steps in order, stopping after the first one that works:

1. Look for a `ce_glue` subdirectory within the IDL distribution `bin` subdirectory for the current platform. (For example, on a Windows system the subdirectory could be located in `<IDL_DEFAULT>\bin\bin.x86`.) If this directory exists, it looks there for a sharable library containing the appropriate glue function.

Note ───

For customer security reasons, the `ce_glue` subdirectory does not exist in the distribution shipped with IDL, and IDL does not use it to create glue functions. However, if an individual site creates this directory and places glue library files within it, IDL will use them. Multiple IDL sessions on a given system can all share these same glue files, even when run by different users on a multi-user system. If you keep your IDL distribution on a network based file server shared by multiple clients, and if you provide a sufficient selection of glue files, it is possible that your users will not require a locally installed C compiler to use Auto Glue.

───

If you do create the `ce_glue` subdirectory on a multi-user system, we recommend that you make it along with all files contained within belong to the owner of the IDL distribution, and apply file protections that prevent non-privileged users from creating files in the directory or modifying them.

2. Look in the directory given by the COMPILE_DIRECTORY keyword, or if COMPILE_DIRECTORY is not present, in the directory given by the !MAKE_DLL.COMPILE_DIRECTORY system variable for the appropriate glue function.

3. If this step is reached, there is no pre-existing glue function available. CALL_EXTERNAL will create one in the same directory searched in the previous step by generating a C language file containing the needed glue function, and then compiling and linking it into a sharable library using the functionality of the MAKE_DLL procedure.

- IDL loads the sharable library containing the glue function found in the previous step, as well as the library you specified with the Image argument.

- CALL_EXTERNAL calls the glue function, causing your function to be called with the correct parameters.

The first time CALL_EXTERNAL encounters the need for a glue function that does not already exist, it will automatically build it, and then use it without any external indication that this has happened. You may notice a brief hesitation in IDL's execution as it waits for this process to occur. Once a glue function exists, IDL can load it immediately on subsequent calls (even in unrelated later IDL sessions), and no delay will occur.

Example: Using Auto Glue To Call System Library Routines

Under Sun Solaris, there is a function in the system math library called hypot() that computes the length of the hypotenuse of a right-angled triangle:

```
sqrt(x*x + y*y)
```

This function has the C prototype:

```
double hypot(double x, double y)
```

The following IDL function uses Auto Glue to call this routine:

```
FUNCTION HYPOT, X, Y
   ; Use the 32-bit or the 64-bit math library?
   LIBM=(!VERSION.MEMORY_BITS EQ 64) $
      ? '/usr/lib/sparcv9/libm.so' : '/usr/lib/libm.so'
   RETURN, CALL_EXTERNAL(LIBM, 'hypot', double(x), double(y), $
      /ALL_VALUE, /D_VALUE, /AUTO_GLUE)
END
```

Important Changes Since IDL 5.0

The current version of CALL_EXTERNAL differs from IDL versions up to and including IDL 5.0 in a few ways that are important to users moving code to the current version:

- Under Windows, CALL_EXTERNAL would pass IDL strings by value no matter how the ALL_VALUE or VALUE keywords were set. This was inconsistent with all the other platforms and created unnecessary confusion. IDL now uses these keywords to decide how to pass strings on all platforms. Windows users with existing code that expects strings to be passed by value without having specified it via one of these keywords will need to adjust their use of CALL_EXTERNAL or their code.

- Older versions of IDL would quietly pass by value arguments that are larger than a pointer without issuing an error when using the portable calling convention. Although this might work on some hardware, it is error prone and can cause IDL to crash. IDL now issues an error in this case. Programmers with existing code moving to a current version of IDL should change their code to pass such data by reference.

Examples

See Chapter 3, "Using CALL_EXTERNAL" (*External Development Guide*).

Version History

Pre 4.0	Introduced
Pre 6.1	Deprecated the DEFAULT, PORTABLE, and VAX_FLOAT keywords

For information on deprecated features, see Appendix I, "Obsolete Features".

See Also

LINKIMAGE

CALL_FUNCTION

CALL_FUNCTION function calls the IDL function specified by the string *Name*, passing any additional parameters as its arguments.

Although not as flexible as the EXECUTE function, CALL_FUNCTION is much faster. Therefore, CALL_FUNCTION should be used in preference to EXECUTE whenever possible.

Syntax

Result = CALL_FUNCTION(*Name* [, P_1, ..., P_n])

Return Value

The result of the called function (specified by the string *Name)* is passed back as the result of this routine.

Arguments

Name

A string containing the name of the function to be called. This argument can be a variable, which allows the called function to be determined at runtime.

P_i

The arguments to be passed to the function given by *Name*. These arguments are the positional and keyword arguments documented for the called function, and are passed to the called function exactly as if it had been called directly.

Keywords

None.

Examples

The following command indirectly calls the IDL function SQRT (the square root function) with an argument of 4 and stores the result in the variable R:

```
R = CALL_FUNCTION('SQRT', 4)
```

Version History

Pre 4.0	Introduced

See Also

CALL_PROCEDURE, CALL_METHOD, EXECUTE

CALL_METHOD

The CALL_METHOD function or procedure calls the object method specified by *Name*, passing any additional parameters as its arguments.

Note ──

CALL_METHOD can also be used as a function or a procedure.

──

Although not as flexible as the EXECUTE function, CALL_METHOD is much faster. Therefore, CALL_METHOD should be used in preference to EXECUTE whenever possible.

Syntax

Result = CALL_METHOD(*Name*, *ObjRef*, [, P_1, ..., P_n])

or

CALL_METHOD, *Name*, *ObjRef*, [, P_1, ..., P_n]

Return Value

Returns the results generated by the named function method when applicable.

Arguments

Name

A string containing the name of the method to be called. This argument can be a variable, which allows the called method to be determined at runtime.

ObjRef

A scalar object reference that will be passed to the method as the *Self* argument.

P*i*

The arguments to be passed to the method given by *Name*. These arguments are the positional and keyword arguments documented for the called method, and are passed to the called method exactly as if it had been called directly.

Keywords

None.

Version History

5.1	Introduced

See Also

CALL_FUNCTION, CALL_PROCEDURE, EXECUTE

CALL_PROCEDURE

CALL_PROCEDURE calls the procedure specified by *Name*, passing any additional parameters as its arguments.

Although not as flexible as the EXECUTE function, CALL_PROCEDURE is much faster. Therefore, CALL_PROCEDURE should be used in preference to EXECUTE whenever possible.

Syntax

CALL_PROCEDURE, *Name* [, P_1, ..., P_n]

Arguments

Name

A string containing the name of the procedure do be called. This argument can be a variable, which allows the called procedure to be determined at runtime.

P$_i$

The arguments to be passed to the procedure given by *Name*. These arguments are the positional and keyword arguments documented for the called procedure, and are passed to the called procedure exactly as if it had been called directly.

Example

The following example shows how to call the PLOT procedure indirectly with a number of arguments. First, create a dataset for plotting by entering:

```
B = FINDGEN(100)
```

Call PLOT indirectly to create a polar plot by entering:

```
CALL_PROCEDURE, 'PLOT', B, B, /POLAR
```

A "spiral" plot should appear.

Version History

Pre 4.0	Introduced

See Also

CALL_FUNCTION, CALL_METHOD, EXECUTE

CANNY

The CANNY function implements the Canny edge-detection algorithm.

The Canny edge-detection algorithm has the following steps:

1. Smooth the image with a Gaussian filter. A 5x5 kernel with a given sigma is used.

2. Compute the gradient orientation and magnitude. A pair of 3x3 convolution masks are used, one for estimating the gradient in the x-direction (G_x):

$$\begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

and the other for estimating the gradient in the y-direction (G_y):

$$\begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

The magnitude of the gradient is approximated using $\sqrt{(G_x)^2 + (G_y)^2}$.

3. The edge direction is calculated using ATAN(G_y, G_x).

This edge direction is then related to a direction that can be traced in an image, assigning each value to one of four sectors (0, 1, 2, or 3) as follows:
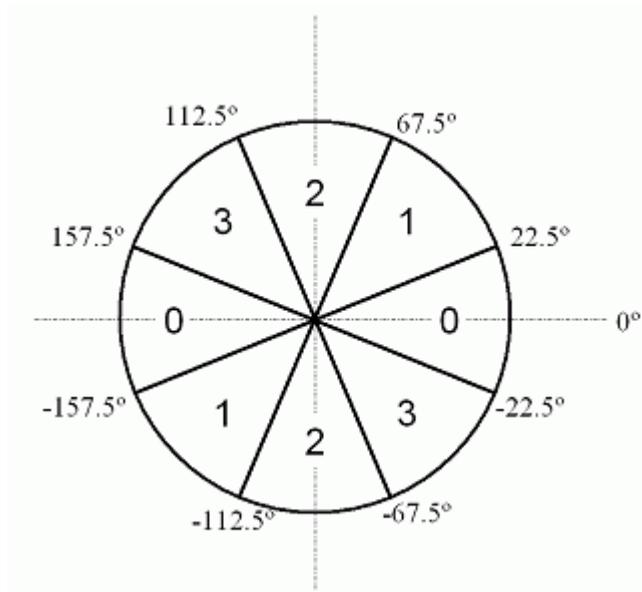
Figure 5-1: Relating Edge Direction to Direction in an Image

4. An edge point is defined to be a point whose gradient magnitude is locally maximum in the direction of the gradient. This process, which results in ridges one pixel wide, is called *nonmaxima suppression*. After nonmaxima suppression one ends up with an image which is zero everywhere except at the local maxima points. At the local maxima points the value of the gradient magnitude is preserved.

5. Hysteresis is applied to eliminate gaps. Any pixel in the nonmaxima suppression image that has a value greater than T_HIGH (high threshold calculated from HIGH) is presumed to be an edge pixel, and is marked as such immediately. Then any pixels that are connected to this edge pixel and that have a value greater than T_LOW (low threshold calculated from LOW) are also selected as edge pixels. All edges are followed until the value drops below T_LOW.

Syntax

Result = CANNY(*Image* [, HIGH=*value*] [, LOW=*value*] [, SIGMA=*value*])

Return Value

The result is a byte array containing the edges in the image.

Arguments

Image

A 2D image array.

Keywords

HIGH

The high value used to calculate the high threshold during edge detection, given as a factor of the histogram of the magnitude array. The input range is [0-1]. The default value is 0.8. If the input value is outside the allowable range of [LOW-1], it is silently clipped to fall into that range.

LOW

The low value used to calculate the low threshold during edge detection, given as a factor of the HIGH value. The input range is [0-1]. The default value is 0.4. If the input value is outside the allowable range of [0-1], it is clipped to fall into that range.

SIGMA

The sigma value used when creating the Gaussian kernel. The default value is 0.6

Version History

6.3	Introduced

CASE

The CASE statement selects one, and only one, statement for execution, depending on the value of an expression. This expression is called the case selector expression. Each statement that is part of a CASE statement is preceded by an expression that is compared to the value of the selector expression. CASE executes by comparing the CASE expression with each selector expression in the order written. If a match is found, the statement is executed and control resumes directly below the CASE statement.

The ELSE clause of the CASE statement is optional. If included, it matches any selector expression, causing its code to be executed. For this reason, it is usually written as the last clause in the CASE statement. The ELSE statement is executed only if none of the preceding statement expressions match. If an ELSE clause is not included and none of the values match the selector, an error occurs and program execution stops.

The BREAK statement can be used within CASE statements to force an immediate exit from the CASE.

In this CASE statement, only one clause is selected, and that clause is the first one whose value is equal to the value of the case selector expression.

Tip
Each clause is tested in order, so it is most efficient to order the most frequently selected clauses first.

CASE is similar to the SWITCH statement. For more information on using CASE and other IDL program control statements, as well as the differences between CASE and SWITCH, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

CASE *expression* OF

   expression: *statement*

   ...

   expression: *statement*

[ELSE: *statement*]

ENDCASE

Examples

This example illustrates how the CASE statement, unlike SWITCH, executes only
the one statement that matches the case expression:

```
x=2

CASE x OF
    1: PRINT, 'one'
    2: PRINT, 'two'
    3: PRINT, 'three'
    4: PRINT, 'four'
ENDCASE
```

IDL Prints:

```
two
```

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CONTINUE, FOR, GOTO, IF...THEN...ELSE,
REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control"
(*Application Programming*)

CATCH

The CATCH procedure provides a generalized mechanism for the handling of exceptions and errors within IDL. Calling CATCH establishes an error handler for the current procedure that intercepts all errors that can be handled by IDL, excluding non-fatal warnings such as math errors (e.g., floating-point underflow).

When an error occurs, each active procedure, beginning with the offending procedure and proceeding up the call stack to the main program level, is examined for an error handler (established by a call to CATCH). If an error handler is found, control resumes at the statement after the call to CATCH. The index of the error is returned in the argument to CATCH. The !ERROR_STATE system variable is also set. The associated error message is stored in !ERROR_STATE.MSG. If no error handlers are found, program execution stops, an error message is issued, and control reverts to the interactive mode. A call to ON_IOERROR in the procedure that causes an I/O error supersedes CATCH, and takes the branch to the label defined by ON_IOERROR.

This mechanism is similar, but not identical to, the setjmp/longjmp facilities in C and the catch/throw facilities in C++.

Error handling is discussed in more detail in "Controlling and Recovering from Errors" (Chapter 8, *Application Programming*).

Syntax

CATCH, [*Variable*] [, /CANCEL]

Arguments

Variable

A named variable in which the error index is returned. When an error handler is established by a call to CATCH, *Variable* is set to zero. If an error occurs, *Variable* is set to the error index, and control is transferred to the statement after the call to CATCH. The error index is also returned in the CODE field of the !ERROR_STATE system variable, i.e., !ERROR_STATE.CODE.

Keywords

CANCEL

Set this keyword to cancel the error handler for the current procedure. This cancellation does not affect other error handlers that may be established in other active procedures.

Note

If the CANCEL keyword is set, the *Variable* argument must not be present.

Examples

The following procedure illustrates the use of CATCH:

```
PRO CATCH_EXAMPLE

   ; Define variable A:
   A = FLTARR(10)

   ; Establish error handler. When errors occur, the index of the
   ; error is returned in the variable Error_status:
   CATCH, Error_status

   ;This statement begins the error handler:
   IF Error_status NE 0 THEN BEGIN
      PRINT, 'Error index: ', Error_status
      PRINT, 'Error message: ', !ERROR_STATE.MSG
      ; Handle the error by extending A:
      A=FLTARR(12)
      CATCH, /CANCEL
   ENDIF

   ; Cause an error:
   A[11]=12

   ; Even though an error occurs in the line above, program
   ; execution continues to this point because the event handler
   ; extended the definition of A so that the statement can be
   ; re-executed.
   HELP, A
END
```

Running the CATCH_EXAMPLE procedure causes IDL to produce the following output and control returns to the interactive prompt:

```
Error index:          -144
Error message:
Attempt to subscript A with <INT (      11)> is out of range.
A              FLOAT    = Array[12]
```

Version History

Pre 4.0	Introduced

See Also

!ERROR_STATE, ON_ERROR, ON_IOERROR, "Controlling and Recovering from Errors" (Chapter 8, *Application Programming*).

CD

The CD procedure is used to set and/or change the current working directory. This routine changes the working directory for the IDL session and any child processes started from IDL during that session after the directory change is made. Under UNIX, CD does not affect the working directory of the process that started IDL. The PUSHD, POPD, and PRINTD procedures provide a convenient interface to CD.

IDL's *default* current working directory depends on the platform and user interface:

- When using UNIX with the command-line interface (idl), the default current working directory is the directory from which IDL was started.

- When using the IDL Workbench, the default current working directory is controlled through the **Initial working directory** setting, located on the **IDL Preferences** page.

Syntax

CD [, *Directory*] [, CURRENT=*variable*]

Arguments

Directory

A scalar string specifying the path of the new working directory. If *Directory* is specified as a null string, the working directory is changed to the user's home directory (UNIX) or to the directory specified by !DIR (Windows). If this argument is not specified, the working directory is not changed.

Keywords

CURRENT

If CURRENT is present, it specifies a named variable into which the current working directory is stored as a scalar string. The returned directory is the working directory before the directory is changed. Thus, you can obtain the current working directory and change it in a single statement:

```
CD, new_dir, CURRENT=old_dir
```

Note ———

The return value of the CURRENT keyword does not include a directory separator at the end of the string.

——

Examples

Windows

To change drives:

```
CD, 'C:'
```

To specify a full path:

```
CD, 'C:\MyData\January'
```

To change from the `C:\MyData` directory to the `C:\MyData\January` directory:

```
CD, 'January'
```

To go back up a directory, use "..". For example, if the current directory is `C:\MyData\January`, you could go up to the `C:\MyData` directory with the following command:

```
CD, '..'
```

If the current directory is `C:\MyData\January`, you could change to the `C:\MyData\February` directory with the following command:

```
CD, '..\February'
```

Unix

To specify a full path:

```
CD, '/home/data/'
```

To change to the `january` subdirectory of the current directory:

```
CD, 'january'
```

To go back up a directory, use "..". For example, if the current directory is `/home/data/january`, you could go up to the `/home/data/` directory with the following command:

```
CD, '..'
```

If the current directory is `/home/data/january`, you could change to the `/home/data/february` directory with the following command:

```
CD, '../february'
```

Version History

Pre 4.0	Introduced

See Also

PUSHD, POPD

CDF Routines

For information, see Chapter 2, "Common Data Format" (*IDL Scientific Data Formats*).

CEIL

The CEIL function returns the closest integer greater than or equal to its argument.

Syntax

Result = CEIL(*X* [, /L64])

Return Value

If the input value *X* is integer type, *Result* has the same value and type as *X*. Otherwise, *Result* is a 32-bit longword integer with the same structure as *X*.

Arguments

X

The value for which the ceiling function is to be evaluated. This value can be any numeric type (integer, floating, or complex).

Keywords

L64

If set, the result type is 64-bit integer regardless of the input type. This is useful for situations in which a floating point number contains a value too large to be represented in a 32-bit integer.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To print the ceiling function of 5.1, enter:

```
PRINT, CEIL(5.1)
; IDL prints:
6
```

To print the ceiling function of 3000000000.1, the result of which is too large to represent in a 32-bit integer:

```
PRINT, CEIL(3000000000.1D, /L64)
; IDL prints:
3000000001
```

Version History

Pre 4.0	Introduced

See Also

COMPLEXROUND, FLOOR, ROUND

CHEBYSHEV

The CHEBYSHEV function returns the forward or reverse Chebyshev polynomial expansion of a set of data. Note: Results from this function are subject to roundoff error given discontinuous data.

This routine is written in the IDL language. Its source code can be found in the file chebyshev.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CHEBYSHEV(*D*, *N*)

Return Value

Returns the forward or reverse Chebyshev polynomial expansion of a set of data.

Arguments

D

A vector containing the values at the zeros of Chebyshev polynomial.

N

A flag that, if set to -1, returns a set of Chebyshev polynomials. If set to +1, the original data is returned.

Keywords

None.

Version History

Original	Introduced

See Also

FFT, WTN

CHECK_MATH

The CHECK_MATH function returns and clears the accumulated math error status.

Syntax

Result = CHECK_MATH([, MASK=*bitmask*] [, /NOCLEAR] [, /PRINT])

Return Value

The returned value is the sum of the bit values (described in the following table) of the accumulated errors.

Value	Condition
0	No errors detected since the last interactive prompt or call to CHECK_MATH
1	Integer divided by zero
2	Integer overflow
16	Floating-point divided by zero
32	Floating-point underflow
64	Floating-point overflow
128	Floating-point operand error. An illegal operand was encountered, such as a negative operand to the SQRT or ALOG functions, or an attempt to convert to integer a number whose absolute value is greater than 2^{31} - 1

Table 5-1: Math Error Status Values

Note

CHECK_MATH can only relay information reported by the underlying hardware. Some hardware/operating system combinations may not report all of the math errors listed.

Each type of error is only represented once in the return value—any number of "Integer divided by zero" errors will result in a return value of 1.

The math error status is cleared (reset to zero) when CHECK_MATH is called, or when errors are reported. Math errors are reported either never, when the interpreter returns to an interactive prompt, or after execution of each IDL statement, depending on the value of the !EXCEPT system variable (see "!EXCEPT" on page 5496). See "Examples" below for further discussion.

Keywords

MASK

If present, the mask of exceptions to check. Otherwise, all exceptions are checked. Exceptions that are pending but not specified by MASK are not reported, and not cleared. Set this keyword equal to the sum of the bit values for each exception to be checked. For a list of the bit values corresponding to various exceptions, see CHECK_MATH.

NOCLEAR

By default, CHECK_MATH returns the pending exceptions (as specified via the MASK keyword) and clears them from its list of pending exceptions. If NOCLEAR is set, the exceptions are not cleared and remain pending.

PRINT

Set this keyword to print an error message to the IDL command log if any accumulated math errors exist. If this keyword is not present, CHECK_MATH executes silently.

Examples

To simply check and clear the accumulated math error status using all the defaults, enter:

```
PRINT, CHECK_MATH()
```

IDL prints the accumulated math error status code and resets to zero.

CHECK_MATH and !EXCEPT

Because the accumulated math error status is cleared when it is reported, the behavior and appropriate use of CHECK_MATH depends on the value of the system variable !EXCEPT.

- If !EXCEPT is set equal to 0, math exceptions are not reported automatically, and thus CHECK_MATH will always return the error status accumulated since the last time it was called.

- If !EXCEPT is set equal to 1, math exceptions are reported when IDL returns to the interactive command prompt. In this case, CHECK_MATH will return appropriate error codes when used *within* an IDL procedure, but will always return zero when called at the IDL prompt.

- If !EXCEPT is set equal to 2, math exceptions are reported after each IDL statement. In this case, CHECK_MATH will return appropriate error codes only when used *within an IDL statement*, and will always return zero otherwise.

For example:

```
;Set value of !EXCEPT to zero.
!EXCEPT=0

;Both of these operations cause errors.
PRINT, 1./0., 1/0
```

IDL prints:

```
Inf    1
```

The special floating-point value Inf is returned for 1./0. There is no integer analogue to the floating-point Inf.

```
;Check the accumulated error status.
PRINT, CHECK_MATH()
```

IDL prints:

```
     17
```

CHECK_MATH reports floating-point and integer divide-by-zero errors.

```
;Set value of !EXCEPT to one.
!EXCEPT=1

;Both of these operations cause errors.
PRINT, 1./0., 1/0
```

IDL prints:

```
Inf    1
% Program caused arithmetic error: Integer divide by 0
% Program caused arithmetic error: Floating divide by 0
```

This time IDL also prints error messages.

```
;Check the accumulated error status.
PRINT, CHECK_MATH()
```

IDL prints:

```
     0
```

The status was reset.

However, if we do not allow IDL to return to an interactive prompt before checking the math error status:

```
;Set value of !EXCEPT to one.
!EXCEPT=1

;Call to CHECK_MATH happens before returning to the
;IDL command prompt.
PRINT, 1./0., 1/0 & PRINT, CHECK_MATH()
```

IDL prints:

```
Inf     1
17
```

In this case, the math error status code (17) is printed, but because the error status has been cleared by the call to CHECK_MATH, no error messages are printed when IDL returns to the interactive command prompt. Finally,

```
;Set value of !EXCEPT to two.
!EXCEPT=2

;Call to CHECK_MATH happens before returning to the
;IDL command prompt.
PRINT, 1./0., 1/0 & PRINT, CHECK_MATH()
```

IDL prints:

```
Inf         1
% Program caused arithmetic error: Integer divide by 0
% Program caused arithmetic error: Floating divide by 0
% Detected at  $MAIN$
            0
```

Errors are printed before executing the CHECK_MATH function, so CHECK_MATH reports no errors. However, if we include the call to CHECK_MATH in the first PRINT command, we see the following:

```
;Call to CHECK_MATH is part of a single IDL statement.
PRINT, 1./0., 1/0, CHECK_MATH()
```

IDL prints:

```
Inf    1    17
```

Printing Error Messages

The following code fragment prints abbreviated names of errors that have occurred:

```
;Create a string array of error names.
ERRS = ['Divide by 0', 'Underflow', 'Overflow', $
        'Illegal Operand']

;Get math error status.
J = CHECK_MATH()
FOR I = 4, 7 DO IF ISHFT(J, -I) AND 1 THEN $

;Check to see if an error occurred and print the corresponding
;error message.
   PRINT, ERRS(I-4), ' Occurred'
```

Testing Critical Code

Example 1

Assume you have a critical section of code that is likely to produce an error. The following example shows how to check for errors, and if one is detected, how to repeat the code with different parameters.

```
; Clear error status from previous operations, and print error
; messages if an error exists:
JUNK = CHECK_MATH(/PRINT)

; Disable automatic printing of subsequent math errors:
!EXCEPT=0

;Critical section goes here.
AGAIN: ...

; Did an arithmetic error occur? If so, print error message and
; request new values:
IF CHECK_MATH() NE 0 THEN BEGIN
PRINT, 'Math error occurred in critical section.'

; Get new parameters from user:
READ, 'Enter new values.',...

; Enable automatic printing of math errors:
!EXCEPT=2
```

```
   ;And retry:
   GOTO, AGAIN
   ENDIF
```

Example 2

This example demonstrates the use of the MASK keyword to check for a specific error, and the NOCLEAR keyword to prevent exceptions from being cleared:

```
PRO EXAMPLE2_CHECKMATH

   PRINT, 1./0
   PRINT, CHECK_MATH(MASK=16,/NOCLEAR)
   PRINT, CHECK_MATH(MASK=2,/NOCLEAR)

END
```

IDL prints:

```
Inf
16
0
% Program caused arithmetic error: Floating divide by 0
```

Version History

Original	Introduced

See Also

FINITE, ISHFT, MACHAR, "!VALUES" on page 5492, "!EXCEPT" on page 5496, "Math Errors" (Chapter 8, *Application Programming*).

CHISQR_CVF

The CHISQR_CVF function computes the cutoff value *V* in a chi-square distribution with *Df* degrees of freedom such that the probability that a random variable *X* is greater than *V* is equal to a user-supplied probability *P*.

This routine is written in the IDL language. Its source code can be found in the file `chisqr_cvf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CHISQR_CVF(*P*, *Df*)

Return Value

Returns computes the cutoff value *V* in a chi-square distribution with *Df* degrees of freedom such that the probability that a random variable *X* is greater than *V* is equal to a user-supplied probability *P*.

Arguments

P

A non-negative single- or double-precision floating-point scalar, in the interval [0.0, 1.0], that specifies the probability of occurrence or success.

Df

A positive integer, single- or double-precision floating-point scalar that specifies the number of degrees of freedom of the chi-square distribution.

Keywords

None.

Examples

Use the following command to compute the cutoff value in a chi-square distribution with three degrees of freedom such that the probability that a random variable X is greater than the cutoff value is 0.100. The result should be 6.25139.

```
PRINT, CHISQR_CVF(0.100, 3)
```

IDL prints:

```
6.25139
```

Version History

4.0	Introduced

See Also

CHISQR_PDF, F_CVF, GAUSS_CVF, T_CVF

CHISQR_PDF

The CHISQR_PDF function computes the probability *P* that, in a chi-square distribution with *Df* degrees of freedom, a random variable *X* is less than or equal to a user-specified cutoff value *V*.

This routine is written in the IDL language. Its source code can be found in the file `chisqr_pdf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CHISQR_PDF(*V*, *Df*)

Return Value

If both arguments are scalar, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *V* and *Df*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

If any of the arguments are double-precision, the result is double-precision, otherwise the result is single-precision.

Arguments

V

A scalar or array that specifies the cutoff value(s).

Df

A positive scalar or array that specifies the number of degrees of freedom of the chi-square distribution.

Keywords

None.

Examples

Use the following command to compute the probability that a random variable X, from the chi-square distribution with three degrees of freedom, is less than or equal to 6.25. The result should be 0.899939.

```
result = CHISQR_PDF(6.25, 3)
PRINT, result
```

IDL prints:

```
0.899939
```

Compute the probability that a random variable X from the chi-square distribution with three degrees of freedom, is greater than 6.25. The result should be 0.100061.

```
PRINT, 1 - chisqr_pdf(6.25, 3)
```

IDL prints:

```
0.100061
```

Version History

4.0	Introduced

See Also

BINOMIAL, CHISQR_CVF, F_PDF, GAUSS_PDF, T_PDF

CHOLDC

Given a positive-definite symmetric *n* by *n* array *A*, the CHOLDC procedure constructs its Cholesky decomposition $A = LL^T$, where *L* is a lower triangular array and L^T is the transpose of *L*.

CHOLDC is based on the routine `choldc` described in section 2.9 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ──
If you are working with complex inputs, use the LA_CHOLDC procedure instead.
──

Syntax

CHOLDC, *A*, *P* [, /DOUBLE]

Arguments

A

An *n* by *n* array. On input, only the upper triangle of *A* need be given. On output, *L* is returned in the lower triangle of *A*, except for the diagonal elements, which are returned in the vector *P*.

Note ──
If CHOLDC is complex then only the real part is used for the computation.
──

P

An *n*-element vector containing the diagonal elements of *L*.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

See "CHOLSOL" on page 263.

Version History

4.0	Introduced

See Also

CHOLSOL, LA_CHOLDC

CHOLSOL

The CHOLSOL function returns an *n*-element vector containing the solution to the set of linear equations Ax = b, where A is the positive-definite symmetric array returned by the CHOLDC procedure.

CHOLSOL is based on the routine `cholsl` described in section 2.9 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note
If you are working with complex inputs, use the LA_CHOLSOL procedure instead.

Syntax

Result = CHOLSOL(*A*, *P*, *B* [, /DOUBLE])

Return Value

Returns an *n*-element vector containing the solution to the set of linear equations Ax = b, where A is the positive-definite symmetric array returned by the CHOLDC.

Arguments

A

An *n* by *n* positive-definite symmetric array, as output by CHOLDC. Only the lower triangle of *A* is accessed.

Note
If CHOLSOL is complex then only the real part is used for the computation.

P

The diagonal elements of the Cholesky factor *L*, as computed by CHOLDC.

B

An *n*-element vector containing the right-hand side of the equation.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To solve a positive-definite symmetric system Ax = b:

```
;Define the coefficient array:
A = [[ 6.0, 15.0, 55.0], $
    [15.0, 55.0, 225.0], $
    [55.0, 225.0, 979.0]]

;Define the right-hand side vector B:
B = [9.5, 50.0, 237.0]

;Compute Cholesky decomposition of A:
CHOLDC, A, P

;Compute and print the solution:
PRINT, CHOLSOL(A, P, B)
```

IDL prints:

```
   -0.499998  -1.00000  0.500000
```

The exact solution vector is [-0.5, -1.0, 0.5].

Version History

4.0	Introduced

See Also

CHOLDC, CRAMER, GS_ITER, LA_CHOLSOL, LU_COMPLEX, LUSOL, SVSOL, TRISOL

CINDGEN

The CINDGEN function returns a complex, single-precision, floating-point array with the specified dimensions.

Syntax

Result = CINDGEN($D_1[, ..., D_8]$)

Return Value

Returns a complex, single-precision, floating-point array with the specified dimensions. Each element of the array has its real part set to the value of its one-dimensional subscript. The imaginary part is set to zero.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create C, a 4-element vector of complex values with the real parts set to the value of their subscripts, enter:

```
C = CINDGEN(4)
```

Version History

Original	Introduced

See Also

BINDGEN, DCINDGEN, DINDGEN, FINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

CIR_3PNT

The CIR_3PNT procedure returns the radius and center of a circle, given 3 points on the circle. This is analogous to finding the circumradius and circumcircle of a triangle; the center of the circumcircle is the point at which the three perpendicular bisectors of the triangle formed by the points meet.

This routine is written in the IDL language. Its source code can be found in the file `cir_3pnt.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

CIR_3PNT, *X*, *Y*, *R*, *X0*, *Y0*

Arguments

X

A three-element vector containing the X-coordinates of the points.

Y

A three-element vector containing the Y-coordinates of the points.

R

A named variable that will contain the radius of the circle. The procedure returns 0.0 if the points are co-linear.

X0

A named variable that will contain the X-coordinate of the center of the circle. The procedure returns 0.0 if the points are co-linear.

Y0

A named variable that will contain the Y-coordinate of the center of the circle. The procedure returns 0.0 if the points are co-linear.

Keywords

None.

Examples

```
X = [1.0, 2.0, 3.0]
Y = [1.0, 2.0, 1.0]
CIR_3PNT, X, Y, R, X0, Y0
PRINT, 'The radius is: ', R
PRINT, 'The center of the circle is at: ', X0, Y0
```

Version History

Pre 4.0	Introduced

See Also

PNT_LINE, SPH_4PNT

CLOSE

The CLOSE procedure closes the file units specified as arguments. All open files are also closed when IDL exits.

Syntax

CLOSE[, *Unit$_1$*, ..., *Unit$_n$*] [, /ALL] [, EXIT_STATUS=*variable*] [, /FILE]
   [, /FORCE]

Arguments

Unit$_i$

The IDL file units to close.

Keywords

ALL

Set this keyword to close all open file units. In addition, any file units that were allocated via GET_LUN are freed.

EXIT_STATUS

Set this keyword to a named variable that will contain the exit status reported by a UNIX child process started via the UNIT keyword to SPAWN. This value is the exit value reported by the process by calling EXIT, and is analogous to the value returned by $? under most UNIX shells. If used with any other type of file, 0 is returned. EXIT_STATUS is not allowed in conjunction with the ALL or FILE keywords.

FILE

Set this keyword to close all file units from 1 to 99. File units greater than 99, which are associated with the GET_LUN and FREE_LUN procedures, are not affected.

FORCE

Overrides the IDL file output buffer and forces the file to be closed no matter what errors occur in the process.

IDL buffers file output for performance reasons. If it is not possible to properly flush this data when a file close is requested, an error is normally issued and the file

remains open. An example of this might be that your disk does not have room to write the remaining data. This default behavior prevents data from being lost. To override it and force the file to be closed no matter what errors occur in the process, specify FORCE.

Examples

If file units 1 and 3 are open, they can both be closed at the same time by entering the command:

```
CLOSE, 1, 3
```

Version History

Original	Introduced

See Also

OPENR/OPENU/OPENW

CLUST_WTS

The CLUST_WTS function computes the weights (the cluster centers) of an *n*-column, *m*-row array, where *n* is the number of variables and *m* is the number of observations or samples. CLUST_WTS uses *k*-means clustering. With this technique, CLUST_WTS starts with *k* random clusters and then iteratively moves items between clusters, minimizing variability within each cluster and maximizing variability between clusters.

Note ──

Because the initial clusters are chosen randomly, your results may differ slightly each time the CLUST_WTS routine is invoked, even for the same input data. For data with well-defined clusters the differences should be slight. For randomly-scattered data (no distinguishable clusters), the results may be significantly different, which may indicate that k-means clustering is not appropriate for your data.

──

Tip ───

For hierarchical tree clustering, see the CLUSTER_TREE function.

──

For more information on cluster analysis, see:

Everitt, Brian S. *Cluster Analysis.* New York: Halsted Press, 1993. ISBN 0-470-22043-0

Syntax

Result = CLUST_WTS(*Array* [, /DOUBLE] [, N_CLUSTERS=*value*]
    [, N_ITERATIONS=*integer*] [, VARIABLE_WTS=*vector*])

Return Value

Returns an *m*-column, N_CLUSTERS-row array of cluster centers by computing the weights (the cluster centers) of an *n*-column, *m*-row array, where *n* is the number of variables and *m* is the number of observations or samples.

Arguments

Array

An *n*-column, *m*-row array of any data type except string, single- or double-precision complex.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

N_CLUSTERS

Set this keyword equal to the number of cluster centers. The default is to compute *m* cluster centers.

N_ITERATIONS

Set this keyword equal to the number of iterations used when in computing the cluster centers. The default is to use 20 iterations.

VARIABLE_WTS

Set this keyword equal to an *m*-element vector of floating-point variable weights. The elements of this vector are used to give greater or lesser importance to each variable (each column) in determining the cluster centers. The default is to give all variables equal weighting using a value of 1.0.

Examples

See "CLUSTER" on page 273.

Version History

5.0	Introduced

See Also

CLUSTER, CLUSTER_TREE, "Multivariate Analysis" (Chapter 9, *Using IDL*)

CLUSTER

The CLUSTER function computes the classification of an *n*-column, *m*-row array, where *n* is the number of variables and *m* is the number of observations or samples. CLUST_WTS uses *k*-means clustering. With this technique, CLUST_WTS starts with k random clusters and then iteratively moves items between clusters, minimizing variability within each cluster and maximizing variability between clusters.

Note ——————————————————————————————————

Because the initial clusters are chosen randomly, your results may differ slightly each time the CLUST_WTS routine is invoked, even for the same input data. For data with well-defined clusters the differences should be slight. For randomly-scattered data (no distinguishable clusters), the results may be significantly different, which may indicate that k-means clustering is not appropriate for your data.

Tip ——————————————————————————————————

For hierarchical tree clustering, see the CLUSTER_TREE function.

For more information on cluster analysis, see:

Everitt, Brian S. *Cluster Analysis*. New York: Halsted Press, 1993. ISBN 0-470-22043-0

Syntax

Result = CLUSTER(*Array*, *Weights* [, /DOUBLE] [, N_CLUSTERS=*value*])

Return Value

Results in a 1-column, *m*-row array of cluster number assignments that correspond to each sample.

Arguments

Array

An *n*-column, *m*-row array of type float or double.

Weights

An array of weights (the cluster centers) computed using the CLUST_WTS function. The dimensions of this array vary according to keyword values.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

N_CLUSTERS

Set this keyword equal to the number of clusters. The default is based upon the row dimension of the *Weights* array.

Examples

```
; Construct 3 separate clusters in a 3D space:
n = 50
c1 = RANDOMN(seed, 3, n)
c1[0:1,*] -= 3
c2 = RANDOMN(seed, 3, n)
c2[0,*] += 3
c2[1,*] -= 3
c3 = RANDOMN(seed, 3, n)
c3[1:2,*] += 3
array = [[c1], [c2], [c3]]

; Compute cluster weights, using three clusters:
weights = CLUST_WTS(array, N_CLUSTERS = 3)

; Compute the classification of each sample:
result = CLUSTER(array, weights, N_CLUSTERS = 3)

; Plot each cluster using a different symbol:
IPLOT, array[*, WHERE(result eq 0)], $
   LINESTYLE = 6, SYM_INDEX = 2
IPLOT, array[*, WHERE(result eq 1)], /OVERPLOT, $
   LINESTYLE = 6, SYM_INDEX = 4
IPLOT, array[*, WHERE(result eq 2)], /OVERPLOT, $
   LINESTYLE = 6, SYM_INDEX = 1
```
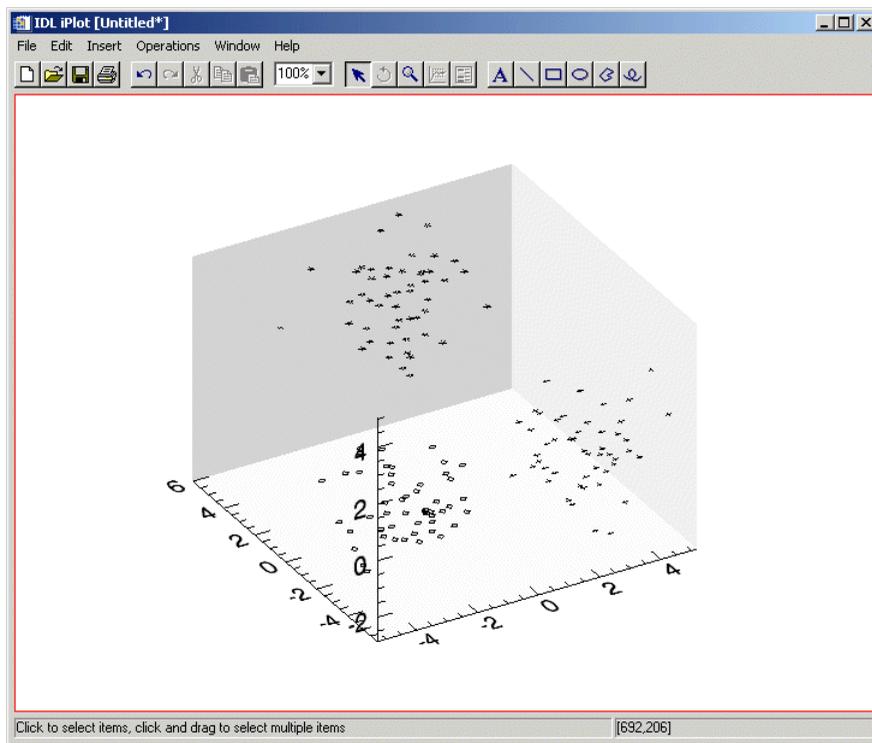
Figure 5-2: CLUSTER Example

Version History

5.0	Introduced

See Also

CLUST_WTS, CLUSTER_TREE, PCOMP, STANDARDIZE, "Multivariate Analysis" (Chapter 9, *Using IDL*).

CLUSTER_TREE

The CLUSTER_TREE function computes the hierarchical clustering for a set of *m* items in an *n*-dimensional space. The CLUSTER_TREE function is designed to be used with the DENDROGRAM or DENDRO_PLOT procedures.

This routine is written in the IDL language. Its source code can be found in the file cluster_tree.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CLUSTER_TREE(*Pairdistance*, *Linkdistance* [, LINKAGE = *value*])

or for LINKAGE = 3 (centroid):

Result = CLUSTER_TREE(*Pairdistance*, *Linkdistance*, LINKAGE = 3,
    [, DATA = *array*] [, MEASURE=*value*] [, POWER_MEASURE=*value*])

Return Value

The *Result* is a 2-by-(*m*-1) integer array containing the cluster indices. Each row of *Result* contains the indices of the two items that were clustered together. The distance between the two items is contained in the corresponding element of the *Linkdistance* output argument.

Note ───

The original *m* items are given indices 0...*m*-1, while each newly-created cluster is given a new index starting at *m* and incrementing.

───

Arguments

Pairdistance

An input array containing the pairwise distances as either a compact vector or as a symmetric matrix, usually created by the DISTANCE_MEASURE function. For the compact vector form, *Pairdistance* should be an $m*(m-1)/2$ element vector, ordered as: $[D_{0,\,1},\ D_{0,\,2}, ..., D_{0,\,m-1}, D_{1,\,2}, ..., D_{m-2,\,m-1}]$, where $D_{i,\,j}$ denotes the distance between items *i* and *j*. For the matrix form, *Pairdistance* should be an *m*-by-*m* symmetric matrix with zeroes down the diagonal.

Linkdistance

Set this argument to a named variable in which the cluster distances will be returned as an (*m*-1)-element single or double-precision vector. Each element of *Linkdistance* corresponds to the distance between the two items of the corresponding row in *Result*. If *Pairdistance* is double-precision then *Linkdistance* will be double-precision, otherwise *Linkdistance* will be single-precision.

Keywords

DATA

If the LINKAGE keyword is set equal to 3 (centroid), then the DATA keyword must be set to the array of original data as input to the DISTANCE_MEASURE function. The data array is necessary for computing the centroid of newly-created clusters.

Note ———————————————————————————————————
 DATA does not need to be supplied if LINKAGE is not equal to 3.
——

LINKAGE

Set this keyword to an integer giving the method used for linking clusters together. Possible values are:

Value	Method Used
0	(Default) Use single linkage (nearest neighbor). The distance between two clusters is defined as the smallest distance between items in the two clusters. This method tends to string items together and is useful for non-homogeneous clusters.
1	Use complete linkage (furthest neighbor). The distance between two clusters is defined as the largest distance between items. This method is useful for homogeneous, compact, clusters but is not useful for long chain-like clusters.

Table 5-2: LINKAGE Values and Methods

Value	Method Used
2	Use weighted pairwise average. The distance between two clusters is defined as the average distance for all pairs of objects between each cluster, weighted by the number of objects in each cluster. This method works well for both homogeneous clusters and for chain-like clusters.
3	Use weighted centroid. The distance between two clusters is defined as the distance between the centroids of each cluster. The centroid of a cluster is the average position of all the subclusters, weighted by the number of objects in each subcluster.

Table 5-2: LINKAGE Values and Methods (Continued)

Note

If the LINKAGE keyword is equal to 3, the distance between two clusters may be less than the distance between items within one of the clusters. In a dendrogram plot this will cause the node lines to overlap.

MEASURE

If the LINKAGE keyword is equal to 3 (centroid), set this keyword to an integer giving the distance measure (the metric) to use. Possible values are:

Value	Type
0	(Default) Euclidean distance
1	CityBlock (Manhattan) distance
2	Chebyshev distance
3	Correlative distance
4	Percent disagreement

Table 5-3: MEASURE Values

For consistent results, the MEASURE value should match the value used in the original call to DISTANCE_MEASURE. This keyword is ignored if LINKAGE is not equal to 3, or if POWER_MEASURE is set.

Note ——

See DISTANCE_MEASURE for a detailed description of the various metrics.

———

POWER_MEASURE

If the LINKAGE keyword is equal to 3 (centroid), set this keyword to a scalar or a
two-element vector giving the parameters *p* and *r* to be used in the power distance
metric. If POWER_MEASURE is a scalar then the same value is used for both *p* and
r. For consistent results, the POWER_MEASURE value should match the value used
in the original call to DISTANCE_MEASURE. This keyword is ignored if
LINKAGE is not equal to 3.

Note ——

See DISTANCE_MEASURE for a detailed description of the power distance
metric.

———

Example

```
; Given a set of points in two-dimensional space.
DATA = [ $
[1, 1], $
[1, 3], $
[2, 2.2], $
[4, 1.75], $
[4, 4], $
[5, 1], $
[5.5, 3]]

; Compute the Euclidean distance between each point.
DISTANCE = DISTANCE_MEASURE(data)

; Now compute the cluster analysis.
CLUSTERS = CLUSTER_TREE(distance, linkdistance)

PRINT, 'Item#  Item#  Distance'
PRINT, [clusters, TRANSPOSE(linkdistance)], $
   FORMAT='(I3, I7, F10.2)'
```

When this code is run, IDL prints:

```
Item#  Item#  Distance
5      3      1.25
2      1      1.28
8      0      1.56
6      4      1.80
7      10     1.95
11     9      2.05
```

Items 5 and 3 are joined to create a new cluster, which is given the item number of 7. Items 2 and 1 are joined to create a cluster with item number 8. The process continues until all items have been joined together. A graphical representation is shown below (for clarity the last cluster, between items 9 and 11, has been omitted):
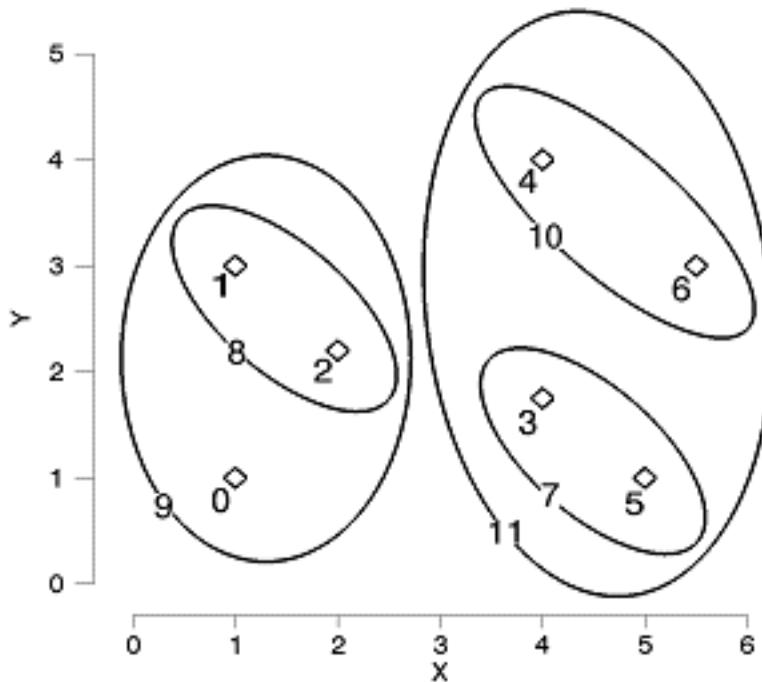
Figure 5-3: Graphical Representation of Hierarchical Clustering

Version History

6.1	Introduced

See Also

DENDRO_PLOT, DENDROGRAM, DISTANCE_MEASURE

CMYK_CONVERT

The CMYK_CONVERT procedure converts from the CMYK (cyan-magenta-yellow-black) color model to RGB (red-green-blue) and vice versa.

The procedure uses the following method to convert from CMYK to RGB:

$R = (255 - C) (1 - K/255)$

$G = (255 - M) (1 - K/255)$

$B = (255 - Y) (1 - K/255)$

To convert from RGB to CMYK, the procedure uses the following method:

$K = $ minimum of (R, G, B)

$C = 255 [1 - R/(255 - K)]$ (if K=255 then C=0)

$M = 255 [1 - G/(255 - K)]$ (if K=255 then M=0)

$Y = 255 [1 - B/(255 - K)]$ (if K=255 then Y=0)

In both cases the CMYK and RGB values are assumed to be in the range 0 to 255.

Note

There is no single method that is used for CMYK/RGB conversion. The method used by CMYK_CONVERT is the simplest and, depending on printing inks and screen colors, might not be optimal in all situations.

This routine is written in the IDL language. Its source code can be found in the file cmyk_convert.pro in the lib subdirectory of the IDL distribution.

Syntax

CMYK_CONVERT, C, M, Y, K, R, G, B [, /TO_CMYK]

Arguments

C, M, Y, K

To convert from CMYK to RGB, set these arguments to scalars or arrays containing the CMYK values in the range 0-255. To convert from RGB to CMYK (with the TO_CMYK keyword set), set these arguments to named variables that will contain the converted values.

R, G, B

To convert from CMYK to RGB, set these arguments to named variables that will contain the converted values. To convert from RGB to CMYK (with the TO_CMYK keyword set), set these arguments to scalars or arrays containing the RGB values.

Keywords

TO_CMYK

If this keyword is set, the values contained in the RGB arguments are converted to CMYK. The default is to convert from CMYK to RGB.

Example

This example converts an image file's RGB data to CMYK, displays the image using different color tables, converts CMYK back to RGB, and displays the image again.

```
file = FILEPATH( 'rose.jpg', SUBDIRECTORY=['examples','data'] )
READ_JPEG, file, image
red = REFORM( image[0,*,*] )
green = REFORM( image[1,*,*] )
blue = REFORM( image[2,*,*] )

; Convert from RGB to CMYK
CMYK_CONVERT, c, m, y, k, red, green, blue, /TO_CMYK

; Display using cyan (green + blue) color table
IIMAGE, GREEN=c, BLUE=c, VIEW_GRID=[2,3], DIM=[600,800]
; Display using magenta (red + blue) color table
IIMAGE, RED=m, BLUE=m, /VIEW_NEXT
; Display using yellow (red + green) color table
IIMAGE, RED=y, GREEN=y, /VIEW_NEXT
; Display using inverted grayscale (like ink)
IIMAGE, 255b-k, /VIEW_NEXT

; Convert from CMYK back to RGB
CMYK_CONVERT, c, m, y, k, r, g, b
IIMAGE, image, /VIEW_NEXT
IIMAGE, RED=r, GREEN=g, BLUE=b, /VIEW_NEXT
```

Version History

6.2	Introduced

See Also

COLOR_QUAN

COLOR_CONVERT

The COLOR_CONVERT procedure converts colors to and from the RGB (Red Green Blue) and a number of other color spaces.

RGB values are bytes in the range 0 to 255. YCbCr values are bytes with the range indicated below. Other values are in floating point.

These color spaces and their ranges are:

HLS	Hue Lightness Saturation (double cone). Also known as HSL and HSI. Hue is measured in degrees between 0 and 360, with 0 corresponding to red, 120 to green, and 240 to blue. Lightness and Saturation are floating-point values between 0 and 1.
HSV	Hue Saturation Value (single cone). Hue is measured in degrees between 0 and 360, with 0 corresponding to red, 120 to green, and 240 to blue. Saturation and Value are floating-point values between 0 and 1.
YUV	Luminance and two Chrominance. Y is a floating-point value between 0 and 1, U is a floating-point value between -0.436 and 0.436, V is a floating-point value between -0.615 and 0.615.
YIQ	Luminance In-phase Quadrature. Y is a floating-point value between 0 and 1, I is a floating-point value between -0.596 and 0.596, Q is a floating-point value between -0.523 and 0.523.
YPbPr	Luma ChromaBlue ChromaRed (analog). Y is a floating-point value between 0 and 1, Pb and Pr are floating-point values between -0.5 to 0.5.
YCbCr	Luma ChromaBlue ChromaRed (digital). Y is a floating-point value between 16 and 235, Cb and Cr are floating-point values between 16 and 240.

The input parameters may be of one of the following forms:

- Three input parameters containing the input color triple(s) which may be scalars or arrays of same size. These are followed by three output parameters for returning the result.
- One image array of the form (*3 x m x n*, *m x 3 x n*, or *m x n x 3*), followed by a single output parameter for the result.

A reference containing a discussion of the various color systems is: Foley and Van Dam, *Fundamentals of Interactive Computer Graphics*, Addison-Wesley Publishing Co., 1982.

Syntax

COLOR_CONVERT, I_0, I_1, I_2, O_0, O_1, O_2 [, /HLS_RGB | , /HSV_RGB | , /RGB_HLS | , /RGB_HSV | , /RGB_YCBCR | , /RGB_YIQ | , /RGB_YPBPR | , /RGB_YUV | , /YCBCR_RGB | , /YIQ_RGB | , /YPBPR_RGB | , /YUV_RGB] [, INTERLEAVE=*value*]

or

COLOR_CONVERT, I_0, O_0 [, /HLS_RGB | , /HSV_RGB | , /RGB_HLS | , /RGB_HSV | , /RGB_YCBCR | , /RGB_YIQ | , /RGB_YPBPR | , /RGB_YUV | , /YCBCR_RGB | , /YIQ_RGB | , /YPBPR_RGB | , /YUV_RGB] [, INTERLEAVE=*value*]

Arguments

I_0, I_1, I_2

The input color triple(s). These arguments may be either scalars or arrays of same length.

O_0, O_1, O_2

The variables to receive the result. Their structure is copied from the input parameters.

I_0

An input image array of the form 3 *x m x n*, *m x* 3 *x n*, or *m x n x* 3.

O_0

A variable to receive the result. Its structure is copied from the input parameter, I_0.

Keywords

HLS_RGB

Set this keyword to convert from HLS to RGB.

HSV_RGB

Set this keyword to convert from HSV to RGB.

INTERLEAVE

This keyword is useful only when calling this procedure with two arguments. It is ignored when using six arguments. Set the keyword to the value that corresponds to the image array's interleave format. The second output argument uses the same interleave format when returning the result. The valid values for 2D arrays (3 *x n* or *n x* 3) are:

value	array type
0	Pixel Interleave (3 *x n*) (default)
1	Row Interleave (*n x* 3)

The valid values for 3D arrays (3*xmxn*, *mx*3*xn*, or *mxnx*3) are:

value	array type
0	Pixel Interleave (3 *x m x n*) (default)
1	Row Interleave (*m x* 3 *x n*)
2	Planar Interleave (*m x n x* 3)

RGB_HLS

Set this keyword to convert from RGB to HLS.

RGB_HSV

Set this keyword to convert from RGB to HSV.

RGB_YCBCR

Set this keyword to convert from RGB to YCbCr.

RGB_YIQ

Set this keyword to convert from RGB to YIQ.

RGB_YPBPR

Set this keyword to convert from RGB to YPbPr.

RGB_YUV

Set this keyword to convert from RGB to YUV.

YCBCR_RGB

Set this keyword to convert from YCbCr to RGB.

YIQ_RGB

Set this keyword to convert from YIQ to RGB.

YPBPR_RGB

Set this keyword to convert from YPbPr to RGB.

YUV_RGB

Set this keyword to convert from YUV to RGB.

Examples

The command:

```
COLOR_CONVERT, 255, 255, 0, h, s, v, /RGB_HSV
```

converts the RGB color triple (255, 255, 0), which is the color yellow at full intensity and saturation, to the HSV system. The resulting hue in the variable h is 60.0 degrees. The saturation and value in the variables s and v, are set to 1.0.

The command:

```
COLOR_CONVERT, rgb_image, yuv_image, /RGB_YUV
```

converts the RGB_IMAGE image array of the form [3,*m*,*n*] to YUV_IMAGE, an image array of the same form.

Version History

Pre 4.0	Introduced
6.4	Added image array conversion and YUV, YIQ, YPbPr, and YCbCr color spaces

See Also

CMYK_CONVERT, HLS, HSV

COLOR_EXCHANGE

The COLOR_EXCHANGE procedure replaces image pixels of a given color with pixels of a new color. For multi-channel images, every image color channel must match the specified color in order for replacement to occur. Specify a threshold value to replace colors close to the specified color.

Syntax

Result = COLOR_EXCHANGE(*Image*, *Color*, *ReplaceColor*
    [, THRESHOLD=*vector*])

Return Value

Result is an array of the same dimensions and type as *Image*.

Arguments

Image

A 2D or 3D array of any basic type containing the input image. 2D arrays are treated as one-channel images. 3D arrays must be of the form [*N* x *n* x *m*] where *N* is the number of image channels.

Color

An *N*-element vector that specifies the color in the image that is to be replaced, where *N* is the number of image channels.

ReplaceColor

An *N*-element vector that specifies the color to be placed in the image where the image color matches the *Color* argument, and where *N* is the number of image channels.

Keywords

THRESHOLD

An *N*-element vector that specifies the threshold of the color in the array to be replaced, where *N* is the number of image channels. Colors are replaced if every

channel is in the range *Color +/- Threshold*, inclusive. The default value is a vector of zeroes, specifying that an exact match is needed for replacement.

If a threshold is specified, THRESHOLD promotes the datatype of the threshold value to ensure the comparisons do not overflow.

Examples

This example reads a TrueColor image file and displays the original and two versions to which a color exchange operation has been applied.

```
; Read a TrueColor image:
file = FILEPATH('rose.jpg', SUBDIRECTORY = ['examples', 'data'])
READ_JPEG, file, rose

; Replace all of the image's pure red pixels with green pixels:
rose2 = COLOR_EXCHANGE(rose, [255,0,0], [0,255,0])

; Replace all of the pixels within a threshold of 60 from the pure
; red pixel with green pixels:
rose3 = COLOR_EXCHANGE(rose, [255,0,0], [0,255,0], $
   THRESHOLD=[60,60,60])

; Display the images side by side:
WINDOW, XSIZE=(SIZE(rose))[2]*3, YSIZE=(SIZE(rose))[3]
TVSCL, rose, 0, /TRUE
TVSCL, rose2, 1, /TRUE
TVSCL, rose3, 2, /TRUE
```

The resulting images appear as follows:

Figure 5-4: TrueColor Rose Image: Original and Two with Color Exchange

Note ———————————————————————————————————

In the first replacement (the center image), there were no exact matches for the
pixel value `[255,0,0]`, so no pixels were replaced.

———

Version History

6.4	Introduced

COLOR_QUAN

The COLOR_QUAN function quantizes a TrueColor image and returns a pseudo-color image and palette to display the image on standard pseudo-color displays. The output image and palette can have from 2 to 256 colors.

COLOR_QUAN solves the general problem of accurately displaying decomposed, TrueColor images, that contain a palette of up to 2^{24} colors, on pseudo-color displays that can only display 256 (or fewer) simultaneous colors.

Using COLOR_QUAN

One of two color quantization methods can be used:

- Method 1 is a statistical method that attempts to find the N colors that most accurately represent the original color distribution. This algorithm uses a variation of the Median Cut Algorithm, described in "Color Image Quantization for Frame Buffer Display", from *Computer Graphics*, Volume 16, Number 3 (July, 1982), Page 297. It repeatedly subdivides the color space into smaller and smaller rectangular boxes, until the requested number of colors are obtained.

  The original colors are then mapped to the nearest output color, and the original image is resampled to the new palette with optional Floyd-Steinberg color dithering. The resulting pseudo-color image and palette are usually a good approximation of the original image.

  The number of colors in the output palette defaults to the number of colors supported by the currently-selected graphics output device. The number of colors can also be specified by the COLOR keyword parameter.

- Method 2, selected by setting the keyword parameter CUBE, divides the three-dimensional color space into equal-volume cubes. Each color axis is divided into CUBE segments, resulting in $CUBE^3$ volumes. The original input image is sampled to this color space using Floyd-Steinberg dithering, which distributes the quantization error to adjacent pixels.

  The CUBE method has the advantage that the color tables it produces are independent of the input image, so that multiple quantized images can be viewed simultaneously. The statistical method usually provides a better-looking result and a smaller global error.

COLOR_QUAN can use the same color mapping for a series of images. See the descriptions of the GET_TRANSLATION, MAP_ALL, and TRANSLATION keywords, below.

Syntax

Result = COLOR_QUAN(*Image_R*, *Image_G*, *Image_B*, *R*, *G*, *B*)

or

Result = COLOR_QUAN(*Image*, *Dim*, *R*, *G*, *B*)

Keywords: [, COLORS=*integer*{2 to 256}] [, CUBE={2 | 3 | 4 | 5 | 6} | ,
   GET_TRANSLATION=*variable* [, /MAP_ALL]] [, /DITHER]
   [, ERROR=*variable*] [, TRANSLATION=*vector*]

The input image parameter can be passed as either three, separate color-component
arrays (*Image_R*, *Image_G*, *Image_B*) or as a three-dimensional array containing all
three components, *Image*, and a scalar, *Dim*, indicating the dimension over which the
colors are interleaved.

Return Value

Returns a pseudo-color image composed of 2 to 256 colors.

Arguments

Image_R, Image_G, Image_B

Arrays containing the red, green, and blue components of the decomposed TrueColor
image. For best results, the input image(s) should be scaled to the range of 0 to 255.

Image

A three-dimensional array containing all three components of the TrueColor image.

Dim

A scalar that indicates the method of color interleaving in the *Image* parameter. A
value of 1 indicates interleaving by pixel: (3, *n*, *m*). A value of 2 indicates
interleaving by row: (*n*, 3, *m*). A value of 3 indicates interleaving by image: (*n*, *m*, 3).

R, G, B

Three output byte arrays containing the red, green, and blue components of the output
palette.

Keywords

COLORS

The number of colors in the output palette. This value must be at least 2 and not greater than 256. The default is the number of colors supported by the current graphics output device.

CUBE

If this keyword is set, the color space is divided into $CUBE^3$ volumes, to which the input image is quantized. This result is always Floyd-Steinberg dithered. The value of CUBE can range from 2 to 6; providing from $2^3 = 8$, to $6^3 = 216$ output colors. If this keyword is set, the COLORS, DITHER, and ERROR keywords are ignored.

DITHER

Set this keyword to dither the output image. Dithering can improve the appearance of the output image, especially when using relatively few colors.

ERROR

Set this optional keyword to a named variable. A measure of the quantization error is returned. This error is proportional to the square of the Euclidean distance, in RGB space, between corresponding colors in the original and output images.

GET_TRANSLATION

Set this keyword to a named variable in which the mapping between the original RGB triples (in the TrueColor image) and the resulting pseudo-color indices is returned as a vector. Do not use this keyword if CUBE is set.

MAP_ALL

Set this keyword to establish a mapping for all possible RGB triples into pseudo-color indices. Set this keyword only if GET_TRANSLATION is also present. Note that mapping all possible colors requires more compute time and slightly degrades the quality of the resultant color matching.

TRANSLATION

Set this keyword to a vector of translation indices obtained by a previous call to COLOR_QUAN using the GET_TRANSLATION keyword. The resulting image is quantized using this vector.

Examples

The following code segment reads a TrueColor, row interleaved, image from a disk file, and displays it on the current graphics display, using a palette of 128 colors:

```
;Open an input file:
OPENR, unit, 'XXX.DAT', /GET_LUN

;Dimensions of the input image:
a = BYTARR(512, 3, 480, /NOZERO)

;Read the image:
READU, unit, a

;Close the file:
FREE_LUN, unit

;Show the quantized image. The 2 indicates that the colors are
;interleaved by row:
TV, COLOR_QUAN(a, 2, r, g, b, COLORS=128)

;Load the new palette:
TVLCT, r, g, b
```

To quantize the image into 216 equal-volume color cubes, replace the call to COLOR_QUAN with the following:

```
TV, COLOR_QUAN(a, 2, r, g, b, CUBE=6)
```

Converting RGB Images to Indexed Images

Although it is a relatively simple process to convert an RGB image to a grayscale image, the process needed to convert an RGB image to an indexed image is more complex. This process is more complex because the millions of possible colors provided by an RGB image must be decomposed into the 256 colors used by an indexed image. IDL's COLOR_QUAN function may be used to perform this process.

The following example shows how to use the COLOR_QUAN function to convert an RGB image to an indexed image. The elev_t.jpg file contains a pixel interleaved RGB image, which has its own color information. This example converts the image to an indexed image with an associated color table. Complete the following steps for a detailed description of the process.

Example Code

See rgbtoindexed.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example

procedure by entering `rgbtoindexed` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT rgbtoindexed.pro`.

1. Determine the path to the `elev_t.jpg` file:

    ```
    elev_tFile = FILEPATH('elev_t.jpg', $
       SUBDIRECTORY = ['examples', 'data'])
    ```

2. Import the image from the `elev_t.jpg` file into IDL:

    ```
    READ_JPEG, elev_tFile, elev_tImage
    ```

3. Determine the size of the imported image:

    ```
    elev_tSize = SIZE(elev_tImage, /DIMENSIONS)
    ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to one before your first RGB image is displayed within an IDL session or program.

    ```
    DEVICE, DECOMPOSED = 1
    ```

5. Initialize the display:

    ```
    WINDOW, 0, TITLE = 'elev_t.jpg', $
       XSIZE = elev_tSize[1], YSIZE = elev_tSize[2]
    ```

6. Display the imported image:

    ```
    TV, elev_tImage, TRUE = 1
    ```

The following figure shows the original RGB image.

Figure 5-5: Example of an RGB Image

Note ───

If you are running IDL on a PseudoColor display, the RGB image will not be displayed correctly. A PseudoColor display only allows the display of indexed images. You can change the RGB image to an indexed image with the COLOR_QUAN routine. An example of this method is shown in this section.

──

The RGB image is converted to an indexed image with the COLOR_QUAN routine, but the DECOMPOSED keyword to the DEVICE command must be set to zero (for TrueColor displays) before using COLOR_QUAN because it is a color table related routine. See COLOR_QUAN for more information.

Note ───

COLOR_QUAN may result in some loss of color information since it quantizes the image to a fixed number of colors (stored in the color table).

──

7. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

```
DEVICE, DECOMPOSED = 0
```

8. Convert the RGB image to an indexed image with an associated color table:

```
imageIndexed = COLOR_QUAN(elev_tImage, 1, red, green, $
    blue)
```

9. Export the resulting indexed image and its associated color table to a PNG file:

```
WRITE_PNG, 'elev_t.png', imageIndexed, red, green, blue
```

Version History

Pre 4.0	Introduced

See Also

PSEUDO

COLOR_RANGE_MAP

The COLOR_RANGE_MAP function maps all the pixels of an image to another set of pixels, using source and target ranges to control the mapping. The mapping is performed on each image channel individually. Channel values falling within the source range are linearly mapped to the target range. The same linear mapping is applied to channel values falling outside the source range, and these values are clipped to the range of the image's data type.

Syntax

Result = COLOR_RANGE_MAP(*Image*, *FromColor1*, *FromColor2*, *ToColor1*, *ToColor2*)

Return Value

Result is an array of the same dimensions and type as *Image*.

Arguments

Image

A 2D or 3D array of any basic type containing the input image. 2D arrays are treated as one-channel images. 3D arrays must be of the form [*N* x *n* x *m*] where *N* is the number of image channels.

FromColor1

An *N*-element vector that specifies the starting color in the source range, where *N* is the number of channels.

FromColor2

An *N*-element vector that specifies the ending color in the source range, where *N* is the number of channels.

ToColor1

An *N*-element vector that specifies the starting color in the target range, where *N* is the number of channels.

ToColor2

An *N*-element vector that specifies the ending color in the target range, where *N* is the number of channels.

Keywords

None

Examples

In this example, COLOR_RANGE_MAP will tone down the first (red) channel in an image and make a negative of an image:

```
; Read a TrueColor image:
file = FILEPATH('rose.jpg', SUBDIRECTORY = ['examples', 'data'])
READ_JPEG, file, rose

; Tone down the first (red) channel in the image:
rose2 = COLOR_RANGE_MAP(rose, [0,0,0], [255,255,255], [0,0,0],$
   [200,255,255])

; Make a negative of the rose image:
rose3 = COLOR_RANGE_MAP(rose, [0,0,0], [255,255,255],$
   [255,255,255], [0,0,0])

; Display the images side by side:
WINDOW, XSIZE=(SIZE(rose))[2]*3, YSIZE=(SIZE(rose))[3]
TVSCL, rose, 0, /TRUE
TVSCL, rose2, 1, /TRUE
TVSCL, rose3, 2, /TRUE
```


Figure 5-6: Original Image and Two with COLOR_RANGE_MAP Applications

Version History

6.4	Introduced

COLORIZE_SAMPLE

The COLORIZE_SAMPLE function colorizes a grayscale image by matching luminance levels with an RGB sample table. This is done by finding any matches between the luminance values in the source image and the luminance values of the RGB sample color table. Matching luminance values are replaced with the RGB values from the sample table, therefore colorizing the image.

Note ———————————————————————————

COLORIZE_SAMPLE can be an imperfect operation because the luminance value does not completely represent the RGB color it could have. There are many RGB values that have the same luminance value. A carefully constructed sample table may produce reasonable results in certain situations.

———————————————————————————————————

If there is no luminance value in the sample table that matches image luminance values, the nearest luminance value from the sample table is then used.

If more than one RGB sample color has a given luminance, the colors are distributed in the image where that luminance is present, using the same percentage of RGB distribution of that luminance in the sample table. For example, COLOR1 and COLOR2 are colors in the sample table that have the same luminance value. If COLOR1 appears in the sample table five times more frequently than COLOR2, then COLOR1 will be used to replace five times more pixels than COLOR2 in the resulting image. These multiple colors are distributed randomly to reduce clumping of too many similar colors. COLORIZE_SAMPLE may not produce expected results because of the location and distribution of multiple colors that all have the same luminance values.

Syntax

Result = COLORIZE_SAMPLE(*Image*, *Sample*)

Return Value

Result is a 3-channel byte array of the same width and height as *Image*.

Arguments

Image

A 2D or 3D array containing the input image with range [0-255]. A 2D array is treated as a grayscale image. A 3D array must contain RGB image data and be of the form [3 *x m x n*]. This image is assumed to be grayscale and so only the first channel is used.

Sample

A 2D or 3D array with range [0-255] containing RGB sample colors. The array must be of the form [3 *x n*] or [3 *x m x n*] and is treated as a simple list of RGB values.

Keywords

None

Examples

This example colorizes an image with an 8-color sample table:

```
image = BYTSCL(DIST(400))
sample = BYTARR(3,8, /NOZERO)
sample[0,*] = BINDGEN(8) * 32
sample[1,*] = BINDGEN(8) * 32
result = COLORIZE_SAMPLE(image, sample)
TV, result, /TRUE
```

Version History

6.4	Introduced

COLORMAP_APPLICABLE

The COLORMAP_APPLICABLE function determines whether the current visual class supports the use of a colormap, and if so, whether colormap changes affect pre-displayed Direct Graphics or if the graphics must be redrawn to pick up colormap changes.

This routine is written in the IDL language. Its source code can be found in the file `colormap_applicable.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = COLORMAP_APPLICABLE(*redrawRequired*)

Return Value

The function returns a long value of 1 if the current visual class allows modification of the color table, and 0 otherwise.

Arguments

redrawRequired

A named variable to retrieve a value indicating whether the visual class supports automatic updating of graphics. The value is 0 if the graphics are updated automatically, or 1 if the graphics must be redrawn to pick up changes to the colormap.

Keywords

None.

Examples

To determine whether to redisplay an image after a colormap change:

```
result = COLORMAP_APPLICABLE(redrawRequired)
IF ((result GT 0) AND (redrawRequired GT 0)) THEN BEGIN
   my_redraw
ENDIF
```

Version History

5.2	Introduced

COLORMAP_GRADIENT

The COLORMAP_GRADIENT function maps an image into a specified luminance-based gradient. This function can be used to apply a "false" color to an image, based on image luminance levels.

Syntax

Result = COLORMAP_GRADIENT(*Image[*, *Gradient]*)

Return Value

Result is a 3-channel byte array of the same width and height as *Image*.

Arguments

Image

A 2D or 3D array of any basic type containing the input image with range [0-255]. A 2D array is treated as a grayscale image. A 3D array must contain RGB image data and be of the form [3,*m*,*n*].

Gradient

An optional scalar integer or [3, 256] byte array. If not provided, *Gradient* maps the image to a grayscale gradient. If a scalar integer is provided, *Gradient* maps the image to a color table specified by the scalar integer (For more information, see LOADCT). If a [3, 256] byte array is provided, *Gradient* maps the image into the RGB color table stored in this array.

Keywords

None

Examples

The following example maps an entire image into a blue gradient:

```
; Read a TrueColor image:
file = FILEPATH('rose.jpg', SUBDIRECTORY = ['examples', 'data'])
READ_JPEG, file, rose
```

```
; map the image into a blue gradient:
rose2 = COLORMAP_GRADIENT(rose, 1)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(rose))[2]*2, YSIZE=(SIZE(rose))[3]
TVSCL, rose, 0, /TRUE
TVSCL, rose2, 1, /TRUE
```

The resulting images appear as follows:

Figure 5-7: TrueColor Rose Image: Original and with Colormap Gradient

Version History

6.4	Introduced

COLORMAP_ROTATION

The COLORMAP_ROTATION function maps pixels within a given hue range to another hue range, using the HSV hue component. The HSV color model describes the hue component as a circular value from 0 to 360 degrees where red is located at 0 degrees, green is 120 degrees, and blue is 240 degrees.

A hue range is specified as a pair of start and stop angles and a direction indicator. The angles increase in a counter-clockwise direction. The default direction is counter-clockwise, which describes the direction of the hue range as it is mapped from the start angle to the stop angle.

The source range is linearly mapped to the destination range.

Syntax

Result = COLORMAP_ROTATION(*Image*, *SrcAngleStart*, *SrcAngleStop*, *DstAngleStart*, *DstAngleStop* [, /SOURCE_CW] [, /DEST_CW])

Return Value

Result is a byte array of the same dimensions as the input Array.

Arguments

Image

A 3D array of any basic type containing the input image with data in range [0-255]. The image must contain RGB data and be of the form [3,*m*,*n*].

SrcAngleStart

A floating-point value specifying the starting position of the source angle on the HSV color wheel, in degrees. Values between *SrcAngleStart* and *SrcAngleStop* will be replaced by values from the destination range.

SrcAngleStop

A floating-point value specifying the ending position of the source angle on the HSV color wheel, in degrees. Values between *SrcAngleStart* and *SrcAngleStop* will be replaced by values from the destination range.

DstAngleStart

A floating-point value specifying the starting position of the destination angle on the HSV color wheel, in degrees. Values between *DstAngleStart* and *DstAngleStop* will replace values in the source range.

DstAngleStop

A floating-point value specifying the ending position of the destination angle on the HSV color wheel, in degrees. Values between *DstAngleStart* and *DstAngleStop* will replace values in the source range.

Keywords

SOURCE_CW

Set this keyword to measure the source angle clockwise from *SrcAngleStart*. By default, the angle is measured in the counter-clockwise direction.

DEST_CW

Set this keyword to measure the destination angle clockwise from *DstAngleStart*. By default, the angle is measured in the counter-clockwise direction.

Examples

The following sequence will change the red hues in a rose to cyan:

```
file = FILEPATH('rose.jpg', SUBDIR=['examples', 'data'])
READ_JPEG, file, rose
result = COLORMAP_ROTATION(rose, 310, 50, 160, 185)
TV, result, /TRUE
```

This example applies COLORMAP_ROTATION to the rose jpeg in various ways and then visualizes them side-by-side:

```
file = FILEPATH('rose.jpg', SUBDIR=['examples', 'data'])
READ_JPEG, file, rose

; These values map red hues to blue:
rose1 = COLORMAP_ROTATION(rose, 310, 50, 160, 200)

;These values map all hues to magenta:
rose2 = colormap_rotation(rose, 0, 360, 300, 300)

; These values map green hues to brown:
rose3 = COLORMAP_ROTATION(rose, 65, 150, 25, 60)
```

```
; These values rotate the entire spectrum "backwards"
; around the pure red hue:
rose4 = COLORMAP_ROTATION(rose, 0, 360, 360, 0, /DEST_CW)

; These values make the purple flowers look like
; green leaves:
rose5 = COLORMAP_ROTATION(rose, 130, 310, 240, 60, /DEST_CW)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(rose))[2]*3, YSIZE=(SIZE(rose))[3]*2
TVSCL, rose, 0, /TRUE
TVSCL, rose1, 1, /TRUE
TVSCL, rose2, 2, /TRUE
TVSCL, rose3, 3, /TRUE
TVSCL, rose4, 4, /TRUE
TVSCL, rose5, 5, /TRUE
```

The resulting image appears as follows:
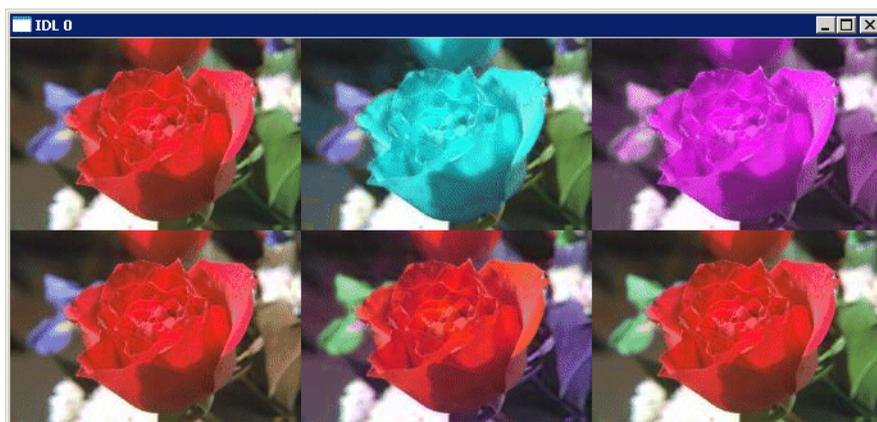
Figure 5-8: COLORMAP_ROTATION Applied in Various Ways to Rose JPEG

Version History

6.4	Introduced

COMFIT

The COMFIT function fits the paired data {*xi*, *yi*} to one of six common types of approximating models using a gradient-expansion least-squares method.

This routine is written in the IDL language. Its source code can be found in the file `comfit.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = COMFIT(*X*, *Y*, *A* [, /DOUBLE | , /EXPONENTIAL | , /GEOMETRIC | , /GOMPERTZ | , /HYPERBOLIC | , /ITMAX | , /LOGISTIC | , /LOGSQUARE | , TOL=*value*] [, CHISQ=*variable*] [, ITER=*variable*] [, SIGMA=*variable*] [, STATUS=*variable*] [, WEIGHTS=*vector*] [, YERROR=*variable*] [, YFIT=*variable*])

Return Value

Results in a vector containing the model parameters a_0, a_1, a_2, etc.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *n*-element integer, single-, or double-precision floating-point vector.

A

A vector of initial estimates for each model parameter. The length of this vector depends upon the type of model selected.

Keywords

Note
One of the following keywords specifying a type of model must be set when using COMFIT. If you do not specify a model, IDL will display a warning message when COMFIT is called.

CHISQ

Set this keyword to a named variable that will contain the value of the reduced chi-square goodness-of-fit statistic.

EXPONENTIAL

Set this keyword to compute the parameters of the exponential model.

$$y = a_0 a_1^x + a_2$$

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

GEOMETRIC

Set this keyword to compute the parameters of the geometric model.

$$y = a_0 x^{a_1} + a_2$$

GOMPERTZ

Set this keyword to compute the parameters of the Gompertz model.

$$y = a_0 a_1^{a_2 x} + a_3$$

HYPERBOLIC

Set this keyword to compute the parameters of the hyperbolic model.

$$y = \frac{1}{a_0 + a_1 x}$$

ITER

Set this keyword equal to a named variable that will contain the number of iterations performed.

ITMAX

Set this keyword to specify the maximum number of iterations. The default value is 20.

LOGISTIC

Set this keyword to compute the parameters of the logistic model.

$$y = \frac{1}{a_0 a_1^x + a_2}$$

LOGSQUARE

Set this keyword to compute the parameters of the logsquare model.

$$y = a_0 + a_1 \log(x) + a_2 \log(x)^2$$

SIGMA

Set this keyword to a named variable that will contain a vector of standard deviations for the computed model parameters.

STATUS

Set this keyword to a named variable that will contain an integer indicating the status of the computation. Possible return values are:

0	The computation was successful.
1	The computation failed. Chi-square was increasing without bounds.
2	The computation failed to converge in ITMAX iterations.

TOL

Set this keyword to specify the desired convergence tolerance. The routine returns when the relative decrease in chi-squared is less than TOL in one iteration. The default value is 1×10^{-3}.

WEIGHTS

Set this keyword equal to a vector of weights for Y_i. This vector should be the same length as *X* and *Y*. The error for each term is weighted by WEIGHTS$_i$ when computing the fit. Frequently, WEIGHTS$_i$ = $1.0/\sigma_i^2$, where σ is the measurement error or standard deviation of Y_i (Gaussian or instrumental weighting), or WEIGHTS = $1/Y$ (Poisson or statistical weighting). If WEIGHTS is not specified, WEIGHTS$_i$ is assumed to be 1.0.

YERROR

Set this keyword to a named variable that will contain the standard error between YFIT and Y.

YFIT

Set this keyword to a named variable that will contain an *n*-element vector of y-data corresponding to the computed model parameters.

Examples

```
; Define two n-element vectors of paired data:
X = [ 2.27, 15.01, 34.74, 36.01, 43.65, 50.02, 53.84, 58.30, $
     62.12, 64.66, 71.66, 79.94, 85.67, 114.95]
Y = [ 5.16, 22.63, 34.36, 34.92, 37.98, 40.22, 41.46, 42.81, $
     43.91, 44.62, 46.44, 48.43, 49.70, 55.31]

; Define a 3-element vector of initial estimates for the logsquare
; model:
A = [1.5, 1.5, 1.5]

; Compute the model parameters of the logsquare model, A[0], A[1],
; & A[2]:
result = COMFIT(X, Y, A, /LOGSQUARE)
```

The result should be the 3-element vector: [1.42494, 7.21900, 9.18794].

Version History

4.0	Introduced
6.4	Added CHISQ, DOUBLE, ITER, ITMAX, STATUS, TOL, and YERROR keywords.

See Also

CURVEFIT, LADFIT, LINFIT, LMFIT, POLY_FIT, SVDFIT, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

COMMAND_LINE_ARGS

The COMMAND_LINE_ARGS function returns strings supplied by the user when IDL was started with the -arg or -args command line options. If either of these options is specified at the command line when IDL is started, IDL saves them without examining their values or attaching any special meaning to them.

Note

The shell performs its normal interpretation of wildcards and shell metacharacters *before* the values of the -arg or -args command line options are passed to IDL.

Strings specified at the command line can be retrieved at any time within the IDL session via the COMMAND_LINE_ARGS function. This mechanism can be used to pass special application-defined values to a program written in the IDL language.

Syntax

Result = COMMAND_LINE_ARGS([COUNT=*variable*])

Return Value

If any -arg or -args options were specified at the command line when IDL was started, COMMAND_LINE_ARGS returns a string array containing the specified values, one value per element. The values are returned in the order specified by the user on the command line. If no such options were specified, a NULL scalar string is returned.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of retrieved arguments. If no arguments were specified, the variable will contain 0.

Version History

6.2	Introduced

See Also

"Command Line Options for IDL Startup" (Chapter 1, *Using IDL*)

COMMON

The COMMON statement creates or references a common block. Common blocks are useful when there are variables that need to be accessed by several IDL procedures or when the value of a variable within a procedure must be preserved across calls. Once a common block has been defined, any program unit referencing that common block can access variables in the block as though they were local variables. Variables in a common statement have a global scope within procedures defining the same common block. Unlike local variables, variables in common blocks are not destroyed when a procedure is exited.

There are two types of common block statements: definition statements and reference statements. See the Examples section for details.

Note on Common Block Variable Names

Variables in IDL COMMON blocks do not actually have names. Rather, IDL represents COMMON blocks internally as an array of variables, and these variables are referenced by their positional index. Hence, the first variable is at position 0, the second at position 1, and so forth. When you specify a COMMON block declaration in an IDL routine, you specify names to be used for these variables *within the scope of that routine*.

The first routine in which a COMMON block is defined is remembered by IDL as part of the state of that block. When another routine defines the same COMMON block, it is allowed to omit the variable names. In this case, IDL uses the same names used in the original defining routine. Since good programming practice dictates that the same names be used everywhere, this result usually causes no confusion. However, different routines are *allowed* to use entirely different names to refer to a given variable. For example, the DIV routine above could have been written like this:

```
PRO DIV2, D
   COMMON SHARE2, X, Y, Z
   D = X / Y
   PRINT, D, X, Y, Z
   RETURN
END
```

In this scenario, the variable referred to by the name E in the MULT routine is referred to by the name X in the DIV2 routine. Similarly, the variable name F is replaced by Y, and the name G is replaced by Z. Note that only the names by which the variables are called has changed — the underlying variables are the same. While this type of COMMON block reference is legal, it can quickly become confusing, and most programmers use the same names in every case.

Syntax

COMMON *Block_Name*, *Variable$_1$*, ..., *Variable$_n$*

Examples

Common Block Definition Statements

The common block definition statement creates a common block with the designated name and places the variables whose names follow into that block. Variables defined in a common block can be referenced by any program unit that declares that common block. The general form of the COMMON block definition statement is as follows:

```
COMMON Block_Name, Variable₁, Variable₂, ..., Variableₙ
```

The number of variables appearing in the common block cannot change after the common block has been defined. The first program unit (main program, function, or procedure) to define the common block sets the number of included variables; other program units can *reference* the common block with any number of variables up to the number originally specified. Different program units can give the variables different names, as shown in the example below.

Common blocks share the same space for all procedures. In IDL, common block variables are matched variable to variable, unlike FORTRAN, where storage locations are matched. The third variable in a given IDL common block will always be the same as the third variable in all declarations of the common block regardless of the size, type, or structure of the preceding variables.

Note that common blocks must appear before any of the variables they define are referenced in the procedure.

Variables in common blocks can be of any type and can be used in the same manner as normal variables. Variables appearing as parameters cannot be used in common blocks. There are no restrictions on the number of common blocks used, although each common block uses dynamic memory.

Example

The two procedures in the following example show how variables defined in common blocks are shared.

```
PRO ADD, A
   COMMON SHARE1, X, Y, Z, Q, R
   A = X + Y + Z + Q + R
   PRINT, X, Y, Z, Q, R, A
   RETURN
```

```
          END

          PRO SUB, T
             COMMON SHARE1, A, B, C, D
             T = A - B - C - D
             PRINT, A, B, C, D, T
             RETURN
          END
```

The variables X, Y, Z, and Q in the procedure ADD are the same as the variables A,
B, C, and D, respectively, in procedure SUB. The variable R in ADD is not used in
SUB. If the procedure SUB were to be compiled before the procedure ADD, an error
would occur when the COMMON definition in ADD was compiled. This is because
SUB has already declared the size of the COMMON block, SHARE1, which cannot
be extended.

Common Block Reference Statements

The common block reference statement duplicates the COMMON block and variable
names from a previous definition. The COMMON block need only be defined in the
first routine to be compiled that references the block.

Example

The two procedures in the following example share the COMMON block SHARE2
and all its variables.

```
          PRO MULT, M
             COMMON SHARE2, E, F, G
             M = E * F * G
             PRINT, M, E, F, G
             RETURN
          END

          PRO DIV, D
             COMMON SHARE2
             D = E / F
             PRINT, D, E, F, G
             RETURN
          END
```

The MULT procedure uses a common block *definition* statement to define the block
SHARE2. The DIV procedure then uses a COMMON block *reference* statement to
gain access to all the variables defined in SHARE2. (Note that MULT must be
defined before DIV in order for the COMMON block *reference* to succeed.)

Version History

Original	Introduced

COMPILE_OPT

The COMPILE_OPT statement allows you to give the IDL compiler information that changes some of the default rules for compiling the function or procedure within which the COMPILE_OPT statement appears.

We recommend the use of

```
COMPILE_OPT IDL2
```

in all new code intended for use in a reusable library. We further recommend the use of

```
COMPILE_OPT idl2, HIDDEN
```

in all such routines that are not intended to be called directly by regular users (e.g. helper routines that are part of a larger package).

Syntax

COMPILE_OPT opt_1 [, opt_2, ..., opt_n]

Arguments

opt$_n$

This argument can be any of the following:

- **IDL2** — A shorthand way of saying:

    ```
    COMPILE_OPT DEFINT32, STRICTARR
    ```

- **DEFINT32** — IDL should assume that lexical integer constants default to the 32-bit type rather than the usual default of 16-bit integers. This takes effect from the point where the COMPILE_OPT statement appears in the routine being compiled and remains in effect until the end of the routine. The following table illustrates how the DEFINT32 argument changes the interpretation of integer constants.

Constant	Normal Type	DEFINT32 Type
Without type specifier:		
`42`	INT	LONG
`'2a'x`	INT	LONG
`42u`	UINT	ULONG
`'2a'xu`	UINT	ULONG
With type specifier:		
`0b`	BYTE	BYTE
`0s`	INT	INT
`0l`	LONG	LONG
`42.0`	FLOAT	FLOAT
`42d`	DOUBLE	DOUBLE
`42us`	UINT	UINT
`42ul`	ULONG	ULONG
`42ll`	LONG64	LONG64
`42ull`	ULONG64	ULONG64

Table 5-4: Examples of the Effect of the DEFINT32 Argument

- **HIDDEN** — This routine should not be displayed by HELP, unless the FULL keyword to HELP is used. This directive can be used to hide helper routines that regular IDL users are not interested in seeing.

  A side-effect of making a routine hidden is that IDL will not print a "Compile module" message for it when it is compiled from the library to satisfy a call to it. This makes hidden routines appear built-in to the user.

- **LOGICAL_PREDICATE** — When running this routine, from the point where the COMPILE_OPT statement appears until the end of the routine, treat any non-zero or non-NULL predicate value as "true," and any zero or NULL predicate value as "false."

Background

A predicate expression is an expression that is evaluated as being "true" or "false" as part of a statement that controls program execution. IDL evaluates such expressions in the following contexts:

- `IF...THEN...ELSE` statements

- `? :` inline conditional expressions

- `WHILE...DO` statements

- `REPEAT...UNTIL` statements

- when evaluating the result from an INIT function method to determine if a call to OBJ_NEW successfully created a new object

By default, IDL uses the following rules to determine whether an expression is true or false:

- **Integer** — An integer is considered true if its least significant bit is 1, and false otherwise. Hence, odd integers are true and even integers (including zero) are false. This interpretation of integer truth values is sometimes referred to as "bitwise," reflecting the fact that the value of the least significant bit determines the result.

- **Other** — Non-integer numeric types are true if they are non-zero, and false otherwise. String and heap variables (pointers and object references) are true if they are non-NULL, and false otherwise.

The LOGICAL_PREDICATE option alters the way IDL evaluates predicate expressions. When LOGICAL_PREDICATE is set for a routine, IDL uses the following rules to determine whether an expression is true or false:

- **Numeric Types** — A number is considered true if its value is non-zero, and false otherwise.

- **Other Types** — Strings and heap variables (pointers and object references) are considered true if they are non-NULL, or false otherwise.

Note on the NOT Operator

When using the LOGICAL_PREDICATE compile option, you must be aware of the fact that applying the IDL NOT operator to integer data computes a *bitwise* negation (1's complement), and is generally not applicable for use in logical computations. Consider the common construction:

```
WHILE (NOT EOF(lun)) DO BEGIN
...
ENDWHILE
```

The EOF function returns 0 while the file specified by LUN has data left, and returns 1 when hits the end of file. However, the expression "NOT 1" has the numeric value -2. When the LOGICAL_PREDICATE option is not in use, the WHILE statement sees -2 as false; if the LOGICAL_PREDICATE is in use, -2 is a true value and the above loop will not terminate as desired.

The proper way to write the above loop uses the ~ logical negation operator:

```
WHILE (~ EOF(lun)) DO BEGIN
...
ENDWHILE
```

It is worth noting that this version will work properly whether or not the LOGICAL_PREDICATE compile option is in use. Logical negation operations should always use the ~ operator in preference to the NOT operator, reserving NOT exclusively for bitwise computations.

- **OBSOLETE** — If the user has !WARN.OBS_ROUTINES set to True, attempts to compile a call to this routine will generate warning messages that this routine is obsolete. This directive can be used to warn people that there may be better ways to perform the desired task.

- **STRICTARR** — While compiling this routine, IDL will not allow the use of parentheses to index arrays, reserving their use only for functions. Square brackets are then the only way to index arrays. Use of this directive will prevent the addition of a new function in future versions of IDL, or new libraries of IDL code from any source, from changing the meaning of your code, and is an especially good idea for library functions.

  Use of STRICTARR can eliminate many uses of the FORWARD_FUNCTION definition.

Note ───

STRICTARR has no effect on the use of parentheses to reference structure tags using the tag index, which is not an array indexing operation. For example, no syntax error will occur when compiling the following code:

```
COMPILE_OPT STRICTARR
mystruct = {a:0, b:1}
byindex_0 = mystruct.(0)
```

For more on referencing structure tags by index, see "Advanced Structure Usage" (Chapter 16, *Application Programming*).

──

• **STRICTARRSUBS** — When IDL subscripts one array using another array as the source of array indices, the default behavior is to clip any out-of-range indices into range and then quietly use the resulting data without error. This behavior is described in "Understanding Array Subscripts" (Chapter 15, *Application Programming*). Specifying STRICTARRSUBS will instead cause IDL to treat such out-of-range array subscripts within the body of the routine containing the COMPILE_OPT statement as an error. The position of the STRICTARRSUBS option within the module is not important: All subscripting operations within the entire body of the specified routine will be treated this way.

Version History

5.3	Introduced
5.6	Added STRICTARRSUBS option
6.0	Added LOGICAL_PREDICATE option

COMPLEX

The COMPLEX function returns complex scalars or arrays given one or two scalars or arrays.

Syntax

Result = COMPLEX(*Real [*, *Imaginary]* [, /DOUBLE])

or

Result = COMPLEX(*Expression*, *Offset*, D_1 [, ..., D_8] [, /DOUBLE])

Return Value

Returns a single-precision complex value or array given one or two scalars or arrays. If only one parameter is supplied, the imaginary part of the result is zero, otherwise it is set to the value of the *Imaginary* parameter. If either or both of the parameters are arrays, the result is an array, following the same rules as standard IDL operators. If three or more parameters are supplied, COMPLEX extracts fields of data from *Expression*.

Arguments

Real

Scalar or array to be used as the real part of the complex result.

Imaginary

Scalar or array to be used as the imaginary part of the complex result.

Expression

The expression from which data is to be extracted.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as complex data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D*ᵢ*

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

DOUBLE

Set this keyword to return a double-precision complex result. Setting this keyword is equivalent to using the DCOMPLEX function, and is provided as a programming convenience.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Create a complex array from two integer arrays by entering the following commands:

```
; Create the first integer array:
A = [1,2,3]

; Create the second integer array:
B = [4,5,6]
```

```
; Make A the real parts and B the imaginary parts of the new
; complex array:
C = COMPLEX(A, B)

; See how the two arrays were combined:
PRINT, C
```

IDL prints:

```
( 1.00000, 4.00000)( 2.00000, 5.00000)
( 3.00000, 6.00000)
```

The real and imaginary parts of the complex array can be extracted as follows:

```
; Print the real part of the complex array C:
PRINT, 'Real Part: ', REAL_PART(C)

; Print the imaginary part of the complex array C:
PRINT, 'Imaginary Part: ', IMAGINARY(C)
```

IDL prints:

```
Real Part:          1.00000   2.00000   3.00000
Imaginary Part:     4.00000   5.00000   6.00000
```

Version History

Original	Introduced

See Also

BYTE, CONJ, DCOMPLEX, DOUBLE, FIX, FLOAT, IMAGINARY, LONG, LONG64, REAL_PART, STRING, UINT, ULONG, ULONG64

COMPLEXARR

The COMPLEXARR function returns a complex, single-precision, floating-point vector or array.

Syntax

Result = COMPLEXARR($D_1[, ..., D_8]$ [, /NOZERO])

Return Value

Returns a complex, single-precision, floating-point vector or array.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, COMPLEXARR sets every element of the result to zero. If the NOZERO keyword is set, this zeroing is not performed, and COMPLEXARR executes faster.

Examples

To create an empty, 5-element by 5-element, complex array C, enter:

```
C = COMPLEXARR(5, 5)
```

Version History

Original	Introduced

See Also

DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

COMPLEXROUND

The COMPLEXROUND function rounds real and imaginary components of a complex array.

This routine is written in the IDL language. Its source code can be found in the file `complexround.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = COMPLEXROUND(*Input*)

Return Value

Returns the result of rounding the real and imaginary components of the input array. If the array is double-precision complex, then the result is also double-precision complex.

Arguments

Input

The complex array to be rounded.

Keywords

None.

Examples

```
X = [COMPLEX(1.245, 3.88), COMPLEX(9.1, 0.3345)]
PRINT, COMPLEXROUND(X)
```

IDL prints:

```
(   1.00000,   4.00000)(   9.00000,   0.00000)
```

Version History

Pre 4.0	Introduced

See Also

ROUND

COMPUTE_MESH_NORMALS

The COMPUTE_MESH_NORMALS function computes normal vectors for a set of polygons described by the input array.

Syntax

Result = COMPUTE_MESH_NORMALS(*fVerts*[, *iConn*])

Return Value

Returns a 3 x *M* array containing a unit normal for each vertex in the input array.

Arguments

fVerts

A 3 x *M* array of vertices.

iConn

A connectivity array (see the POLYGONS keyword to IDLgrPolygon::Init). If no *iConn* array is provided, it is assumed that the vertices in *fVerts* constitute a single polygon.

Keywords

None.

Version History

5.1	Introduced

COND

The COND function returns the condition number of a real or complex two-dimensional array *A*.

By default, COND uses the L_∞ norm to compute the condition number. You may use the LNORM keyword to specify the L_1, L_2, or L_∞ norm.

For the L_1 and L_∞ norms, the condition number is computed from NORM(*A*)·NORM(INVERT(*A*)). If the inverse of A is invalid (due to the singularity of *A* or floating-point errors in the INVERT function), COND returns -1.

For the L_2 norm, the condition number is defined as the ratio of the largest singular value to the smallest. The singular values are computed using LA_SVD.

This routine is written in the IDL language. Its source code can be found in the file cond.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = COND(*A* [, /DOUBLE] [, LNORM={0 | 1 | 2}])

Return Value

Returns the condition number of an *n* by *n* real or complex array *A* by explicitly computing NORM(A)·NORM(A^{-1}). If A^{-1} is invalid (due to the singularity of *A* or floating-point errors in the INVERT function), COND returns -1.

Arguments

A

The two-dimensional array. For LNORM = 0 or 1, the array *A* must be a square and can be either real or complex. For LNORM = 2, the array *A* may be rectangular and can only be real.

Keywords

DOUBLE

Set this keyword to force the result to be returned as double-precision. The default is to return a single-precision result if the input is single precision, or a double-precision

result otherwise. Internally, IDL performs all computations using double-precision arithmetic.

LNORM

Set this keyword to an integer value to indicate which norm to use for the computation. The possible values of this keyword are:

Value	Description
0	Use the L_∞ norm (the maximum absolute row sum norm). This is the default.
1	Use the L_1 norm (the maximum absolute column sum norm).
2	Use the L_2 norm (the spectral norm).

Table 5-5: LNORM Keyword Values

Examples

```
; Define a complex array A:
A = [[COMPLEX(1, 0), COMPLEX(2,-2), COMPLEX(-3, 1)], $
     [COMPLEX(1,-2), COMPLEX(2, 2), COMPLEX(1, 0)], $
     [COMPLEX(1, 1), COMPLEX(0, 1), COMPLEX(1, 5)]]

; Compute the condition number of the array using internal
; double-precision arithmetic:
PRINT, COND(A, /DOUBLE)
```

IDL prints:

```
5.93773
```

Version History

Pre 4.0	Introduced

See Also

DETERM, INVERT, NORM, LA_SVD

CONGRID

The CONGRID function shrinks or expands the size of an array by an arbitrary amount. CONGRID is similar to REBIN in that it can resize a one, two, or three dimensional array, but where REBIN requires that the new array size must be an integer multiple of the original size, CONGRID will resize an array to any arbitrary size. (REBIN is somewhat faster, however.) REBIN averages multiple points when shrinking an array, while CONGRID just resamples the array.

This routine is written in the IDL language. Its source code can be found in the file congrid.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CONGRID(*Array*, *X*, *Y*, *Z* [, /CENTER] [, CUBIC=*value*{-1 to 0}]
   [, /INTERP] [, /MINUS_ONE])

Return Value

Returns the resized array. The returned array has the same number of dimensions as the original array and is of the same data type.

Arguments

Array

A 1-, 2-, or 3-dimensional array to resize. *Array* can be any type except string or structure.

X

The new X-dimension of the resized array. *X* must be an integer or a long integer, and must be greater than or equal to 2.

Y

The new Y-dimension of the resized array. If the original array has only 1 dimension, *Y* is ignored. If the original array has 2 or 3 dimensions *Y* MUST be present.

Z

The new Z-dimension of the resized array. If the original array has only 1 or 2 dimensions, *Z* is ignored. If the original array has 3 dimensions then *Z* MUST be present.

Keywords

CENTER

Set this keyword to shift the interpolation so that points in the input and output arrays are assumed to lie at the midpoint of their coordinates rather than at their lower-left corner.

CUBIC

Set this keyword to a value between -1 and 0 to use the cubic convolution interpolation method with the specified value as the interpolation parameter. Setting this keyword equal to a value greater than zero specifies a value of -1 for the interpolation parameter. Park and Schowengerdt (see reference below) suggest that a value of -0.5 significantly improves the reconstruction properties of this algorithm. This keyword has no effect when used with 3-dimensional arrays.

Cubic convolution is an interpolation method that closely approximates the theoretically optimum sinc interpolation function using cubic polynomials. According to sampling theory, details of which are beyond the scope of this document, if the original signal, *f*, is a band-limited signal, with no frequency component larger than ω_0, and *f* is sampled with spacing less than or equal to $1/(2\omega_0)$, then *f* can be reconstructed by convolving with a sinc function: $\text{sinc}(x) = \sin(\pi x) / (\pi x)$.

In the one-dimensional case, four neighboring points are used, while in the two-dimensional case 16 points are used. Note that cubic convolution interpolation is significantly slower than bilinear interpolation.

For further details see:

Rifman, S.S. and McKinnon, D.M., "Evaluation of Digital Correction Techniques for ERTS Images; Final Report", Report 20634-6003-TU-00, TRW Systems, Redondo Beach, CA, July 1974.

S. Park and R. Schowengerdt, 1983 "Image Reconstruction by Parametric Cubic Convolution", Computer Vision, Graphics & Image Processing 23, 256.

INTERP

Set this keyword to force CONGRID to use linear interpolation when resizing a 1- or 2-dimensional array. CONGRID automatically uses linear interpolation if the input array is 3-dimensional. When the input array is 1- or 2-dimensional, the default is to employ nearest-neighbor sampling.

MINUS_ONE

Set this keyword to prevent CONGRID from extrapolating one row or column beyond the bounds of the input array. For example, if the input array has the dimensions (i, j) and the output array has the dimensions (x, y), then by default the array is resampled by a factor of (i/x) in the X direction and (j/y) in the Y direction. If MINUS_ONE is set, the array will be resampled by the factors $(i-1)/(x-1)$ and $(j-1)/(y-1)$.

Examples

Given `vol` is a 3-D array with the dimensions (80, 100, 57), resize it to be a (90, 90, 80) array

```
vol = CONGRID(vol, 90, 90, 80)
```

Note ───────────────────────────────────────

Also see "Resizing Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

───

Version History

Original	Introduced

See Also

REBIN

CONJ

The CONJ function returns the complex conjugate of *X*. The complex conjugate of the real-imaginary pair (*x, y*) is (*x, -y*). If *X* is not complex, a complex-valued copy of *X* is used.

Syntax

Result = CONJ(*X*)

Return Value

Returns the complex conjugate of *X*.

Arguments

X

The value for which the complex conjugate is desired. If *X* is an array, the result has the same structure, with each element containing the complex conjugate of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Print the conjugate of the complex pair (4.0, 5.0) by entering:

```
PRINT, CONJ(COMPLEX(4.0, 5.0))
```

IDL prints:

```
( 4.00000, -5.00000)
```

Version History

Original	Introduced

See Also

CINDGEN, COMPLEX, COMPLEXARR, DCINDGEN, DCOMPLEX,
DCOMPLEXARR

CONSTRAINED_MIN

The CONSTRAINED_MIN procedure solves nonlinear optimization problems of the following form:

Minimize or maximize gp(X), subject to:

$$glb_i \leq g_i(X) \leq gub_i \qquad \text{for } i = 0,...,\text{nfuns-1, } i \neq p$$

$$xlb_j \leq x_j \leq xub_j \qquad \text{for } j = 0,...,\text{nvars-1}$$

X is a vector of *nvars* variables, $x_0,....,x_{nvars}$-1, and *G* is a vector of *nfuns* functions $g_0,....,g_{nfuns}$-1, which all depend on *X*. Any of these functions may be nonlinear. Any of the bounds may be infinite and any of the constraints may be absent. If there are no constraints, the problem is solved as an unconstrained optimization problem. The program solves problems of this form by the Generalized Reduced Gradient Method. See References 1-4.

CONSTRAINED_MIN uses first partial derivatives of each function g_i with respect to each variable x_j. These are automatically computed by finite difference approximation (either forward or central differences).

CONSTRAINED_MIN is based on an implementation of the GRG algorithm supplied by Windward Technologies, Inc. See Reference 11.

Syntax

CONSTRAINED_MIN, *X*, *Xbnd*, *Gbnd*, *Nobj*, *Gcomp*, *Inform* [, EPSTOP=*value*]
   [, LIMSER=*value*] [, /MAXIMIZE] [, NSTOP=*value*] [, REPORT=*filename*]
   [, TITLE=*string*]

Arguments

X

An *nvars*-element vector. On input, *X* contains initial values for the variables. On output, *X* contains final values of the variable settings determined by CONSTRAINED_MIN.

Xbnd

Bounds on variables. *Xbnd* is an *nvars x 2* element array.

- *Xbnd[j,0]* is the lower bound for variable *x[j]*.

- *Xbnd[j,1]* is the upper bound for variable *x[j]*.

- Use -1.0e30 to denote no lower bound and 1.0e30 for no upper bound.

Gbnd

Bounds on constraint functions. *Gbnd* is an *nfuns x 2* element array.

- *Gbnd[i,0]* is the lower bound for function *g[i]*.

- *Gbnd[i,1]* is the upper bound for function *g[i]*.

- use -1.0e30 to denote no lower bound and 1.0e30 for no upper bound.

Bounds on the objective function are ignored; set them to 0.

Nobj

Index of the objective function.

Gcomp

A scalar string specifying the name of a user-supplied IDL function. This function must accept an *nvars*-element vector argument *x* of variable values and return an *nfuns*-element vector *G* of function values.

Inform

Termination status returned from CONSTRAINED_MIN.

Inform value	Message
0	Kuhn-Tucker conditions satisfied. This is the best possible indicator that an optimal point has been found.
1	Fractional change in objective less than EPSTOP for NSTOP consecutive iterations. See Keywords below. This is not as good as *Inform*=0, but still indicates the likelihood that an optimal point has been found.

Table 5-6: Inform Argument Values

Inform value	Message
2	All remedies have failed to find a better point. User should check functions and bounds for consistency and, perhaps, try other starting values.
3	Number of completed 1-dimensional searches exceeded LIMSER. See Keywords below. User should check functions and bounds for consistency and, perhaps, try other starting values. It might help to increase LIMSER. Use LIMSER=*larger_value* to do this.
4	Objective function is unbounded. CONSTRAINED_MIN has observed dramatic change in the objective function over several steps. This is a good indication that the objective function is unbounded. If this is not the case, the user should check functions and bounds for consistency.
5	Feasible point not found. CONSTRAINED_MIN was not able to find a feasible point. If the problem is believed to be feasible, the user should check functions and bounds for consistency and perhaps try other starting values.
6	Degeneracy has been encountered. The point returned may be close to optimal. The user should check functions and bounds for consistency and perhaps try other starting values.
7	Noisy and nonsmooth function values. Possible singularity or error in the function evaluations.
8	Optimization process terminated by user request.
9	Maximum number of function evaluations exceeded.
–1	Fatal Error. Some condition, such as *nvar*s < 0, was encountered. CONSTRAINED_MIN documented the condition in the report and terminated. In this case, the user needs to correct the input and rerun CONSTRAINED_MIN.

Table 5-6: Inform Argument Values (Continued)

Inform value	Message
–2	Fatal Error. The report file could not be opened. Check the filename specified via the REPORT keyword, and make sure you have write privileges to the specified path.
–3	Fatal Error. Same as *Inform* = –1. In this case, the REPORT keyword was not specified. Specify the REPORT keyword and rerun CONSTRAINED_MIN, then check the report file for more detail on the error.

Table 5-6: Inform Argument Values (Continued)

Keywords

EPSTOP

Set this keyword to specify the CONSTRAINED_MIN convergence criteria. If the fractional change in the objective function is less than EPSTOP for NSTOP consecutive iterations, the program will accept the current point as optimal. CONSTRAINED_MIN will accept the current point as optimal if the Kuhn-Tucker optimality conditions are satisfied to EPSTOP. By default, EPSTOP = 1.0e-4.

LIMSER

If the number of completed one dimensional searches exceeds LIMSER, CONSTRAINED_MIN terminates and returns inform = 3. By default: LIMSER = 10000.

MAXIMIZE

By default, the CONSTRAINED_MIN procedure performs a minimization. Set the MAXIMIZE keyword to perform a maximization instead.

NSTOP

Set this keyword to specify the CONSTRAINED_MIN convergence criteria. If the fractional change in the objective function is less than EPSTOP for NSTOP consecutive iterations, CONSTRAINED_MIN will accept the current point as optimal. By default, NSTOP = 3.

REPORT

Set this keyword to specify a name for the CONSTRAINED_MIN report file. If the specified file does not exist, it will be created. Note that if the file cannot be created, no error message will be generated. If the specified file already exists, it will be overwritten. By default, CONSTRAINED_MIN does not create a report file.

TITLE

Set this keyword to specify a title for the problem in the CONSTRAINED_MIN report.

Examples

This example has 5 variables {X0, X1, ..., X4}, bounded above and below, a quadratic objective function {G3}, and three quadratic constraints {G0, G1, G2}, with both upper and lower bounds. See the Himmelblau text [7], problem 11.

Minimize:

```
G3 = 5.3578547X2X2 + 0.8356891X0X4 + 37.293239X0 - 40792.141
```

Subject to:

$0 < G0 = 85.334407 + 0.0056858X1X4 + 0.0006262X0X3 - 0.0022053X2X4 < 92$

$90 < G1 = 80.51249 + 0.0071317X1X4 + 0.0029955X0X1 + 0.0021813X2X2 < 110$

$20 < G2 = 9.300961 + 0.0047026X2X4 + 0.0012547X0X2 + 0.0019085X2X3 < 25$

and,

```
78 < X0 < 102
33 < X1 < 45
27 < X2 < 45
27 < X3 < 45
27 < X4 < 45
```

This problem is solved starting from X = {78, 33, 27, 27, 27} which is infeasible because constraint G2 is not satisfied at this point.

The constraint functions and objective function are evaluated by HMBL11:

```
; Himmelblau Problem 11
; 5 variables and 4 functions
FUNCTION HMBL11, x

g = DBLARR(4)
g[0] = 85.334407 + 0.0056858*x[1]*x[4] + 0.0006262*x[0] $
    *x[3] - 0.0022053*x[2]*x[4]
```

```
g[1] = 80.51249 + 0.0071317*x[1]*x[4] + 0.0029955*x[0] $
   *x[1] + 0.0021813*x[2]*x[2]
g[2] = 9.300961 + 0.0047026*x[2]*x[4] + 0.0012547*x[0]* $
   x[2] + 0.0019085*x[2]*x[3]
g[3] = 5.3578547*x[2]*x[2] + 0.8356891*x[0]*x[4] $
   + 37.293239*x[0] – 40792.141
RETURN, g
END

; Example problem for CONSTRAINED_MIN
; Himmelblau Problem 11
; 5 variables and 3 constraints
; Constraints and objective defined in HMBL11
xbnd    = [[78, 33, 27, 27, 27], [102, 45, 45, 45, 45]]
gbnd    = [[0, 90, 20, 0], [92, 110, 25, 0 ]]
nobj    = 3
gcomp   = 'HMBL11'
title   = 'IDL:  Himmelblau 11'
report  = 'hmbl11.txt'
x       = [78, 33, 27, 27, 27]
CONSTRAINED_MIN, x, xbnd, gbnd, nobj, gcomp, inform, $
   REPORT = report, TITLE = title
g = HMBL11(x)
; Print minimized objective function for HMBL11 problem:
PRINT, g[nobj]
```

References

1. Lasdon, L.S., Waren, A.D., Jain, A., and Ratner, M., "Design and Testing of a Generalized Reduced Gradient Code for Nonlinear Programming", ACM Transactions on Mathematical Software, Vol. 4, No. 1, March 1978, pp. 34-50.

2. Lasdon, L.S. and Waren, A.D., "Generalized Reduced Gradient Software for Linearly and Nonlinearly Constrained Problems", in "Design and Implementation of Optimization Software", H. Greenberg, ed., Sijthoff and Noordhoff, pubs, 1979.

3. Abadie, J. and Carpentier, J. "Generalization of the Wolfe Reduced Gradient Method to the Case of Nonlinear Constraints", in Optimization, R. Fletcher (ed.), Academic Press London; 1969, pp. 37-47.

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5. Powell, M.J.D., "Restart Procedures for the Conjugate Gradient Method," Mathematical Programming, Vol. 12, No. 2, April 1977, pp. 241-255.

6. Colville, A.R., "A Comparative Study of Nonlinear Programming Codes," I.B.M. T.R. no. 320-2949 (1968).

7. Himmelblau, D.M., Applied Nonlinear Programming, McGraw-Hill Book Co., New York, 1972.

8. Fletcher, R., "A New Approach to Variable Metric Algorithms", Computer Journal, Vol. 13, 1970, pp. 317-322.

9. Smith, S. and Lasdon, L.S., Solving Large Sparse Nonlinear Programs Using GRG, ORSA Journal on Computing, Vol. 4, No. 1,Winter 1992, pp. 1-15.

10. Luenbuerger, David G., Linear and Nonlinear Programming, Second Edition, Addison-Wesley, Reading Massachusetts, 1984.

11. Windward Technologies, GRG2 Users's Guide, 1997.

Version History

5.1	Introduced

CONTINUE

The CONTINUE statement provides a convenient way to immediately start the next iteration of the enclosing FOR, WHILE, or REPEAT loop.

Note

Do not confuse the CONTINUE statement described here with the .CONTINUE executive command. The two constructs are not related, and serve completely different purposes.

Note

CONTINUE is not allowed within CASE or SWITCH statements. This is in contrast with the C language, which does allow this.

For more information on using CONTINUE and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

CONTINUE

Examples

This example presents one way (not necessarily the best) to print the even numbers between 1 and 10.

```
FOR I = 1,10 DO BEGIN
   ; If odd, start next iteration:
   IF (I AND 1) THEN CONTINUE
   PRINT, I
ENDFOR
```

Version History

5.4	Introduced

See Also

BEGIN...END, BREAK, CASE, FOR, GOTO, IF...THEN...ELSE,
REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control"
(*Application Programming*)

CONTOUR

The CONTOUR procedure draws a contour plot from data stored in a rectangular array or from a set of unstructured points. Both line contours and filled contour plots can be created. Note that outline and fill contours cannot be drawn at the same time. To create a contour plot with both filled contours and outlines, first create the filled contour plot, then add the outline contours by calling CONTOUR a second time with the OVERPLOT keyword.

In its simplest form, CONTOUR makes a contour plot given a two-dimensional array of *z* values. In more complicated forms, CONTOUR accepts, in addition to *z*, arrays containing the *x* and *y* locations of each column, row, or point, plus many keyword parameters. In more sophisticated applications, the output of CONTOUR can be projected from three dimensions to two dimensions, superimposed over an image, or combined with the output of SURFACE.

Using various keywords, described below, it is possible to specify contour levels, labeling, colors, line styles, and other options. CONTOUR draws contours by searching for each contour line and then following the line until it reaches a boundary or closes.

Smoothing Contours

Contours can be smoothed by using the MIN_CURVE_SURF function on the contour data before contouring. The MIN_CURVE_SURF function can be used to smoothly interpolate both regularly and irregularly sampled surfaces before contouring. This function replaces the older SPLINE keyword to CONTOUR, which was inaccurate and is no longer supported. MIN_CURVE_SURF interpolates the entire surface to a relatively fine grid before drawing the contours.

Syntax

CONTOUR, *Z* [, *X*, *Y*] [, C_ANNOTATION=*vector_of_strings*]
   [, C_CHARSIZE=*value*] [, C_CHARTHICK=*integer*] [, C_COLORS=*vector*]
   [, C_LABELS=*vector*{each element 0 or 1}] [, C_LINESTYLE=*vector*]
   [, C_ORIENTATION=*degrees*] [, C_SPACING=*value*] [, C_THICK=*vector*]
   [, /CELL_FILL | , /FILL] [, /CLOSED] [, /DOWNHILL] [, /FOLLOW]
   [, /IRREGULAR] [, /ISOTROPIC] [, LEVELS=*vector*] [, NLEVELS=*integer*{1
   to 60}] [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, /OVERPLOT]
   [{, /PATH_DATA_COORDS, PATH_FILENAME=*string*,
   PATH_INFO=*variable*, PATH_XY=*variable*} | , TRIANGULATION=*variable*]
   [, /PATH_DOUBLE] [, /XLOG] [, /YLOG] [, ZAXIS={0 | 1 | 2 | 3 | 4}]

Graphics Keywords: Accepts all graphics keywords accepted by PLOT except for: LINESTYLE, PSYM, SYMSIZE. See "Graphics Keywords Accepted" on page 363.

Note —————————————————————————————

Many of the keyword parameters correspond directly to fields in the system variables !P, !X, !Y, or !Z. When specifying a keyword parameter name and value in a call that value affects only the current call, the corresponding system-variable field is not changed. Changing the value of a system-variable field changes the default for that particular parameter and remains in effect until explicitly changed. The system variables involving graphics and their corresponding keywords are detailed in "!P" in Appendix D.

———————————————————————————————————

Arguments

Z

A one- or two-dimensional array containing the values that make up the contour surface. If arguments *X* and *Y* are provided, the contour is plotted as a function of the (X, Y) locations specified by their contents. Otherwise, the contour is generated as a function of the two-dimensional array index of each element of *Z*.

If the IRREGULAR keyword is set, X, Y, Z are all required, and are treated as vectors. Each point has a value of Z[*i*] and a location of (X[*i*], Y[*i*]).

This argument is converted to double-precision floating-point before plotting. Plots created with CONTOUR are limited to the range and precision of double-precision floating-point values.

X

A vector or two-dimensional array specifying the X coordinates for the contour surface. If *X* is a vector, each element of *X* specifies the X coordinate for a column of Z (e.g., X[0] specifies the X coordinate for Z[0,*]). If X is a two-dimensional array, each element of X specifies the X coordinate of the corresponding point in Z (i.e., X_{ij} specifies the X coordinate for Z_{ij}).

Y

A vector or two-dimensional array specifying the Y coordinates for the contour surface. If *Y* a vector, each element of *Y* specifies the Y coordinate for a row of Z (e.g., Y[0] specifies the Y coordinate for Z[*,0]). If *Y* is a two-dimensional array,

each element of *Y* specifies the Y coordinate of the corresponding point in Z (Y_{ij} specifies the Y coordinate for Z_{ij}).

Keywords

C_ANNOTATION

The label to be drawn on each contour. Usually, contours are labeled with their value. This parameter, a vector of strings, allows any text to be specified. The first label is used for the first contour drawn, and so forth. If the LEVELS keyword is specified, the elements of C_ANNOTATION correspond directly to the levels specified, otherwise, they correspond to the default levels chosen by the CONTOUR procedure. If there are more contour levels than elements in C_ANNOTATION, the remaining levels are labeled with their values.

Use of this keyword implies use of the FOLLOW keyword.

Note

This keyword has no effect if the FILL or CELL_FILL keyword is set (i.e., if the contours are drawn with solid-filled or line-filled polygons).

Example

To produce a contour plot with three levels labeled "low", "medium", and "high":

```
CONTOUR, Z, LEVELS = [0.0, 0.5, 1.0], $
   C_ANNOTATION = ['low', 'medium', 'high']
```

C_CHARSIZE

The size of the characters used to annotate contour labels. Normally, contour labels are drawn at 3/4 of the size used for the axis labels (specified by the CHARSIZE keyword or !P.CHARSIZE system variable. This keyword allows the contour label size to be specified directly. Use of this keyword implies use of the FOLLOW keyword.

C_CHARTHICK

The thickness of the characters used to annotate contour labels. Set this keyword equal to an integer value specifying the line thickness of the vector drawn font characters. This keyword has no effect when used with the hardware drawn fonts. The default value is 1. Use of this keyword implies use of the FOLLOW keyword.

C_COLORS

The color index used to draw each contour. This parameter is a vector, converted to integer type if necessary. If there are more contour levels than elements in C_COLORS, the elements of the color vector are cyclically repeated.

Example

If C_COLORS contains three elements, and there are seven contour levels to be drawn, the colors c_0, c_1, c_2, c_0, c_1, c_2, c_0 will be used for the seven levels. To call CONTOUR and set the colors to [100,150,200], use the command:

```
CONTOUR, Z, C_COLORS = [100,150,200]
```

C_LABELS

Specifies which contour levels should be labeled. By default, every other contour level is labeled. C_LABELS allows you to override this default and explicitly specify the levels to label. This parameter is a vector, converted to integer type if necessary. If the LEVELS keyword is specified, the elements of C_LABELS correspond directly to the levels specified, otherwise, they correspond to the default levels chosen by the CONTOUR procedure. Setting an element of the vector to zero causes that contour label to not be labeled. A nonzero value forces labeling.

Use of this keyword implies use of the FOLLOW keyword.

Example

To produce a contour plot with four levels where all but the third level is labeled:

```
CONTOUR, Z, LEVELS = [0.0, 0.25, 0.75, 1.0], $
   C_LABELS = [1, 1, 0, 1]
```

C_LINESTYLE

The line style used to draw each contour. As with C_COLORS, C_LINESTYLE is a vector of line style indices. If there are more contour levels than line styles, the line styles are cyclically repeated. See "LINESTYLE" on page 5468 for a list of available styles.

Note

The cell drawing contouring algorithm draws all the contours in each cell, rather than following contours. Since an entire contour is not drawn as a single operation, the appearance of the more complicated linestyles will suffer. Use of the contour following method (selected with the FOLLOW keyword) will give better looking results in such cases.

Example

To produce a contour plot, with the contour levels directly specified in a vector V, with all negative contours drawn with dotted lines, and with positive levels in solid lines:

```
CONTOUR, Z, LEVELS = V, C_LINESTYLE = (V LT 0.0)
```

C_ORIENTATION

If the FILL or CELL_FILL keyword is set, this keyword can be set to the angle, in degrees counterclockwise from the horizontal, of the lines used to fill contours. If neither C_ORIENTATION nor C_SPACING are specified, the contours are solid filled.

C_SPACING

If the FILL or CELL_FILL keyword is set, this keyword can be used to control the distance, in centimeters, between the lines used to fill the contours.

C_THICK

The line used to draw each contour level. As with C_COLORS, C_THICK is a vector of line thickness values, although the values are floating point. If there are more contours than thickness elements, elements are repeated. If omitted, the overall line thickness specified by the THICK keyword parameter or !P.THICK is used for all contours.

CELL_FILL

Set this keyword to produce a filled contour plot using a "cell filling" algorithm. Use this keyword instead of FILL when you are drawing filled contours over a map, when you have missing data, or when contours that extend off the edges of the contour plot. CELL_FILL is less efficient than FILL because it makes one or more polygons for each data cell. It also gives poor results when used with patterned (line) fills, because each cell is assigned its own pattern. Otherwise, this keyword operates identically to the FILL keyword, described below.

Tip ───
In order for CONTOUR to fill the contours properly when using a map projection, the X and Y arrays (if supplied) must be arranged in increasing order. This ensures that the polygons generated will be in counterclockwise order, as required by the mapping graphics pipeline.

───

Warning ───

Do not draw filled contours over the poles on Cylindrical map projections. In this case, the polar points map to lines on the map, and the interpolation becomes ambiguous, causing errors in filling. One possible work-around is to limit the latitudes to the range of -89.9 degrees to + 89.9 degrees, avoiding the poles.

───

CLOSED

Set this keyword to a nonzero value to close contours that intersect the plot boundaries. After a contour hits a boundary, it follows the plot boundary until it connects with its other boundary intersection. Set CLOSED=0 along with PATH_INFO and/or PATH_XY to return path information for contours that are not closed.

DOWNHILL

Set this keyword to label each contour with short, perpendicular tick marks that point in the "downhill" direction, making the direction of the grade readily apparent. If this keyword is set, the contour following method is used in drawing the contours. For example:

```
CONTOUR, data, /DOWNHILL
```

FILL

Set this keyword to produce a filled contour plot. The contours are filled with solid or line-filled polygons. For solid polygons, use the C_COLOR keyword to specify the color index of the polygons for each contour level. For line fills, use C_ORIENTATION, C_SPACING, C_COLOR, C_LINESTYLE, and/or C_THICK to specify attributes for the lines.

If the current device is not a pen plotter, each polygon is erased to the background color before the fill lines are drawn, to avoid superimposing one pattern over another.

Contours that are not closed cannot be filled because their interior and exterior are undefined. Contours created from data sets with missing data may not be closed; many map projections can also produce contours that are not closed. You should not use filled contours in these cases.

You should not use this keyword when you are drawing filled contours over a map, when you have missing data, or when contours extend off the edges of the contour plot. In these cases, you should use CELL_FILL instead.

Note

   If the current graphics device is the Z-buffer, the algorithm used when the FILL
   keyword is specified will not work when a Z value is also specified with the
   graphics keyword ZVALUE. In this situation, use the CELL_FILL keyword instead
   of the FILL keyword.

FOLLOW

In IDL version 5, CONTOUR always uses a line-following method. The FOLLOW
keyword remains available for compatibility with existing code, but is no longer
necessary. As in previous versions of IDL, setting FOLLOW will cause CONTOUR
to draw contour labels.

IRREGULAR

Set this keyword to indicate that the input data is irregularly gridded. Setting
IRREGULAR is the same as performing an explicit triangulation. That is:

```
CONTOUR, Z, X, Y, /IRREGULAR
```

is the same as

```
TRIANGULATE, X, Y, tri    ;Get triangulation
CONTOUR, Z, X, Y, TRIANGULATION=tri
```

Note

   If a mapping projection is enabled when CONTOUR is called with this keyword,
   the *X* and *Y* parameters are interpreted as latitude and longitude values. This implies
   that spherical triangulation should be performed, which in turn implies that the *X*
   and *Y* parameters will be converted to double precision and rearranged to match the
   spherical triangulation. See the SPHERE keyword to TRIANGULATE for details.

ISOTROPIC

Set this keyword to force the scaling of the X and Y axes to be equal.

Note

   The X and Y axes will be scaled isotropically and then fit within the rectangle
   defined by the POSITION keyword; one of the axes may be shortened. See
   "POSITION" on page 5470 for more information.

LEVELS

Specifies a vector containing the contour levels drawn by the CONTOUR procedure. A contour is drawn at each level in LEVELS.

Example

To draw a contour plot with levels at 1, 100, 1000, and 10000:

```
CONTOUR, Z, LEVELS = [1, 100, 1000, 10000]
```

To draw a contour plot with levels at 50, 60, ..., 90, 100:

```
CONTOUR, Z, LEVELS = FINDGEN(6) * 10 + 50
```

MAX_VALUE

Data points with values above this value are ignored (i.e., treated as missing data) when contouring. Cells containing one or more corners with values above MAX_VALUE will have no contours drawn through them. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

MIN_VALUE

Data points with values less than this value are ignored (i.e., treated as missing data) when contouring. Cells containing one or more corners with values below MIN_VALUE will have no contours drawn through them. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

NLEVELS

The number of equally spaced contour levels that are produced by CONTOUR. If the LEVELS parameter, which explicitly specifies the value of the contour levels, is present, this keyword has no effect. If neither parameter is present, approximately six levels are drawn. NLEVELS should be a positive integer.

OVERPLOT

Set this keyword to make CONTOUR "overplot". That is, the current graphics screen is not erased, no axes are drawn and the previously established scaling remains in effect. You must explicitly specify either the values of the contour levels or the

number of levels (via the NLEVELS keyword) when using this option, unless geographic mapping coordinates are in effect.

Note ──

When specifying overplot levels with the NLEVELS keyword, keep in mind that the levels are calculated according to the range set by the original CONTOUR call. If the overplot dataset has a different range, you might want to set your levels more explicitly with the LEVELS keyword.

──

PATH_DATA_COORDS

Set this keyword to cause the output contour positions to be measured in data units rather than the default normalized units. This keyword is useful only if the PATH_XY or PATH_FILENAME keywords are set.

PATH_DOUBLE

Set this keyword to indicate that the PATH_FILENAME, PATH_INFO, and PATH_XY keywords should return vertex and contour value information as double-precision floating-point values. The default is to return this information as single-precision floating-point values.

PATH_FILENAME

Specifies the name of a file to contain the contour positions. If PATH_FILENAME is present, CONTOUR does not draw the contours, but rather, opens the specified file and writes the coordinates of the contours, into it. The file consists of a series of logical records containing binary data. Each record is preceded with a header structure defining the contour as follows:

If the PATH_DOUBLE keyword is not set:

```
{CONTOUR_HEADER, TYPE:0B, HIGH:0B, LEVEL:0, NUM:0L, VALUE:0.0}
```

If the PATH_DOUBLE keyword is set:

```
{CONTOUR_DBL_HEADER, TYPE:0B, HIGH:0B, LEVEL:0, NUM:0L,
VALUE:0.0D}
```

The fields are:

Field	Description
TYPE	A byte that is zero if the contour is open, and one if it is closed.
HIGH	A byte that is 1 if the contour is closed and above its surroundings, and is 0 if the contour is below. This field is meaningless if the contour is not closed.
LEVEL	A short integer with value greater or equal to zero (It is an index into the LEVELS array).
NUM	The longword number of data points in the contour.
VALUE	The contour value. If the PATH_DOUBLE keyword is not set, this is a single-precision floating-point value; if the PATH_DOUBLE keyword is set, this is a double-precision floating-point value.

Table 5-7: CONTOUR Fields

Following the header in each record are NUM X-coordinate values followed by NUM Y-coordinate values. By default, these values are specified in normalized coordinates unless the PATH_DATA_COORDS keyword is set.

PATH_INFO

Set this keyword to a named variable that will return path information for the contours. This information can be used, along with data stored in a variable named by the PATH_XY keyword, to trace closed contours. To get PATH_INFO and PATH_XY with contours that are not closed, set the CLOSED keyword to 0. If PATH_INFO is present, CONTOUR does not draw the contours, but rather records the path information in an array of structures of the following type:

If the PATH_DOUBLE keyword is not set:

```
{CONTOUR_PATH_STRUCTURE, TYPE:0B, HIGH_LOW:0B, $
   LEVEL:0, N:0L, OFFSET:0L, VALUE:0.0}
```

If the PATH_DOUBLE keyword is set:

```
{COUNTOUR_DBL_PATH_STRUCTURE, TYPE:0B, HIGH_LOW:0B, LEVEL:0,
   N: 0L, OFFSET:0L, VALUE:0.0D}
```

The fields are:

Field	Description
TYPE	A byte that is zero if the contour is open, and one if it is closed. **Note -** If the CLOSED keyword is not explicitly set equal to zero, all contours will be closed.
HIGH_LOW	A byte that is 1 if the contour is above its surroundings, and is 0 if the contour is below.
LEVEL	A short integer indicating the index of the contour level, from zero to the number of levels minus one.
N	A long integer indicating the number of XY pairs in the contour's path.
OFFSET	A long integer that is the offset into the array defined by PATH_XY, representing the first XY coordinate for this contour.
VALUE	The contour value. If the PATH_DOUBLE keyword is not set, this is a single-precision floating-point value; if the PATH_DOUBLE keyword is set, this is a double-precision floating-point value.

Table 5-8: PATH_INFO Fields

See the examples section below for an example using the PATH_INFO and PATH_XY keywords to return contour path information.

PATH_XY

Set this keyword to a named variable that returns the coordinates of a set of closed polygons defining the closed paths of the contours. This information can be used, along with data stored in a variable named by the PATH_INFO keyword, to trace closed contours. To get PATH_XY and PATH_INFO with contours that are not closed, set the CLOSED keyword to 0. If PATH_XY is present, CONTOUR does not draw the contours, but rather records the path coordinates in the named array. If the PATH_DOUBLE keyword is not set, the array will contain single-precision floating point values; if the PATH_DOUBLE keyword is set, the array will contain double-precision floating point values. By default, the values in the array are specified in normalized coordinates unless the PATH_DATA_COORDS keyword is set.

See the examples section below for an example using the PATH_INFO and PATH_XY keywords to return contour path information.

TRIANGULATION

Set this keyword to a variable that contains an array of triangles returned from the TRIANGULATE procedure. Providing triangulation data allows you to contour irregularly gridded data directly, without gridding.

XLOG

Set this keyword to specify a logarithmic X axis.

YLOG

Set this keyword to specify a logarithmic Y axis.

ZAXIS

Set this keyword to an integer value to draw a Z axis for the CONTOUR plot. CONTOUR draws no Z axis by default. This keyword is of use only if a three-dimensional transformation is established. Possible values are:

0	No Z axis is drawn (the default)
1	Draws Z axis from the lower right-hand corner of the plot
2	Draws Z axis from the lower left-hand corner of the plot
3	Draws Z axis from the upper left-hand corner of the plot
4	Draws Z axis from the upper right-hand corner of the plot

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE, FONT, NOCLIP, NODATA, NOERASE, NORMAL, POSITION, SUBTITLE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Examples

In addition to the following examples, also see the PLOT routine "Examples" on page 1796 for samples that control plot position, configure axes and position multiple plots on a page. This section includes the following information:

Note ————————————————————————————————————

Several of the following examples use batch files. See "Running the Example Code" on page 42 if IDL does not find the referenced batch file.

Using CONTOUR

The basic call to CONTOUR is as follows:

```
CONTOUR, Z
```

where *Z* is a two-dimensional array. This call labels the *x*- and *y*-axes with the subscript along each dimension. For example, when contouring a 10×20 array, the *x*-axis ranges from 0 to 9, and the *y*-axis ranges from 0 to 19.

You can explicitly specify the *x* and *y* locations of each cell as follows:

```
CONTOUR, Z, X, Y
```

where the *X* and *Y* arrays can be either vectors or two-dimensional arrays of the same size as *Z*. If they are vectors, the element $z_{i,j}$ has a coordinate location of (x_i, y_j). Otherwise, if the *x* and *y* arrays are two-dimensional, the element $z_{i,j}$ has the location $(x_{i,j}, y_{i,j})$. Thus, vectors should be used if the *x* location of $z_{i,j}$ does not depend upon *j* and the *y* location of $z_{i,j}$ does not depend upon *i*.

Dimensions must be compatible. In the one-dimensional case, *X* must have a dimension equal to the number of columns in *Z*, and *Y* must have a dimension equal to the number of rows in *Z*. In the two- dimensional case, all three arrays must have the same dimensions.

IDL uses linear interpolation to determine the *x* and *y* locations of the contour lines that pass between grid elements. The cells must be regular in that the *x* and *y* arrays must be monotonic over rows and columns, respectively. The lines describing the quadrilateral enclosing each cell and whose vertices are $(x_{i,j}, y_{i,j})$, $(x_{i+1,j}, y_{i+1,j})$, $(x_{i+1,j+1}, y_{i+1,j+1})$, and $(x_{i,j+1}, y_{i,j+1})$ must intersect only at the four corners and the quadrilateral must not contain other nodes.

Contouring Methods

In order to provide a wide range of options, CONTOUR uses one of two contouring algorithms. The algorithm used depends on the keywords specified, and is one of the two following methods.

Cell Drawing

The first algorithm, used by default, examines each array cell and draws all contours emanating from that cell before proceeding to the next cell. This method is efficient in terms of computer resources, but does not allow options such as contour labeling or smoothing.

Contour Following

The second method searches for each contour line, then follows the line until it reaches a boundary or closes. This method gives better looking results with dashed linestyles and allows contour labeling and bi-cubic spline interpolation, but requires more computer time. The contour following method is used if any of these keywords are specified: C_ANNOTATION, C_CHARSIZE, C_LABELS, CLOSED, FOLLOW, PATH_FILENAME, or DOWNHILL.

Note ——————————————————————————

Due to their differing algorithms, these two methods will often draw slightly different, yet correct, contour maps for the same data. This difference is a direct result of the fact that there is often more than one valid way to draw contours and should not be a cause for concern.

Label Ten Contour Levels

This example creates a contour plot with 10 contour levels where every other contour is labeled:

```
; Create a simple dataset to plot:
Z = DIST(100)

; Draw the plot:
CONTOUR, Z, NLEVELS=10, /FOLLOW, TITLE='Simple Contour Plot'
```

Polygon Filling and Smoothing

This example shows the use of polygon filling and smoothing.

```
; Handle TrueColor displays:
DEVICE, DECOMPOSED=0

; Create a surface to contour (2D array of random numbers):
A = RANDOMU(seed, 5, 6)

; Smooth the dataset before contouring:
B = MIN_CURVE_SURF(A)

; Load discrete colors for contours:
TEK_COLOR

; Draw filled contours:
CONTOUR, B, /FILL, NLEVELS=5, C_COLOR=INDGEN(5)+2

; Overplot the contour lines with tickmarks:
CONTOUR, B, NLEVELS=5, /DOWNHILL, /OVERPLOT
```

Alternatively, we could draw line-filled contours by replacing the last two commands with:

```
CONTOUR, B, C_ORIENTATION=[0, 22, 45]

CONTOUR, B, /OVERPLOT, NLEVELS=5
```

The following short example shows the difference between a smoothed and an unsmoothed contour plot:

```
; Create a simple dataset:
data = RANDOMU(seed, 7, 7)
; Plot the unsmoothed data:
CONTOUR, data
; Plot the smoothed data:
CONTOUR, MIN_CURVE_SURF(data)
```

Plotting Closed Contour Paths

The following example saves the closed path information of a set of contours and plots the result:

```
; Create a 2D array of random numbers:
A = RANDOMU(seed, 8, 10)

; Smooth the dataset before contouring:
B = MIN_CURVE_SURF(A)

; Compute contour paths:
CONTOUR, B, PATH_XY=xy, PATH_INFO=info
FOR I = 0, (N_ELEMENTS(info) - 1 ) DO BEGIN
   S = [INDGEN(info(I).N), 0]

; Plot the closed paths:
   PLOTS, xy(*,INFO(I).OFFSET + S ), /NORM
ENDFOR
```

Filling Contours

Set the FILL keyword to produce a filled contour plot. The contours are filled with solid or line-filled polygons. For solid polygons, use the C_COLOR keyword to specify the color index of the polygons for each contour level. For line fills, use C_ORIENTATION, C_SPACING, C_COLOR, C_LINESTYLE, and/or C_THICK to specify attributes for the lines.

If the current device is not a pen plotter, each polygon is erased to the background color before the fill lines are drawn, to avoid superimposing one pattern over another.

The FILL keyword replaces the use of the PATH_FILENAME keyword and POLYFILL procedure from previous versions of IDL. Setting the FILL keyword also closes any open contours before filling.

The following example illustrates various filled contour plot options.

```
; Create a simple, random dataset for contouring:
data = RANDOMU(seed, 7, 7)
; Create a basic, solid-color, filled CONTOUR plot
; with 6 evenly-spaced levels.
CONTOUR, data, NLEVELS=6, /FILL
; Overplot contour outlines:
CONTOUR, data, NLEVELS=6, /NOERASE
```

Instead of solid colors, contours can be filled with lines:

```
; Create a vector of orientations for the fill lines:
ANGLES = [0, 45, -45]
```

```
; Create a vector of colors to use:
C = [70, 120, 200, 255]
; Create contours filled with lines.
CONTOUR, data, NLEVELS=10, C_ORIENT=ANGLES, C_COLORS=C
; Overplot contour outlines:
CONTOUR, data, NLEVELS=10, /NOERASE
```

There are many other controls for filled contour plots. The C_COLORS, C_LINESTYLE, C_SPACING, and C_THICK keywords can also be used to control the type of fill.

Contour Irregularly-gridded with TRIANGULATE

This example contours irregularly-gridded data without having to call TRIGRID. First, use the TRIANGULATE procedure to get the Delaunay triangulation of your data, then pass the triangulation array to CONTOUR:

```
; Make 50 normal X, Y points:
x = RANDOMN(seed, 50)
y = RANDOMN(seed, 50)

; Make the Gaussian:
Z = EXP(-(x^2 + y^2))

; Get triangulation:
TRIANGULATE, X, Y, tri

; Draw the contours:
CONTOUR, Z, X, Y, TRIANGULATION = tri
```

Contour of Digital Elevation Data

Digital elevation data of the Maroon Bells area, near Aspen, Colorado, are used to illustrate the CONTOUR procedure. The data set was obtained from a United States Geological Survey Digital Elevation Model tape. This data provides terrain elevation data over a 7.5-minute square (approximately 11×13.7 kilometers at the latitude of Maroon Bells), with 30-meter sampling.

The data are contained in a 360×460 array A, sampled in 30-meter square intervals, measured in Universal Transverse Mercator (UTM) coordinates. The rectangular array is not completely filled with data because the 7.5-minute square is not perfectly oriented to the UTM grid system. Missing data are represented as zeroes. Elevation measurements range from 2658 to 4241 meters or from 8720 to 13,914 feet.

The Maroon Bells data are used in a number of examples in this section, and is included in an IDL SAVE file called marbells.dat in the examples/data subdirectory of the IDL distribution. To restore the save file, issue the following

commands at the IDL prompt (change the path separator characters as necessary for your platform):

```
CD, !DIR+'/examples/data'
RESTORE, 'marbells.dat'
```

Example Code

The batch file `cntour01`, located in the `examples/doc/plot` subdirectory of the IDL distribution, restores this data and defines several variables used in the following examples. Typing `@cntour01` at the IDL command prompt creates an IDL variable named elev that contains the 360 x 460 integer array.

The figure below is the result of applying the CONTOUR procedure to the data, using the default settings:

```
CONTOUR, elev
```
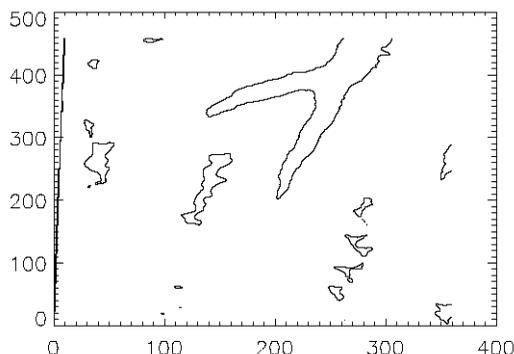

Figure 5-9: Simple Contour Plot of Maroon Bells

A number of problems are apparent with this simple contour plot.

- IDL selected six contour levels, by default, for the elevation from 0 to 4241; that's roughly 4241divided into 7 intervals or approximately 605 meters in elevation between contour levels. The levels are 605, 1250, ..., 3635 meters, even though the range of valid data is from 2658 to 4241 meters. This is because the missing data values of 0 were considered when selecting the intervals. It is generally more appropriate to select contour levels only within the range of valid data.

- The vertical contours along the left edge are an invalid artifact due to contouring missing data and should not be present.

- For most display systems and for contour intervals of approximately 200 meters, the data has too many samples in the *x-y* direction. This oversampling has two adverse effects: the contours appear jagged, and a large number of short vectors are produced.

- The axes are labeled by point number, but should be in UTM coordinates.

- It is difficult to visualize the terrain and to discern maxima from minima because each contour is drawn with the same type of line.

The above problems are readily solved using the following simple techniques:

- Specify the contour levels directly using the LEVELS keyword parameter. Selecting contour intervals of 250 meters, at elevation levels of [2750, 3000, 3250, 3500, 3750, 4000], results in six levels within the range of valid data.

- Change the missing data value to a value well above the maximum valid data value, then use the MAX_VALUE keyword parameter to exclude missing points. In this example, we set missing data values to one million with the following statement:

```
elev(WHERE(elev EQ 0)) = 32767
```

Note ───

32767 is the maximum allowable 16-bit integer.

───

- Use the REBIN function to decrease the sampling in *x* and *y* by a factor of 5:

```
new = REBIN(elev, 360/5, 460/5)
```

This smooths the contours, because the call to REBIN averages 5^2=25 bins when resampling. The number of vectors transmitted to the display also are decreased by a factor of approximately 25. The variable B is now a 72×92 array.

Care is taken in the second step to ensure that the missing data are not confused with valid data after REBIN is applied. As in this example, REBIN averages bins of 5^2=25 elements, the missing data value must be set to a value of at least 25 times the maximum valid data value. After applying REBIN, any cell with a missing original data point will have a value of at least 106/25 = 40000, well over the largest valid data value of approximately 4,500.

The *x* and *y* vectors are constructed containing the UTM coordinates for each row and column. From the USGS data tape, the UTM coordinate of the lower-left corner of the array is (326,850: 4,318,500) meters. As the data spacing is 30 meters in both directions, the *x* and *y* vectors, in kilometers, are easily formed using the FINDGEN function, as shown in the example below.

Contour levels at each multiple of 500 meters (every other level) are drawn with a solid line style, while levels that fall between are drawn with a dotted line. In addition, the 4000-meter contour is drawn with a triple thick line, emphasizing the top contour.

The result of these improvements is shown in the figure below.
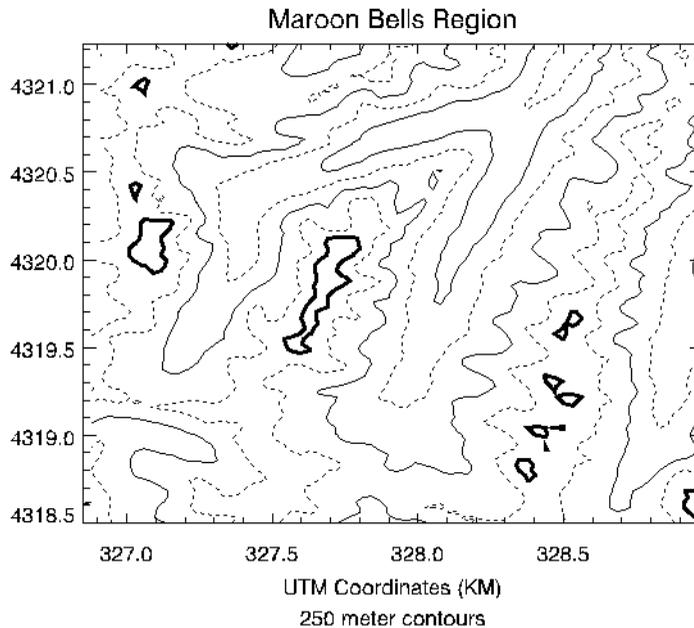
Figure 5-10: Improved Contour Plot

This figure was produced with the cntour02 batch file.

```
; Restore variables:
@cntour01
; Set missing data points to a large value:
elev (WHERE (elev EQ 0)) = 1E6
; REBIN down to a 72 x 92 matrix:
new = REBIN(elev, 360/5, 460/5)
; Make the x and y vectors specifying the position
; of each column and row.
X = 326.850 + .030 * FINDGEN(72)
Y = 4318.500 + .030 * FINDGEN(92)
; Make the plot, specifying the contour levels,
; missing data value, linestyles, etc.
```

```
; Set the STYLE keywords to 1, obtaining exact axes.
CONTOUR, new, X, Y, LEVELS = 2750 + FINDGEN(6) * 250., $
   XSTYLE = 1, YSTYLE = 1, YMARGIN = 5, MAX_VALUE = 5000, $
   C_LINESTYLE = [1, 0], $
   C_THICK = [1, 1, 1, 1, 1, 3], $
   TITLE = 'Maroon Bells Region', $
   SUBTITLE = '250 meter contours', $
   XTITLE = 'UTM Coordinates (KM)'
```

Example Code

See `cntour02` located in the `examples/doc/plot` subdirectory of the IDL installation directory for the example code. You can also run the batch file `cntour02` by entering the following command at the IDL prompt:
`@cntour02`

See if IDL does not find the batch file.

The figure below illustrates the data displayed as a grayscale image. Higher elevations are white. This image demonstrates that contour plots do not always provide the best qualitative visualization of many two-dimensional data sets.
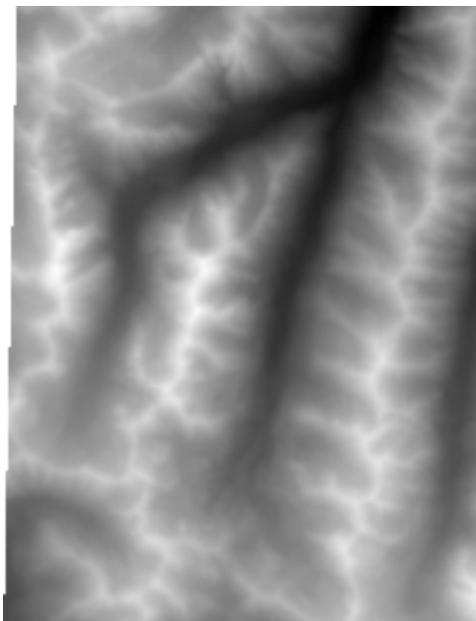
Figure 5-11: Maroon Bells Data Displayed as an Image

Labeling Contours

The C_ANNOTATION, C_CHARSIZE, and C_LABELS keywords are used to control contour labeling. Using them, possibly in conjunction with the LEVELS keyword, it is possible to specify which contours should be labeled, the size of the labels, and the actual labels that should be used.

In the following discussion, a variable named DATA is contoured. This variable contains uniformly distributed random numbers obtained using the following statement:

```
SEED = 20 & DATA = RANDOMU(SEED, 6, 6)
```

To label contours using the defaults for label size and contours to label, it is sufficient to select the FOLLOW keyword. In this case, CONTOUR labels every other contour using the default label size (three-fourths of the plot axis label size). Each contour is labeled with its value.
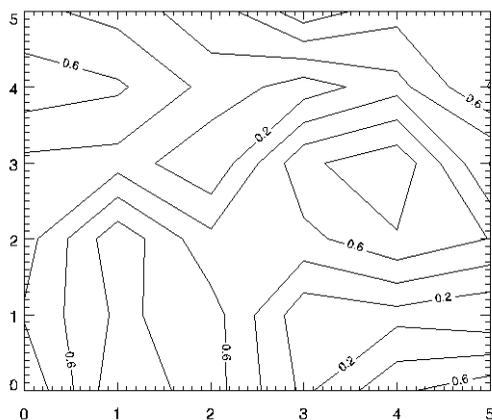
Figure 5-12: Simple Labeled Contour Plot

The preceding figure was produced using the following statement:

```
CONTOUR, /FOLLOW, DATA
```

The C_CHARSIZE keyword is used to specify the size of the characters used for labeling in the same manner that SIZE is used to control plot axis label size. The C_LABELS keyword can be used to select the contours to be labeled. For example, suppose that we want to contour the variable DATA at 0.2, 0.5, and 0.8, and we want all three levels labeled. In addition, we wish to make each label larger, and use hardware fonts. This can be accomplished with the statement below.

```
CONTOUR, LEVEL=[0.2, 0.5, 0.8], C_LABELS=[1, 1, 1], $
    C_CHARSIZE = 1.25, DATA, FONT = 0
```

The result is the plot on the left in the figure below.

Finally, it is possible to specify the text to be used for the contour labels using the C_ANNOTATION keyword, as shown in the statements below.

```
CONTOUR, LEVEL=[0.2, 0.5, 0.8], C_LABELS=[1, 1, 1], $
    C_ANNOTATION = ["Low", "Medium", "High"], DATA, FONT=0
```

The result is the plot on the right in the figure below.
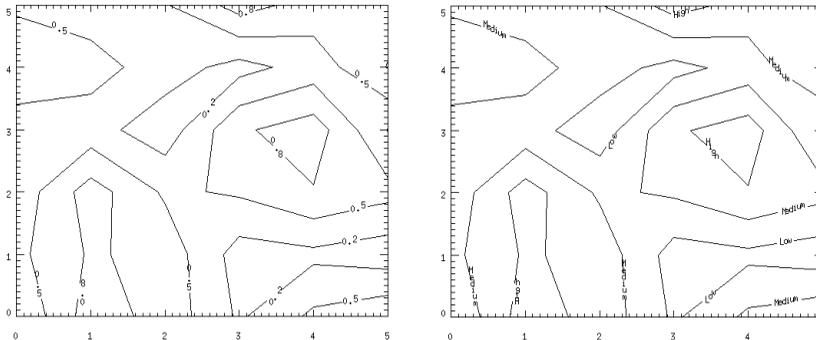
Figure 5-13: Label Size and Levels Specified (left), Explicitly Specified Labels (right)

Overlaying Images and Contour Plots

Superimposing an image and its contour plot combines the best of both worlds: the image allows easy visualization and the contour lines provide a semi-quantitative display. The programs presented in the rest of this section are for advanced computing only.

A combined contour and image display, such as that discussed in this section, can be created with the IMAGE_CONT procedure. The following material is intended to illustrate the ways in which images and graphics can be combined using IDL.

The technique used to overlay plots and images depends on whether or not the device is able to represent pixels of variable size, as does PostScript, or if it has pixels of a fixed size. If the device does not have scalable pixels, the image must be resized to fit within the plotting area if it is not already of a size suitable for viewing. This leads to three separate cases that are illustrated in the following examples.

- "Overlaying with Scalable Pixels" below
- "Overlaying with Fixed Pixels" on page 377

Overlaying with Scalable Pixels

Certain devices, notably PostScript, can display pixels of varying sizes. With these devices, it is easy to set the size and position of an image so that it exactly overlays the plot window. In creating the next figure, the actual dimensions of the contour plot window (contained in the !X.WINDOW and !Y.WINDOW system variables) were used to calculate the new size of the image.

Maroon Bells Region
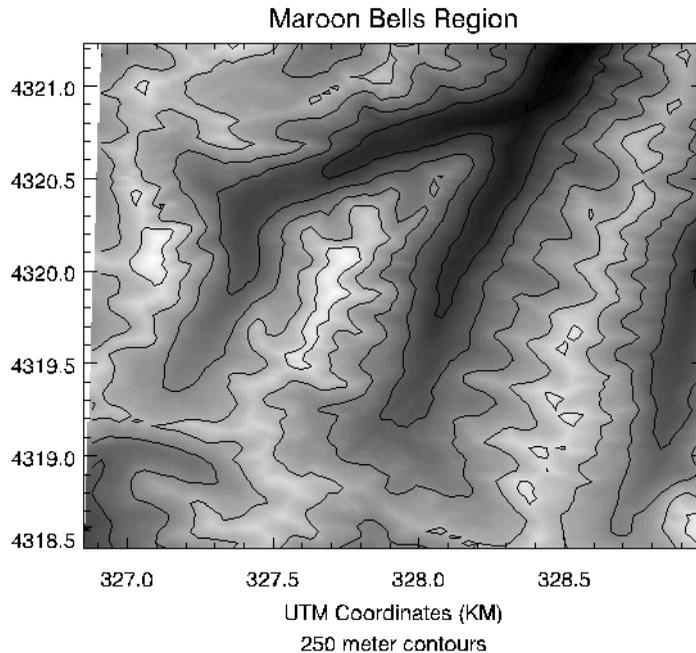
Figure 5-14: Overlay of Image and Contour Plots

Note ───

In order to do this successfully, you must establish the size of the plot window before scaling the image. This means that you must make a call to CONTOUR before displaying the image, to set the window size, and another call to CONTOUR after displaying the image, to draw the contour lines on top of the image data.

Example Code ───

Inspect the batch file cntour03 located in the examples/doc/plot subdirectory of the IDL distribution to see how the figure was created.

Note that the aspect ratio of the image was changed to fit that of the plot window. To retain the original image aspect ratio, the plot window must be resized to an identical aspect ratio using the POSITION keyword parameter.

Overlaying with Fixed Pixels

If the pixel size is fixed (as is true on most displays), we can either resize the image to fit the plotting window or size the plotting window to fit the image dimensions.

Method 1: Scale the Image to Fit the Display

We can use the CONGRID function to create an image of the same size as the plotting window. The REBIN function also can be used to resample the original image if the plot window dimensions are an integer multiple or factor of the original image dimensions. REBIN is always faster than CONGRID. The following IDL procedure creates an image of the same size as the window, displays it, then overlays the contour plot.

```
; Restore variables:
@cntour01
; Set missing data points to a large value:
elev (WHERE (elev EQ 0)) = 1E6
; REBIN down to a 72 x 92 matrix.
new = REBIN(elev, 360/5, 460/5)
; Scale image intensities:
image = BYTSCL(elev, MIN=2658, MAX=4241)
; Before displaying the image, use the CONTOUR command
; to create the appropriate plot window.
; The plot window must be created before re-sizing
; the image data.
; Use the NODATA keyword to inhibit actually drawing
; the contour plot.
CONTOUR, new, X, Y, LEVELS = 2750 + FINDGEN(6) * 250., $
   MAX_VALUE = 5000, XSTYLE = 1, YSTYLE = 1, $
   TITLE = 'Maroon Bells Region', $
   SUBTITLE = '250 meter contours', $
   XTITLE = 'UTM Coordinates (KM)', /NODATA
; Get size of plot window in device pixels.
PX = !X.WINDOW * !D.X_VSIZE
PY = !Y.WINDOW * !D.Y_VSIZE
; Desired size of image in pixels.
SX = PX[1] - PX[0] + 1
SY = PY[1] - PY[0] + 1
; Display the image with its lower-left corner at
; the origin of the plot window and with its size
; scaled to fit the plot window.
TVSCL, CONGRID(image, SX, SY), PX[0], PY[0])
CONTOUR, new, X, Y, LEVELS = 2750 + FINDGEN(6) * 250., $
   MAX_VALUE = 5000, XSTYLE = 1, YSTYLE = 1, $
   TITLE = 'Maroon Bells Region', $
   SUBTITLE = '250 meter contours', $
   XTITLE = 'UTM Coordinates (KM)', /NOERASE
```

```
; Write the contours over the image, being sure
; to use the exact axis styles so that the contours
; fill the plot window. Inhibit erasing.
```

Example Code

See the `cntour04` batch file located in the `examples/doc/plot` subdirectory of the IDL distribution for the example code. You can also run the batch file `cntour04` with the following command at the IDL prompt:

```
@cntour04
```

Method 2: Scale the Display to Fit the Image

If the image is already close to the proper display size, it is simpler and more efficient to change the plot window size to that of the image. The following procedure displays the image at the window origin, then sets the plot window to the image size, leaving its origin unchanged.

```
; Restore variables:
@cntour01
; Set missing data points to a large value:
elev (WHERE (elev EQ 0)) = 1E6
; REBIN down to a 72 x 92 matrix.
new = REBIN(elev, 360/5, 460/5)
; Scale image intensities.
image = BYTSCL(elev, MIN=2658, MAX=4241)
; Get size of plot window in device pixels.
PX = !X.WINDOW * !D.X_VSIZE
PY = !Y.WINDOW * !D.Y_VSIZE
; Get the size of the image.
SZ = SIZE(image)
; Display the image with its lower-left corner
; at the origin of the plot window.
TVSCL, image, PX[0], PY[0]
; Write the contours over the image, being sure to use
; the exact axis styles so that the contours fill the plot
; window. Inhibit erasing.
CONTOUR, new, X, Y, XSTYLE = 1, YSTYLE = 1, $
    POSITION = [PX[0], PY[0], PX[0]+SZ[1]-1, PY[0]+SZ[2]-1], $
    LEVELS = 2750 + FINDGEN(6) * 250., MAX_VALUE = 5000, $
    TITLE = 'Maroon Bells Region', $
    SUBTITLE = '250 meter contours', $
    XTITLE = 'UTM Coordinates (KM)', /NOERASE, /DEVICE
```

Example Code

See the `cntour05` batch file located in the `examples/doc/plot` subdirectory of the IDL distribution for the example code. You can also run the batch file `cntour05` with the following command at the IDL prompt:

```
@cntour05
```

Displaying Date/Time Data on a Contour Display

Another possible example may be the surface temperature (in degrees Celsius) of each degree of a single circle on a sphere recorded at every second for 37 seconds after the initial recording of 59 minutes and 30 seconds after 2 o'clock pm (14 hundred hours) on the 30th day of March in the year 2000:

```
number_samples = 37
date_time = TIMEGEN(number_samples, UNITS = 'Seconds', $
   START = JULDAY(3, 30, 2000, 14, 59, 30))
angle = 10.*FINDGEN(number_samples)
temperature = BYTSCL(SIN(10.*!DTOR* $
   FINDGEN(number_samples)) # COS(!DTOR*angle))
```

Since the final contour display will be filled, we should define a color table:

```
DEVICE, DECOMPOSED = 0
LOADCT, 5
```

The call to the DEVICE command with the DECOMPOSED keyword set to zero allows color tables to be used on TrueColor displays, which may be the default setting on some systems. The call to the LOADCT routine loads the Standard Gamma-II (number 5) color table, which is a part of IDL's libraries.

As with the one-dimensional case, the format of the date/time values is specified through the LABEL_DATE routine as follows

```
date_label = LABEL_DATE(DATE_FORMAT = $
   ['%I:%S', '%H', '%D %M, %Y'])
```

where %I represents minutes, %S represents seconds, %H represents hours, %D represents days, %M represents months, and %Y represents years.

The first level (closest to the axis) will contain minute and second values separated by a colon (%I:%S). The second level (just below the first level) will contain the hour values(%H). The third level (the final level farthest from the axis) will contain the day and month values separated by a space and year value separated from the day and month values by a comma (%D %M, %Y).

The resulting format is specified by using the CONTOUR routine with the XTICKFORMAT keyword:

```
CONTOUR, temperature, angle, date_time, $
   ; specifying contour levels and fill colors.
   LEVELS = BYTSCL(INDGEN(8)), /XSTYLE, /YSTYLE, $
   C_COLORS = BYTSCL(INDGEN(8)), /FILL, $
   ; displaying titles.
   TITLE = 'Measured Temperature (degrees Celsius)', $
   XTITLE = 'Angle (degrees)', $
   YTITLE = 'Time (seconds)', $
   ; applying date/time formats to X-axis labels.
   POSITION = [0.25, 0.2, 0.9, 0.9], $
   YTICKFORMAT = ['LABEL_DATE', 'LABEL_DATE', 'LABEL_DATE'], $
   YTICKUNITS = ['Time', 'Hour', 'Day'], $
   YTICKINTERVAL = 5, $
   YTICKLAYOUT = 2
; Applying contour lines over the original contour display.
CONTOUR, temperature, angle, date_time, /OVERPLOT, $
   LEVELS = BYTSCL(INDGEN(8))
```

As in the plot example, the POSITION keyword is set to allow the resulting display to contain all three levels and the title of the date/time axis. The YTICKUNITS keyword is set to note the unit of each level. And the YTICKINTERVAL keyword is set to place the major tick marks at every five second interval.

This example also contains the YTICKLAYOUT keyword. By default, this keyword is set to 0, which provides the date/time layout shown in the plot example.

In this example, YTICKLAYOUT is set to 2, which rotates and boxes the tick labels to provide the following results:
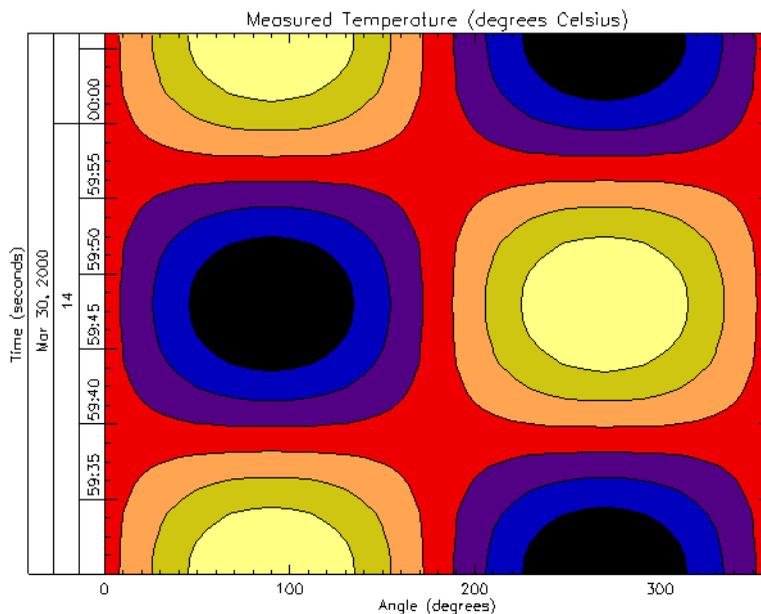
Figure 5-15: Displaying Date/Time Data with CONTOUR

Note ———————————————————————————————
You could set system variables instead of graphic keywords in the previous example. See "Using System Variables to Display Date/Time Data" on page 1394 for details.

Version History

Original	Introduced

See Also

ICONTOUR, IMAGE_CONT, SHADE_SURF, SHOW3, SURFACE, IDLgrContour

CONVERT_COORD

The CONVERT_COORD function transforms one or more sets of coordinates to and from the coordinate systems supported by IDL.

The input coordinates *X* and, optionally, *Y* and/or *Z* can be given in data, device, or normalized form by using the DATA, DEVICE, or NORMAL keywords. The default input coordinate system is DATA. The keywords TO_DATA, TO_DEVICE, and TO_NORMAL specify the output coordinate system.

If the input points are in 3D data coordinates, be sure to set the T3D keyword.

Note ───

CONVERT_COORD utilizes values currently stored in the !X, !Y, !Z and !P system variables to compute coordinate conversion factors. See "Two-Dimensional Coordinate Conversion" on page 5510 for more information.

───

Warning ───

For devices that support windows, CONVERT_COORD can only provide valid results if a window is open and current. Also, CONVERT_COORD only applies to Direct Graphics devices.

───

Syntax

Result = CONVERT_COORD(*X* [, *Y* [, *Z*]] [, /DATA | , /DEVICE | , /NORMAL]
   [, /DOUBLE][, /T3D] [, /TO_DATA | , /TO_DEVICE | , /TO_NORMAL])

Return Value

The result of the function is a (3, *n*) vector containing the (*x, y, z*) components of the n output coordinates.

Arguments

X

A vector or scalar argument providing the X components of the input coordinates. If only one argument is specified, *X* must be an array of either two or three vectors (i.e., (2,*) or (3,*)). In this special case, X[0,*] are taken as the X values, X[1,*] are taken as the Y values, and, if present, X[2,*] are taken as the Z values.

Y

An optional argument providing the Y input coordinate(s).

Z

An optional argument providing the Z input coordinate(s).

Keywords

DATA

Set this keyword if the input coordinates are in data space (the default).

DEVICE

Set this keyword if the input coordinates are in device space.

DOUBLE

Set this keyword to indicate that the returned coordinates should be double-precision. If this keyword is not set, the default is to return single-precision coordinates (unless double-precision arguments are input, in which case the returned coordinates will be double-precision).

NORMAL

Set this keyword if the input coordinates are in normalized space.

T3D

Set this keyword if the 3D transformation !P.T is to be applied.

TO_DATA

Set this keyword if the output coordinates are to be in data space.

TO_DEVICE

Set this keyword if the output coordinates are to be in device space.

TO_NORMAL

Set this keyword if the output coordinates are to be in normalized space.

Examples

Convert, using the currently established viewing transformation, 11 points along the parametric line $x = t$, $y = 2t$, $z = t^2$, along the interval [0, 1] from data coordinates to device coordinates:

```
; Establish a valid transformation matrix:
SURFACE, DIST(20), /SAVE

; Make a vector of X values:
X = FINDGEN(11)/10.

; Convert the coordinates. D will be a (3,11) element array:
D = CONVERT_COORD(X, 2*X, X^2, /T3D, /TO_DEVICE)
```

To convert the endpoints of a line from data coordinates (0, 1) to (5, 7) to device coordinates, use the following statement:

```
D = CONVERT_COORD([0, 5], [1, 7], /DATA, /TO_DEVICE)
```

On completion, the variable *D* is a (3, 2) vector, containing the *x*, *y*, and *z* coordinates of the two endpoints.

Three-Dimensional Direct Graphic Coordinate Conversion

The CONVERT_COORD function performs the three-dimensional coordinate conversion process (described in "Three-Dimensional Coordinate Conversion" (Chapter 5, *Using IDL*)) when converting to and from coordinate systems when the T3D keyword is specified. For example, if a three-dimensional coordinate system is established, then the device coordinates of the data point (0, 1, 2) can be computed as follows:

```
D = CONVERT_COORD(0, 1, 2, /TO_DEVICE, /T3D, /DATA)
```

On completion, the three-element vector *D* will contain the desired device coordinates. The process of converting from three-dimensional to two-dimensional coordinates also can be written as an IDL function. This function accepts a three-dimensional data coordinate, returns a two-element vector containing the coordinate transformed to two-dimensional normalized coordinates using the current transformation matrix:

```
FUNCTION CVT_TO_2D, X, Y, Z
   ; Make a homogeneous vector of normalized 3D coordinates:
   P = [!X.S[0] + !X.S[1] * X, !Y.S[0] + !Y.S[1] * Y, $
      !Z.S[0] + !Z.S[1] * Z, 1]
   ; Transform by !P.T:
   P = P # !P.T
```

```
    ; Return the scaled result as a two-element,
    ; two-dimensional, xy vector:
    RETURN, [P[0] / P[3], P[1] / P[3]]
END
```

Version History

Pre 4.0	Introduced

See Also

CV_COORD

CONVOL

The CONVOL function convolves an array with a kernel, and returns the result. Convolution is a general process that can be used for various types of smoothing, signal processing, shifting, differentiation, edge detection, etc. The CENTER keyword controls the alignment of the kernel with the array and the ordering of the kernel elements. If CENTER is explicitly set to 0, convolution is performed in the strict mathematical sense; otherwise, the kernel is centered over each data point.

Using CONVOL

Assume R = CONVOL(A, K, S), where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor. If the CENTER keyword is omitted or set to 1:

$$R_t = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} A_{t+i-k/2} K_i & \text{if} \qquad k/2 \leq t \leq n - \dfrac{k}{2} - 1 \\[2em] 0 & \text{otherwise} \end{cases}$$

where the value *k*/2 is determined by *integer division*. This means that the result of the division is the largest *integer* value less than or equal to the fractional number.

If CENTER is explicitly set to 0:

$$R_t = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} A_{t-i} K_i & \text{if} \qquad t \geq k - 1 \\[2em] 0 & \text{otherwise} \end{cases}$$

In the two-dimensional, zero CENTER case where *A* is an *m*-by-*n*-element array, and *K* is the *k*-by-*k* element kernel; the result *R* is an *m* by *n*-element array:

$$R_{t,u} = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} \sum_{j=0}^{k-1} A_{t-i,u-j} K_{i,j} & \text{if} \qquad t \geq k-1 \qquad \text{and} \qquad u \geq k-1 \\[2em] 0 & \text{otherwise} \end{cases}$$

The centered case is similar, except the *t-i* and *u-j* subscripts are replaced by *t+i-k*/2 and *u+j-k*/2.

Syntax

Result = CONVOL(*Array*, *Kernel* [, *Scale_Factor*] [, BIAS=*value*] [, /CENTER]
   [, /EDGE_TRUNCATE] [, /EDGE_WRAP] [, /EDGE_ZERO]
   [, INVALID=*value*] [, MISSING=*value*] [, /NAN] [, /NORMALIZE])

Return Value

Returns the result of the array convolution. Depending on *Array*'s type, the computation might be performed using a different type, although the result will always have the same type as *Array*. The following table shows the types used, as well as any clipping of the result values. The calculation type is also used for *Kernel*, *Scale_Factor*, and BIAS.

Array Type	Kernal and Calculation Type	Clipping
BYTE	LONG	[0,255]
INT	LONG	[-32768,32767]
LONG	LONG	None
FLOAT	FLOAT	None
DOUBLE	DOUBLE	None
COMPLEX	COMPLEX	None
DCOMPLEX	DCOMPLEX	None
UINT	LONG	[0,65535]
ULONG	LONG	None
LONG64	LONG64	None
ULONG64	LONG64	None

Table 5-9: Calculation Types and Clipping for CONVOL's Return Value

Arguments

Array

An array of any basic type except string. The result of CONVOL has the same type and dimensions as *Array*.

Kernel

An array of any type except string. If the type of *Kernel* is not the same as *Array*, a copy of *Kernel* is made and converted to the appropriate type before use (for byte data, the kernel is converted to type LONG). The size of the kernel dimensions must be less than or equal to those of *Array*.

Note ————————————————————————————————

CONVOL accepts non-square kernels including one-dimensional kernels.

Scale_Factor

A scale factor that is divided into each resulting value. This argument should be of the same type as the calculation type in Table 5-9, and is automatically converted if necessary. For byte or integer input arrays, the argument allows the use of fractional kernel values and avoids overflow of the result. If omitted or set to zero, a scale factor of 1 is used.

Note ————————————————————————————————

The same *Scale_Factor* is always divided into each result value, regardless of any missing data as specified by the INVALID or NAN keywords. It is usually not appropriate to divide the result value by the full scale factor if portions of the kernel were not applied due to missing data. In this case, you might want to use the NORMALIZE keyword instead.

Keywords

BIAS

Set this keyword to the bias offset to be added to each result value, after any *Scale_Factor* has been applied. BIAS should be of the same type as the calculation type in Table 5-9, and will be automatically converted if necessary. If you have negative kernel values and a byte or unsigned integer input array, you can use this keyword to ensure that the result values are within the range of your data type.

Note ————————————————————————————————————

The same BIAS is always added to each result value, regardless of any missing data as specified by the INVALID or NAN keywords. It is usually not appropriate to add the full BIAS if portions of the kernel were not applied due to missing data. In this case, you might want to use the NORMALIZE keyword instead.

————————————————————————————————————

CENTER

Set or omit this keyword to center the kernel over each array point. If CENTER is explicitly set to zero, the CONVOL function works in the conventional mathematical sense. In many signal and image processing applications, it is useful to center a symmetric kernel over the data, thereby aligning the result with the original array.

Note that for the kernel to be centered, it must be symmetric about the point K(FLOOR(*m*/2)), where *m* is the number of elements in the kernel.

EDGE_TRUNCATE

Set this keyword to make CONVOL compute the values of elements at the edge of *Array* by repeating the subscripts of *Array* at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k} A_{((t-i) > 0 < (n-1))} K_i$$

where *n* is the number of elements in *Array*. The "<" and ">" operators in the above formula return the smaller and larger of their operands, respectively.

If none of the EDGE_* keywords are set, CONVOL sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_WRAP

Set this keyword to make CONVOL compute the values of elements at the edge of *Array* by "wrapping" the subscripts of *Array* at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k-1} A_{((t-i) \mod(n))} K_i$$

where *n* is the number of elements in *Array*. The mod operator in the formula above is defined as `a mod b = a - b * floor(a/b)`. For example, -1 mod 5 is 4.

If none of the EDGE_* keywords are set, CONVOL sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_ZERO

Set this keyword to make CONVOL compute the values of elements at the edge of *Array* as if the array were padded with zeroes. For example, if CENTER is set to zero:

$$R_t = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} A_{t-i} K_i & \text{if} \quad t \ge k-1 \\[2em] \dfrac{1}{S} \displaystyle\sum_{i=0}^{t} A_{t-i} K_i & \text{otherwise} \end{cases}$$

If none of the EDGE_* keywords are set, CONVOL sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

INVALID

Set this keyword to a scalar value of the same type as *Array* that should be used to indicate missing or invalid data within *Array*. Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, the result at that point is given by the value of the MISSING keyword.

Tip ───
The INVALID keyword has the same effect as the NAN keyword, but is useful for byte or integer data which have missing values.
───

Note ──
The INVALID keyword uses a simple comparison to ignore values and should not be set to NaN. For floating-point data, you can use the INVALID and NAN keywords simultaneously to filter out both user-defined values and NaN or Infinity values.
───

MISSING

Set this keyword to the numeric value to return for elements that contain no valid points within the kernel. The default is zero for byte or integer input, and NaN for floating-point input. This keyword is only used if the INVALID or NAN keyword is set.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.) Missing data are ignored when computing the convolution for neighboring elements. In the *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, then the result at that point is given by the MISSING keyword.

Note ───

CONVOL should never be called without the NAN keyword if the input array may possibly contain *NaN* or *Infinity* values.

───

NORMALIZE

Set this keyword to automatically compute a scale factor and bias and apply them to the result values. If this keyword is set, the *Scale_Factor* argument and the BIAS keyword are ignored. For all input types, the scale factor is defined as the sum of the absolute values of *Kernel*. For BYTE or UINT, the bias is defined as the sum of the absolute values of the negative *Kernel* values, multiplied by either (255/*Scale*) for BYTE or (65535/*Scale*) for UINT, where *Scale* is the computed scale factor. For all other types, the bias is zero.

Tip ──

If NORMALIZE is set and your input array has missing data (the INVALID or NAN keywords are set), for each result value the scale factor and bias are computed using only those kernel values that contributed to that result value. This ensures that all result values are comparable in magnitude, regardless of any missing data.

───

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Note ──

Also see "Filtering an Image" and "Sharpening an Image" (Chapter 8, *Image Processing in IDL*).

──

The first example uses a kernel to detect diagonal lines in an image. The code uses *Scale_Factor* and BIAS to ensure that the result values are still within the range of byte values.

```
; Sample image
array = READ_PNG( FILEPATH('mineral.png', $
   SUBDIRECTORY=['examples','data']) )

; Edge detection kernel
kernel = [ [0,1,0],[-1,0,1],[0,-1,0] ]

; Convolution with scale factor = total(abs(kernel)
; bias = (sum of abs of negative kernels)*(255/Scale)
result = CONVOL( array, kernel, 4, BIAS=2.0*255/4 )

LOADCT, 39, /SILENT
TVLCT, r, g, b, /GET
IIMAGE, array, VIEW_GRID=[2,1], RGB_TABLE=[[r],[g],[b]]
IIMAGE, result, /VIEW_NEXT, RGB_TABLE=[[r],[g],[b]]
```

Figure 5-16 shows the result of running this code.
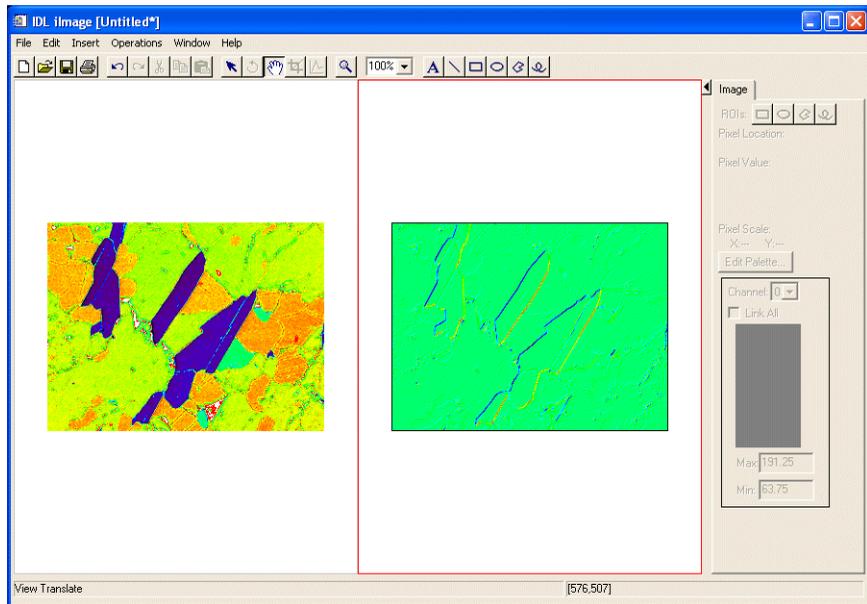
Figure 5-16: CONVOL Example of Detecting Diagonal Lines

The second example smooths a noisy image that has missing data and use the
NORMALIZE keyword to automatically remove much of the missing data.

```
; Array with noise
array = HANNING(300,300) + 0.1*RANDOMN(s,300,300)

; Convert to bytes from [1, 255]
array = BYTSCL( array, TOP=254 )

; Add some missing scanlines, plus a large region
array[*, RANDOMU(s,40)*300] = 255
array[*, 10:20] = 255

; Simple Gaussian kernel
kernel = [$
   [ 1,  8, 15,  8, 1], $
   [ 8, 63,127, 63, 8], $
   [15,127,255,127,15], $
   [ 8, 63,127, 63, 8], $
   [ 1,  8, 15,  8, 1]]
```

```
; Values of 255 are flagged as invalid (missing)
; and replaced by 0 if there are no valid values
; within the kernel
result = CONVOL( array, kernel, INVALID=255, MISSING=0, $
   /NORMALIZE, /EDGE_ZERO )

IIMAGE, array, VIEW_GRID=[2,1], RGB_TABLE=39
IIMAGE, result, /VIEW_NEXT, RGB_TABLE=39
```

Figure 5-17 shows the result of running this code.
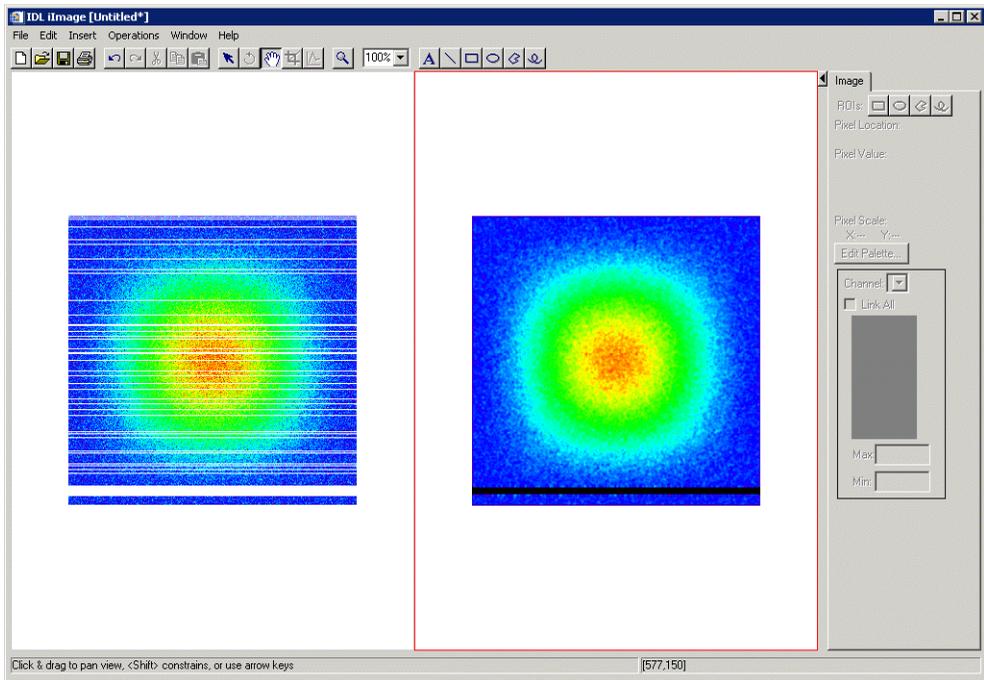
Figure 5-17: CONVOL Example of Smoothing a Noisy Image with Missing Data

Version History

Original	Introduced
6.2	Added BIAS, EDGE_ZERO, INVALID, and NORMALIZE keywords

See Also

BLK_CON

COORD2TO3

The COORD2TO3 function converts normalized X and Y screen coordinates to 3D data coordinates.

Note

A valid 3D transform must exist in !P.T or be specified by the PTI keyword. The axis scaling variables, !X.S, !Y.S and !Z.S must be valid.

This routine is written in the IDL language. Its source code can be found in the file coord2to3.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = COORD2TO3(*Mx*, *My*, *Dim*, *D0* [, *PTI*])

Return Value

Returns a three-element vector containing 3D data coordinates given the normalized X and Y screen coordinates and one of the three data coordinates.

Arguments

Mx, My

The normalized X and Y screen coordinates.

Dim

A parameter used to specify which data coordinate is fixed. Use 0 for a fixed X data coordinate, 1 for a fixed Y data coordinate, or 2 for a fixed Z data coordinate.

D0

The value of the fixed data coordinate.

PTI

The inverse of !P.T. If this parameter is not supplied, or set to 0, COORD2TO3 computes the inverse. If this routine is to be used in a loop, the caller should supply PTI for highest efficiency.

Keywords

None.

Examples

To return the data coordinates of the mouse, fixing the data Z value at 10, enter the commands:

```
;Make sure a transformation matrix exists.
CREATE_VIEW

;Get the normalized mouse coords.
CURSOR, X, Y, /NORM

;Print the 3D coordinates.
PRINT, COORD2TO3(X, Y, 2, 10.0)
```

See Also

CONVERT_COORD, CREATE_VIEW, CV_COORD, SCALE3, T3D

COPY_LUN

The COPY_LUN procedure copies data between two open files. It allows you to transfer a known amount of data from one file to another without needing to have the data available in an IDL variable. COPY_LUN can copy a fixed amount of data, specified in bytes or lines of text, or it can copy from the current position of the file pointer in the input file to the end of that file.

COPY_LUN copies data between open files. To copy entire files based on their names, see the FILE_COPY procedure. To read and discard a known amount of data from a file, see the SKIP_LUN.

Syntax

COPY_LUN, *FromUnit*, *ToUnit* [, *Num*] [, /EOF] [, /LINES]
   [, /TRANSFER_COUNT]

Arguments

FromUnit

An integer that specifies the file unit for the file from which data is to be taken (the *source* file). Data is copied from *FromUnit*, starting at the current position of the file pointer. The file pointer is advanced as data is read. The file specified by *FromUnit* must be open, and must not have been opened with the RAWIO keyword to OPEN.

ToUnit

An integer that specifies the file unit for the file to which data is to be written (the *destination* file). Data is written to *ToUnit*, starting at the current position of the file pointer. The file pointer is advanced as data is written. The file specified by *ToUnit* must be open for output (OPENW or OPENU), and must not have been opened with the RAWIO keyword to OPEN.

Num

The amount of data to transfer between the two files. This value is specified in bytes, unless the LINES keyword is specified, in which case it is taken to be the number of text lines. If *Num* is not specified, COPY_LUN acts as if the EOF keyword has been set, and copies all data in *FromUnit* (the source file) from the current position of the file pointer to the end of the file.

If *Num* is specified and the source file comes to end of file before the specified amount of data is transferred, COPY_LUN issues an end-of-file error. The EOF keyword alters this behavior.

Keywords

EOF

Set this keyword to ignore the value given by *Num* (if present) and instead transfer all data between the current position of the file pointer in *FromUnit* and the end of the file.

Note ———

If EOF is set, no end-of-file error is issued even if the amount of data transferred does not match the amount specified by *Num*. The TRANSFER_COUNT keyword can be used with EOF to determine how much data was transferred.

——

LINES

Set this keyword to indicate that the *Num* argument specifies the number of lines of text to be transferred. By default, the *Num* argument specifies the number of bytes of data to transfer.

TRANSFER_COUNT

Set this keyword equal to a named variable that will contain the amount of data transferred. If LINES is specified, this value is the number of lines of text. Otherwise, it is the number of bytes. TRANSFER_COUNT is primarily useful when the *Num* argument is not specified or the EOF keyword is present. If *Num* is specified and the EOF keyword is not present, TRANSFER_COUNT will be the same as the value specified for *Num*.

Examples

Copy the next 100000 bytes of data between two files:

```
COPY_LUN, FromUnit, ToUnit, 100000
```

Copy the next 8 lines of text between two files:

```
COPY_LUN, FromUnit, ToUnit, 8, /LINES
```

Copy the remainder of the data in one file to another, and use the
TRANSFER_COUNT keyword to determine how much data was copied:

```
COPY_LUN, FromUnit, ToUnit, /EOF, TRANSFER_COUNT=n
```

Copy the remaining lines of text from one file to another, and use the
TRANSFER_COUNT keyword to determine how many lines were transferred.

```
COPY_LUN, FromUnit, ToUnit, /EOF, /LINES, TRANSFER_COUNT=n
```

Version History

5.6	Introduced

See Also

CLOSE, EOF, FILE_COPY, FILE_LINK, FILE_MOVE,
OPENR/OPENU/OPENW, READ/READF, SKIP_LUN, WRITEU

CORRELATE

The CORRELATE function computes the linear Pearson correlation coefficient of two vectors or the correlation matrix of an *m* x *n* array. Alternatively, this function computes the covariance of two vectors or the covariance matrix of an *m* x *n* array.

This routine is written in the IDL language. Its source code can be found in the file correlate.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CORRELATE(*X* [, *Y*] [, /COVARIANCE] [, /DOUBLE])

Return Value

If vectors of unequal lengths are specified, the longer vector is truncated to the length of the shorter vector and a single correlation coefficient is returned. If an *m* x *n* array is specified, the result will be an *m* x *m* array of linear Pearson correlation coefficients, with the element *i*,*j* corresponding to correlation of the *i*th and *j*th columns of the input array.

Arguments

X

A vector or an *m* x *n* array. *X* can be integer, single-, or double-precision floating-point.

Y

An integer, single-, or double-precision floating-point vector. If *X* is an *m* x *n* array, *Y* should not be supplied.

Keywords

COVARIANCE

Set this keyword to compute the sample covariance rather than the correlation coefficient.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

Define the data vectors.

```
X = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71]
Y = [68, 66, 68, 65, 69, 66, 68, 65, 71, 67, 68, 70]
```

Compute the linear Pearson correlation coefficient of x and y. The result should be 0.702652:

```
PRINT, CORRELATE(X, Y)
```

IDL prints:

```
0.702652
```

Compute the covariance of x and y. The result should be 3.66667.

```
PRINT, CORRELATE(X, Y, /COVARIANCE)
```

IDL prints:

```
3.66667
```

Define an array with x and y as its columns.

```
A = TRANSPOSE([[X],[Y]])
```

Compute the correlation matrix.

```
PRINT, CORRELATE(A)
```

IDL prints:

```
    1.00000    0.702652
    0.702652   1.00000
```

Version History

Pre 4.0	Introduced

See Also

A_CORRELATE, C_CORRELATE, M_CORRELATE, P_CORRELATE, R_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

COS

The periodic function COS returns the trigonometric cosine of X.

Syntax

Result = COS(*X*)

Return Value

Returns the trigonometric cosine of X.

Arguments

X

The angle for which the cosine is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. When applied to complex numbers:

$$COS(x) = (EXP(i*x) + 1/EXP(i*x))/2$$

where *i* is defined as COMPLEX(0, 1).

If *X* is an array, the result has the same structure, with each element containing the cosine of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the cosine of 0.5 radians and print the result by entering:

```
PRINT, COS(.5)
```

IDL prints:

```
0.877583
```

Version History

Original	Introduced

See Also

ACOS, COSH

COSH

The COSH function returns the hyperbolic cosine of *X*.

Syntax

Result = COSH(*X*)

Return Value

Returns the hyperbolic cosine of *X*.

Arguments

X

The value for which the hyperbolic cosine is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. COSH is defined as:

$\mathrm{COSH}(u) = (e^u + e^{-u}) / 2$

If *X* is an array, the result has the same structure, with each element containing the hyperbolic cosine of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Find the hyperbolic cosine of 0.5 radians and print the result by entering:

```
PRINT, COSH(.5)
```

IDL prints:

```
1.12763
```

Version History

Original	Introduced

See Also

ACOS, COS

CPU

The CPU procedure is used to change the values stored in the read-only !CPU system variable, which in turn controls the way IDL uses the system processor or processors.

Note ───

Not all routines are affected by changes to the !CPU system variable. Those routines that *are* affected can override some of the values in the !CPU system variable by setting *thread pool keywords*, which change the way IDL uses the system processor(s) during a single invocation of the routine. A list of thread pool keywords appears at the end of the keywords list for each routine that is affected by the state of the !CPU system variable.

──

Syntax

CPU [, /RESET] [, RESTORE = *structure*] [,TPOOL_MAX_ELTS = *NumMaxElts*]
 [,TPOOL_MIN_ELTS = *NumMinElts*] [,TPOOL_NTHREADS = *NumThreads*]
 [,/VECTOR_ENABLE]

Arguments

None.

Keywords

RESET

Set this keyword to cause the CPU procedure to reset the values contained in the !CPU system variable to the values it had when IDL was started. See "Restoring !CPU Values" on page 409 for more information on this topic. The RESET and RESTORE keywords are mutually exclusive; only one of them can be specified in a given call to CPU.

RESTORE

Set this keyword equal to a structure of type !CPU to set the !CPU system variable with the values contained in the structure. See "Restoring !CPU Values" on page 409 for more information on this topic. The RESET and RESTORE keywords are mutually exclusive; only one of them can be specified in a given call to CPU.

TPOOL_MAX_ELTS

This keyword changes the value returned by !CPU.TPOOL_MAX_ELTS.

Set this keyword to a non-zero value to set the maximum number of data elements involved in a computation that uses the thread pool. If the number of elements in the computation exceeds the number contained in !CPU.TPOOL_MAX_ELTS, IDL will not use the thread pool for the computation. Setting this value to 0 removes any limit on maximum number of elements, and any computation with at least !CPU.TPOOL_MIN_ELTS will use the thread pool.

See "Possible Drawbacks to the Use of the IDL Thread Pool" (Chapter 10, *Application Programming*) for discussion of the circumstances under which it may be useful to specify a maximum number of elements for computations that use the thread pool.

TPOOL_MIN_ELTS

This keyword changes the value returned by !CPU.TPOOL_MIN_ELTS.

Set this keyword to a non-zero value to set the minimum number of data elements involved in a computation that uses the thread pool. If the number of elements in the computation is less than the number contained in !CPU.TPOOL_MIN_ELTS, IDL will not use the thread pool for the computation. Use this keyword to prevent IDL from using the thread pool on tasks that are too small to benefit from it.

See "Possible Drawbacks to the Use of the IDL Thread Pool" (Chapter 10, *Application Programming*) for discussion of the circumstances under which it may be useful to specify a minimum number of elements for computations that use the thread pool.

TPOOL_NTHREADS

This keyword changes the value returned by !CPU.TPOOL_NTHREADS.

Set this keyword to the number of threads IDL should use when performing computations that take advantage of the thread pool. By default, IDL will use !CPU.HW_NCPU threads, so that each thread will have the potential to run in parallel with the others. Set this keyword equal to 0 (zero) to ensure that !CPU.HW_NCPU threads will be used. Set this keyword equal to 1 (one) to disable use of the thread pool.

Note

For numerical computation, there is no benefit to using more threads than your system has CPUs. However, depending on the size of the problem and the number of other programs running on the system, there may be a performance advantage to using *fewer* CPUs. See "Possible Drawbacks to the Use of the IDL Thread Pool" (Chapter 10, *Application Programming*) for a discussion of the circumstances under which using fewer than the maximum number of CPUs makes sense.

!CPU.TPOOL_NTHREADS is initialized with the value of the IDL_CPU_TPOOL_NTHREADS preference at startup. On systems shared by multiple users, you may wish to set this preference so that IDL uses the specified number of threads instead of defaulting to the number of CPUs present in the underlying hardware. For more information, see "!CPU Settings Preferences" (Appendix E, *IDL Reference Guide*).

VECTOR_ENABLE

This keyword changes the value returned by !CPU.VECTOR_ENABLE.

Set this keyword to enable use of the system's vector unit (e.g. Macintosh Altivec/Velocity Engine) if one is present. Set this keyword equal to 0 (zero) explicitly disable such use. This keyword is ignored if the current system does not support a vector unit (that is, if !CPU.HW_VECTOR =0).

Restoring !CPU Values

It is sometimes necessary to alter the way IDL uses the system processor or processors for a section of code, and then to restore IDL to the settings in effect before the code section was executed. It is often possible to accomplish this using the thread pool keywords to specific routines; in some circumstances, however, this approach may be inconvenient or ineffective. For example:

- If the section of code includes many routines for which alterations are required, the repetition of the keywords is inconvenient and error prone.

- Binary and unary operators that use the thread pool do not accept keywords.

- There is no keyword equivalent to the !CPU.VECTOR_ENABLE field.

- Future versions of IDL may provide additional CPU options; adding keywords to your code to invoke these options could pose maintenance problems.

- You may be working with IDL routines you did not write.

In all of these cases, the answer is to use the CPU procedure to alter the value of the !CPU system variable to suit the needs of your code, execute the code, and then reset !CPU to the state it had initially. It is possible to do this by using the individual keywords to CPU, as shown below:

```
save_cpu = !CPU              ; Save the current configuration
CPU, TPOOL_NTHREADS=2, ...   ; Change the current configuration
...                          ; Carry out a computation
; Restore the CPU state
CPU, TPOOL_MAX_ELTS=save_cpu.tpool_max_elts, $
   TPOOL_MIN_ELTS=save_cpu.tpool_min_elts, $
   TPOOL_NTHREADS=save_cpu.tpool_nthreads
```

There are two obvious problems with this approach: it is tedious and error prone, and if new versions of IDL add new CPU attributes, your code will require updates in order to reset them.

The RESTORE keyword to CPU solves both of these problems. When a structure of type !CPU is supplied using the RESTORE keyword, IDL adjusts the !CPU system variable to match the structure. Using RESTORE, the above example becomes:

```
save_cpu = !CPU
CPU, TPOOL_NTHREADS=2, ...
...
CPU, RESTORE=save_cpu
```

The RESET keyword is similar to RESTORE, but it resets the !CPU system variable to the values it had when IDL first started. The syntax is:

```
CPU, /RESET
```

The RESET keyword is useful in *ad hoc* analysis, when you've made changes to the !CPU system variable manually (perhaps as an experiment), and you wish to bring !CPU back to its default state for your machine without exiting and restarting IDL.

RESET and RESTORE are mutually exclusive — only one of them can be used in a given call to the CPU procedure. However, they are allowed in conjunction with the other keywords to CPU. In such cases, the explicit keywords take precedence over the values from the RESET or RESTORE keywords. For example, the following statement changes the number of threads used by the IDL thread pool to 3, and sets all other CPU parameters to the values contained in a variable named `save_cpu`:

```
CPU, TPOOL_NTHREADS=3, RESTORE=save_cpu
```

Example

Configure !CPU so that by default, IDL will use two threads for computations that involve more than 5000 data values.

```
CPU, TPOOL_MIN_ELTS=5000, TPOOL_NTHREADS=2
```

Version History

5.5	Introduced
6.1	Added RESET and RESTORE keywords

See Also

!CPU, Chapter 10, "Multithreading in IDL" (*Application Programming*).

CRAMER

The CRAMER function solves an *n* by *n* linear system of equations using Cramer's rule.

This routine is written in the IDL language. Its source code can be found in the file `cramer.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CRAMER(*A*, *B* [, /DOUBLE] [, ZERO=*value*])

Return Value

Returns the solution of an *n* by *n* linear system of equations using Cramer's rule.

Arguments

A

An *n* by *n* single- or double-precision floating-point array.

B

An *n*-element single- or double-precision floating-point vector.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ZERO

Use this keyword to set the value of the floating-point zero. A floating-point zero on the main diagonal of a triangular array results in a zero determinant. A zero determinant results in a "Singular matrix" error and stops the execution of CRAMER. For single-precision inputs, the default value is 1.0×10^{-6}. For double-precision inputs, the default value is 1.0×10^{-12}.

Examples

Define an array A and right-hand side vector B.

```
A = [[ 2.0,  1.0,  1.0], $
     [ 4.0, -6.0,  0.0], $
     [-2.0,  7.0,  2.0]]
B = [3.0, 10.0, -5.0]

;Compute the solution and print.
PRINT, CRAMER(A,B)
```

IDL prints:

```
1.00000     -1.00000      2.00000
```

Version History

Pre 4.0	Introduced

See Also

CHOLSOL, GS_ITER, LU_COMPLEX, LUSOL, SVSOL, TRISOL

CREATE_CURSOR

The CREATE_CURSOR function creates an image array from a string array that represents a 16 by 16 cursor. The returned image array can be passed to the REGISTER_CURSOR procedure *Image* argument. This allows you to quickly design a cursor using a simple string array.

Syntax

Result = CREATE_CURSOR(*StringArray* [, HOTSPOT=*variable*]
   [, MASK=*variable*])

Return Value

Translates the input string array into an image that satisfies the *Image* argument of the REGISTER_CURSOR procedure.

Arguments

StringArray

This must be a 16 element string array of 16 characters each that represents a window cursor. The array can consist of the "#" character, space and non-space characters, and optionally, a "$" character as follows:

- The "#" characters define the black outline of the cursor.

- Any non-space characters define the shape of the white mask. Adding a mask ensures the cursor's visibility in light and dark areas of a visualization. Use the MASK keyword to return the array of masked out values.

- The "$" defines a hot spot. Use the HOTSPOT keyword to return the location of this character within the string array.

Keywords

HOTSPOT

Set this keyword to a variable that will contain a two-element vector indicating the location of the "$" character in the *StringArray*. This is considered to be the mouse position of the cursor. If there is no "$" present, then [0,0] is returned. This variable can be directly passed to the HOTSPOT keyword of REGISTER_CURSOR.

MASK

Set this keyword to return a 16 by 16 byte array containing any non-space characters, which indicates the area to be masked out. This variable can be passed to the MASK keyword of REGISTER_CURSOR.

Examples

The following code creates a simple cursor. Define a string array representing the body and mask portions of the cursor. Notice the hotspot ("$") in the cursor structure.

```
strArray = [ $
   '       .        ', $
   '      .#.       ', $
   '     .###.      ', $
   '    .#####.     ', $
   '    ....#....   ', $
   '  .#. .#. .#.   ', $
   ' .##...#...##.  ', $
   '.######$######. ', $
   ' .##...#...##.  ', $
   '  .#. .#. .#.   ', $
   '    ....#....   ', $
   '    .#####.     ', $
   '     .###.      ', $
   '      .#.       ', $
   '       .        ', $
   '                ']
cursor_image = CREATE_CURSOR(strArray, HOTSPOT=hotspot, MASK=mask)
REGISTER_CURSOR, 'translate', cursor_image, HOTSPOT=hotspot, $
   MASK=mask
```

After registering a cursor, you can set the current cursor using the IDLgrWindow::SetCurrentCursor method. The previous string results in the following cursor.

Figure 5-18: String Array Translated into a Cursor

Version History

6.1	Introduced

See Also

REGISTER_CURSOR, IDLgrWindow::SetCurrentCursor,
IDLitManipulator::RegisterCursor, IDLitManipulator::GetCursorType

CREATE_STRUCT

The CREATE_STRUCT function creates a structure given pairs of tag names and values. CREATE_STRUCT can also be used to concatenate structures.

Syntax

Result = CREATE_STRUCT(*[Tag$_1$, Values$_1$, ..., Tag$_n$, Values$_n$] [, Structures$_n$]*
  [, NAME=*string*])

or

Result = CREATE_STRUCT(*[Tags, Values$_1$, ..., Values$_n$] [, Structures$_n$]*
  [, NAME=*string*])

Return Value

Returns a structure composed of given pairs of tag names and values.

Arguments

Tags

The structure tag names. Tag names may be specified either as scalar strings or a single string array. If scalar strings are specified, values alternate with the tag names. If a string array is provided, values must still be specified individually. Tag names must be enclosed in quotes. Tag names may not be IDL Reserved Words, and must be unique within a given structure, although the same tag name can be used in more than one structure. Tag names follow the rules of IDL identifiers: they must begin with a letter; following characters can be letters, digits, or the underscore or dollar sign characters; and case is ignored.

Note

If a tag name contains spaces, CREATE_STRUCT will replace the spaces with underscores. For example, if you specify a tag name of `'my tag'`, the tag will be created with the name `'my_tag'`.

Values

The values for the structure fields. The number of *Values* arguments must match the number of *Tags* arguments (if tags are specified as scalar strings) or the number of elements of the *Tags* array (if tags are specified as a single array.)

Structures

One or more existing structure variables whose tags and values will be inserted into the new structure. When concatenating structures in this manner, the following rules apply:

- All tag names, whether specified via the *Tags* argument or in an existing structure variable, must be unique.

- Names of named structures included via the *Structures* arguments are not used in the newly-created structure.

- *Structures* arguments can be interspersed with groups of *Tags* and *Values* arguments in the call to CREATE_STRUCT. Use caution, however, to ensure that the number of *Tags* and *Values* in each group are equal, to avoid inserting a structure variable as the value of a single tag when you mean to include the structure's data as individual tags and values.

Keywords

NAME

To create a named structure, set this keyword equal to a string specifying the structure name. If this keyword is not present, an anonymous structure is created. Structure names must begin with a letter; following characters can be letters, digits, or the underscore or dollar sign characters; and case is ignored.

If NAME is specified and no plain arguments (tags, values, or structures) are present, then CREATE_STRUCT will return a structure of known type, either from IDL's internal table of already known named structures or by locating the appropriate __define.pro file for that structure in the current IDL search path (!PATH) and executing it. Hence, the following IDL statements are equivalent:

```
Result = { mystruct }
Result = CREATE_STRUCT(NAME='mystruct')
```

The CREATE_STRUCT version can be convenient in situations where the name of the structure is computed at runtime, and the EXECUTE function is not available (e.g., code running in the free IDL Virtual Machine environment, in which EXECUTE is disallowed).

Examples

To create the anonymous structure { A: 1, B: `'xxx'` } in the variable *P*, enter:

```
p = CREATE_STRUCT('A', 1, 'B', 'xxx')
```

To add the fields "FIRST" and "LAST" to the structure, enter the following:

```
p = CREATE_STRUCT('FIRST', 0, p, 'LAST', 3)
```

The resulting structure contains { FIRST: 0, A: 1, B: 'xxx', LAST: 3}.

Finally, consider the following statements:

```
s1 = {Struct1, Tag1:'AAA', Tag2:'BBB'}
s2 = {Struct2, TagA:100, TagB:200}
s3 = CREATE_STRUCT(NAME='Struct3', ['A','B','C'], 1, 2, s1, s2)
```

Here, the variable s3 contains the following named structure:

{Struct3, A: 1, B: 2, C:{Struct1, Tag1: 'AAA', Tag2: 'BBB'}, TagA: 100, TagB: 200}

Note that the value of s3.C is itself a "Struct1" structure, since the structure variable s1 was interpreted as a *Values* argument, whereas the structure variable s2 was interpreted as a *Structures* argument, thus including the tags from the "Struct2" structure directly in the new structure.

Version History

Pre 4.0	Introduced
6.1	Added NAME keyword

See Also

IDL_VALIDNAME, N_TAGS, TAG_NAMES, Chapter 16, "Structures" (*Application Programming*).

CREATE_VIEW

The CREATE_VIEW procedure sets the various system variables required to define a coordinate system and a 3-D view. This procedure builds the system viewing matrix (!P.T) in such a way that the correct aspect ratio of the data is maintained even if the display window is not square. CREATE_VIEW also sets the "Data" to "Normal" coordinate conversion factors (!X.S, !Y.S, and !Z.S) so that center of the unit cube will be located at the center of the display window.

CREATE_VIEW sets the following IDL system variables:

!P.T	!X.S	!Y.S	!Z.S
!P.T3D	!X.Style	!Y.Style	!Z.Style
!P.Position	!X.Range	!Y.Range	!Z.Range
!P.Clip	!X.Margin	!Y.Margin	!Z.Margin
!P.Region			

This routine is written in the IDL language. Its source code can be found in the file create_view.pro in the lib subdirectory of the IDL distribution.

Syntax

CREATE_VIEW [, AX=*value*] [, AY=*value*] [, AZ=*value*] [, PERSP=*value*]
    [, /RADIANS] [, WINX=*pixels*] [, WINY=*pixels*] [, XMAX=*scalar*]
    [, XMIN=*scalar*] [, YMAX=*scalar*] [, YMIN=*scalar*] [, ZFAC=*value*]
    [, ZMAX=*scalar*] [, ZMIN=*scalar*] [, ZOOM=*scalar or 3-element vector*]

Arguments

This procedure has no required arguments.

Keywords

AX

A floating-point value specifying the orientation (X rotation) of the view. The default is 0.0.

AY

A floating-point value specifying the orientation (Y rotation) of the view. The default is 0.0.

AZ

A floating-point value specifying the orientation (Z rotation) of the view. The default is 0.0.

PERSP

A floating-point value specifying the perspective projection distance. A value of 0.0 indicates an isometric projection (NO perspective). The default is 0.0.

RADIANS

Set this keyword if AX, AY, and AZ are specified in radians. The default is degrees.

WINX

A long integer specifying the X size, in pixels, of the window that the view is being set up for. The default is 640.

WINY

A long integer specifying the Y size, in pixels, of the window that the view is being set up for. The default is 512.

XMAX

A scalar specifying the maximum data value on the X axis. The default is 1.0.

XMIN

A scalar specifying the minimum data value on the X axis. The default is 0.0.

YMAX

A scalar specifying the maximum data value on the Y axis. The default is 1.0.

YMIN

A scalar specifying the minimum data value on the Y axis. The default is 0.0.

ZFAC

Set this keyword to a floating-point value to expand or contract the view in the Z dimension. The default is 1.0.

ZMAX

A scalar specifying the maximum data value on the Z axis. The default is 1.0.

ZMIN

A scalar specifying the minimum data value on the Z axis. The default is 0.0.

ZOOM

A floating-point number or 3-element vector specifying the view zoom factor. If zoom is a single value then the view will be zoomed equally in all 3 dimensions. If zoom is a 3-element vector then the view will be scaled zoom[0] in X, zoom[1] in Y, and zoom[2] in Z. The default is 1.0.

Examples

Set up a view to display an iso-surface from volumetric data. First, create some data:

```
vol = FLTARR(40, 50, 30)
vol(3:36, 3:46, 3:26) = RANDOMU(S, 34, 44, 24)
FOR I = 0, 10 DO vol = SMOOTH(vol, 3)
```

Generate the iso-surface.

```
SHADE_VOLUME, vol, 0.2, polygon_list, vertex_list, /LOW
```

Set up the view. Note that the subscripts into the Vol array range from 0 to 39 in X, 0 to 49 in Y, and 0 to 29 in Z. As such, the 3-D coordinates of the iso-surface (vertex_list) may have the same range. Set XMIN, YMIN, and ZMIN to zero (the default), and set XMAX=39, YMAX=49, and ZMAX=29.

```
WINDOW, XSIZE = 600, YSIZE = 400
CREATE_VIEW, XMAX = 39, YMAX = 49, ZMAX = 29, $
  AX = (-60.0), AZ = (30.0), WINX = 600, WINY = 400, $
  ZOOM = (0.7), PERSP = (1.0)
```

Display the iso-surface in the specified view.

```
img = POLYSHADE(polygon_list, vertex_list, /DATA, /T3D)
TVSCL, img
```

Version History

Pre 4.0	Introduced

See Also

SCALE3, T3D

CROSSP

The CROSSP function returns a vector that is the cross-product of two input vectors, *V1* and *V2*.

Syntax

Result = CROSSP(*V1*, *V2*)

Return Value

Returns a floating-point vector that is the cross-product of two 3-element vectors, *V1* and *V2*.

Arguments

V1, V2

Three-element vectors.

Version History

Original	Introduced

See Also

"Matrix Operators" (Chapter 12, *Application Programming*).

CRVLENGTH

The CRVLENGTH function computes the length of a curve with a tabular representation, $Y[i] = F(X[i])$.

Warning ─────────────────────────────────────

Data that is highly oscillatory requires a sufficient number of samples for an accurate curve length computation.

───

This routine is written in the IDL language. Its source code can be found in the file crvlength.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CRVLENGTH(*X*, *Y* [, /DOUBLE])

Return Value

Returns the curve length.

Arguments

X

An *n*-element single- or double-precision floating-point vector. *X* must contain at least three elements, and values must be specified in ascending order. Duplicate *X* values will result in a warning message.

Y

An *n*-element single- or double-precision floating-point vector.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Example

```
;Define a 21-element vector of X-values:
x = [-2.00, -1.50, -1.00, -0.50, 0.00, 0.50, 1.00, 1.50, 2.00, $
2.50,  3.00,  3.50,  4.00, 4.50, 5.00, 5.50, 6.00, 6.50, $
7.00,  7.50,  8.00]

;Define a 21-element vector of Y-values:
y = [-2.99, -2.37, -1.64, -0.84, 0.00, 0.84, 1.64, 2.37, 2.99, $
3.48,  3.86,  4.14,  4.33, 4.49, 4.65, 4.85, 5.13, 5.51, $
6.02,  6.64,  7.37]

;Compute the length of the curve:
result = CRVLENGTH(x, y)

Print, result
```

IDL prints:

```
14.8115
```

Version History

5.0	Introduced

See Also

INT_TABULATED, PNT_LINE, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

CT_LUMINANCE

The CT_LUMINANCE function calculates the luminance of colors.

This routine is written in the IDL language. Its source code can be found in the file `ct_luminance.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CT_LUMINANCE([*R*, *G*, *B*] [, BRIGHT=*variable*] [, DARK=*variable*] [, /READ_TABLES])

Return Value

The function returns an array containing the luminance values of the specified colors. If the *R*, *G*, and *B* parameters are not specified, or if *R* is of integer, byte or long type, the result is a longword array with the same number of elements as the input arguments. Otherwise, the result is a floating-point array with the same number of elements as the input arguments.

Arguments

R

An array representing the red color table. If omitted, the color values from either the COLORS common block, or the current color table are used.

G

An array representing the green color table. This parameter is optional.

B

An array representing the blue color table. This parameter is optional.

Keywords

BRIGHT

Set this keyword to a named variable in which the array index of the brightest color is returned.

DARK

Set this keyword to a named variable in which the array index of the darkest color is returned.

READ_TABLES

Set this keyword, and don't specify the *R, G*, and *B* arguments, to read colors directly from the current colortable (using TVLCT, /GET) instead of using the COLORS common block.

Version History

Pre 4.0	Introduced

See Also

GAMMA_CT, STRETCH

CTI_TEST

The CTI_TEST function constructs a "contingency table" from an array of observed frequencies and tests the hypothesis that the rows and columns are independent using an extension of the chi-square goodness-of-fit test.

This routine is written in the IDL language. Its source code can be found in the file `cti_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CTI_TEST(*Obfreq* [, COEFF=*variable*] [, /CORRECTED]
   [, CRAMV=*variable*] [, DF=*variable*] [, EXFREQ=*variable*]
   [, RESIDUAL=*variable*])

Return Value

Returns a two-element vector containing the chi-square test statistic χ^2 and the one-tailed probability of obtaining a value of χ^2 or greater.

Arguments

Obfreq

An *m* x *n* array containing observed frequencies. *Obfreq* can contain either integer, single-precision , double-precision floating-point values.

Keywords

COEFF

Set this keyword to a named variable that will contain the coefficient of contingency. The coefficient of contingency is a non-negative scalar, in the interval [0.0, 1.0], which measures the degree of dependence within a contingency table. The larger the value of COEFF, the greater the degree of dependence.

CORRECTED

Set this keyword to use the Yate's correction for continuity" when computing the chi-squared test statistic, χ^2. The Yate's correction always decreases the magnitude of χ^2. In general, this keyword should be set for small sample sizes.

CRAMV

Set this keyword to a named variable that will contain Cramer's V. Cramer's V is a non-negative scalar, in the interval [0.0, 1.0], which measures the degree of dependence within a contingency table.

DF

Set this keyword to a named variable that will contain the number of degrees of freedom used to compute the probability of obtaining the value of the chi-squared test statistic or greater. DF = $(n - 1) * (m - 1)$ where m and n are the number of columns and rows of the contingency table, respectively.

EXFREQ

Set this keyword to a named variable that will contain an array of m-columns and n-rows containing expected frequencies. The elements of this array are often referred to as the "cells" of the expected frequencies. The expected frequency of each cell is computed as the product of row and column marginal frequencies divided by the overall total of observed frequencies.

RESIDUAL

Set this keyword to a named variable that will contain an array of m-columns and n-rows containing signed differences between corresponding cells of observed frequencies and expected frequencies.

Examples

Define a 5-column and 4-row array of observed frequencies.

```
obfreq = [[748, 821, 786, 720, 672], $
          [ 74,  60,  51,  66,  50], $
          [ 31,  25,  22,  16,  15], $
          [  9,  10,   6,   5,   7]]
```

Test the hypothesis that the rows and columns of "obfreq" contain independent data at the 0.05 significance level.

```
result = CTI_TEST(obfreq, COEFF = coeff)
```

The result should be the two-element vector [14.3953, 0.276181].

The computed value of 0.276181 indicates that there is no reason to reject the proposed hypothesis at the 0.05 significance level. The coefficient of contingency returned in the parameter "coeff" (coeff = 0.0584860) also indicates the lack of

dependence between the rows and columns of the observed frequencies. Setting the CORRECTED keyword returns the two-element vector [12.0032, 0.445420] and (coeff = 0.0534213) resulting in the same conclusion of independence.

Version History

Pre 4.0	Introduced

See Also

CORRELATE, M_CORRELATE, XSQ_TEST

CURSOR

The CURSOR procedure is used to read the position of the interactive graphics cursor from the current graphics device. Note that not all graphics devices have interactive cursors. CURSOR enables the graphic cursor on the device and optionally waits for the operator to position it. On devices that have a mouse, CURSOR normally waits until a mouse button is pressed (or already down). If no mouse buttons are present, CURSOR waits for a key on the keyboard to be pressed. The *X* and *Y* arguments are named variables that receive the cursor position. Normally, the position is reported in data coordinates, but the DATA, DEVICE, and NORMAL keywords can be used to explicitly specify the coordinate system.

When CURSOR returns, the `button` field of the system variable !MOUSE is set to the button status. Each mouse button is assigned a bit in the button field. Bit 0 is the leftmost button (value = 1), bit 1 is the middle button (value = 2), and bit 3 is the rightmost button (value = 4) for the typical three-button mouse. See "!MOUSE" on page 5496 for details.

Avoid Using CURSOR with Draw Widgets

Note that the CURSOR procedure is only for use with IDL direct graphics windows. It should not be used with draw widgets. To obtain the cursor position and button state information from a draw widget, set the BUTTON_EVENTS and MOTION_EVENTS keywords to WIDGET_DRAW, and examine the X, Y, PRESS, and RELEASE fields in the structures returned by the draw widget in response to cursor events. See WIDGET_DRAW for more information.

Using CURSOR with the TEK Device

Note that for the CURSOR procedure to work properly with Tektronix terminals, you may need to execute the command, DEVICE, GIN_CHARS=6.

Syntax

CURSOR, *X*, *Y* [, *Wait* / [, /CHANGE | , /DOWN | , /NOWAIT | , /UP | , /WAIT]]
    [, /DATA | , /DEVICE, | , /NORMAL]

Arguments

X

A named variable to receive the cursor's current column position.

Y

A named variable to receive the cursor's current row position.

Wait

An integer that specifies the conditions under which CURSOR returns. This parameter can be used interchangeably with the keyword parameters listed below that specify the type of wait. The default value is 1. The table below describes each type of wait.

Note that not all modes of waiting work with all display devices.

Wait Value	Corresponding Keyword	Action
0	NOWAIT	Return immediately.
1	WAIT	Return if a button is down.
2	CHANGE	Return if a button is pressed, released, or the pointer is moved.
3	DOWN	Return when a button down transition is detected.
4	UP	Return when a button up transition is detected.

Table 5-10: Values for CURSOR Wait Parameter

Keywords

CHANGE

Set this keyword to wait for pointer movement or button transition within the currently selected window.

DATA

Set this keyword to return *X* and *Y* in data coordinates.

DOWN

Set this keyword to wait for a button down transition within the currently selected window.

DEVICE

Set this keyword to return *X* and *Y* in device coordinates.

NORMAL

Set this keyword to return *X* and *Y* in normalized coordinates.

NOWAIT

Set this keyword to read the pointer position and button status and return immediately. If the pointer is not within the currently selected window, the device coordinates -1, -1 are returned.

UP

Set this keyword to wait for a button up transition within the current window.

WAIT

Set this keyword to wait for a button to be depressed within the currently selected window. If a button is already pressed, return immediately.

Examples

Activate the graphics cursor, select a point in the graphics window, and return the position of the cursor in device coordinates. Enter:

```
CURSOR, X, Y, /DEVICE
```

Move the cursor over the graphics window and press the mouse button. The position of the cursor in device coordinates is stored in the variables X and Y. To label the location, enter:

```
XYOUTS, X, Y, 'X marks the spot.', /DEVICE
```

The following two programs demonstrate simple applications of the interactive graphics cursor and the CURSOR procedure.

The first routine is a simple drawing program. Straight lines are connected to positions marked with the left or middle mouse buttons until the right button is pressed.

```
PRO EX_DRAW
   ; Start with a blank screen:
   ERASE
   ; Get the initial point in normalized coordinates:
   CURSOR, X, Y, /NORMAL, /DOWN
```

```
; Repeat until right button is pressed. Get the second point.
; Draw the line. Make the current second point be the new first.
WHILE (!MOUSE.button NE 4) DO BEGIN
   CURSOR, X1, Y1, /NORM, /DOWN
   PLOTS,[X,X1], [Y,Y1], /NORMAL
   X = X1 & Y = Y1
ENDWHILE
END
```

The second simple procedure can be used to label plots using the cursor to position the text:

```
; Text is the string to be written on the screen:
PRO LABEL, TEXT
   ; Ask the user to mark the position:
   PRINT, 'Use the mouse to mark the text position:'
   ; Get the cursor position after pressing any button:
   CURSOR, X, Y, /NORMAL, /DOWN
   ; Write the text at the specified position.
   ; The NOCLIP keyword is used to ensure that
   ; the text will appear even if it is outside
   ; the plotting region.
   XYOUTS, X, Y, TEXT, /NORMAL, /NOCLIP
END
```

At the command line, set TEXT equal to the string of text you want to appear in the window. For example, enter,

```
Text = 'My Sample Text'
```

Compile and run the program by entering the following at the command line, passing your text string to the procedure:

```
LABEL, TEXT
```

Next, move the pointer device to the desired spot in the window and click the locator button. Consider how you might augment the LABEL procedure to allow you to specify the size and font of the annotation text.

Note ———

Also see "Cropping Images" (Chapter 2, *Image Processing in IDL*) for an example that uses the CURSOR function to extract a rectangular region of interest from an image.

———

Version History

Original	Introduced

See Also

RDPIX, TVCRS, CURSOR_CROSSHAIR (and other CURSOR_ keywords), WIDGET_DRAW, "!MOUSE" on page 5496

CURVEFIT

The CURVEFIT function uses a gradient-expansion algorithm to compute a non-linear least squares fit to a user-supplied function with an arbitrary number of parameters. The user-supplied function may be any non-linear function where the partial derivatives are known or can be approximated. Iterations are performed until the chi square changes by a specified amount, or until a maximum number of iterations have been performed.

This routine is written in the IDL language. Its source code can be found in the file `curvefit.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CURVEFIT(*X*, *Y*, *Weights*, *A* [, *Sigma*] [, CHISQ=*variable*] [, /DOUBLE]
   [, FITA=*vector*] [, FUNCTION_NAME=*string*] [, ITER=*variable*]
   [, ITMAX=*value*] [, /NODERIVATIVE] [, STATUS={0 | 1 | 2}] [, TOL=*value*]
   [, YERROR=*variable*])

Return Value

Returns a vector of values for the dependent variables, as fitted by the function fit. If *A* is double-precision or if the DOUBLE keyword is set, calculations are performed in double-precision arithmetic, otherwise they are performed in single-precision arithmetic.

Arguments

X

An *n*-element vector of independent variables.

Y

A vector of dependent variables. *Y* must have the same number of elements as *F* returned by the user-defined function.

Weights

For instrumental (Gaussian) weighting, set $Weights_i = 1.0/\text{standard\_deviation}(Y_i)^2$. For statistical (Poisson) weighting, $Weights_i = 1.0/Y_i$. For no weighting, set

$Weights_i$ = 1.0. If *Weights* is set to an undefined variable then no weighting will be used.

A

A vector with as many elements as the number of terms in the user-supplied function, containing the initial estimate for each parameter. On return, the vector *A* contains the fitted model parameters.

Sigma

A named variable that will contain a vector of standard deviations for the elements of the output vector *A*.

Note
If *Weights* is omitted, then you are assuming that your supplied model is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned for the *Sigma* argument are multiplied by SQRT(CHISQ/(*N-M*)), where *N* is the number of points in *X*, and *M* is the number of coefficients. See Section 15.2 of *Numerical Recipes in C (Second Edition)* for details.

Keywords

CHISQ

Set this keyword to a named variable that will contain the value of the reduced chi-square goodness-of-fit statistic.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

FITA

Set this keyword to a vector, with as many elements as *A*, which contains a zero for each fixed parameter, and a non-zero value for elements of *A* to fit. If not supplied, all parameters are taken to be non-fixed.

FUNCTION_NAME

Use this keyword to specify the name of the function to fit. If this keyword is omitted, CURVEFIT assumes that the IDL procedure FUNCT is to be used. If FUNCT is not already compiled, IDL compiles the function from the file funct.pro, located in the

lib subdirectory of the IDL distribution. FUNCT evaluates the sum of a Gaussian and a second-order polynomial.

The function to be fit must be written as an IDL procedure and compiled prior to calling CURVEFIT. The procedure must accept values of *X* (the independent variable), and *A* (the fitted function's initial parameter values). It must return values for *F* (the function's value at *X*), and optionally *PDER* (a 2D array of partial derivatives).

The return value for *F* must have the same number of elements as *Y*. The return value for *PDER* (if supplied) must be a 2D array with dimensions [N_ELEMENTS(*Y*), N_ELEMENTS(*A*)].

See the *Example* section below for an example function.

ITER

Set this keyword equal to a named variable that will contain the actual number of iterations performed.

ITMAX

Set this keyword to specify the maximum number of iterations. The default value is 20.

NODERIVATIVE

If this keyword is set, the routine specified by the FUNCTION_NAME keyword will not be requested to provide partial derivatives. The partial derivatives will be estimated by CURVEFIT using forward differences. If analytical derivatives are available they should always be used.

STATUS

Set this keyword to a named variable that will contain an integer indicating the status of the computation. Possible return values are:

0	The computation was successful.
1	The computation failed. Chi-square was increasing without bounds.
2	The computation failed to converge in ITMAX iterations.

TOL

Use this keyword to specify the desired convergence tolerance. The routine returns when the relative decrease in chi-squared is less than TOL in one iteration. The default value is 1.0×10^{-3}.

YERROR

Set this keyword to a named variable that will contain the standard error between YFIT and Y.

Examples

Fit a function of the form `F(x) = a * exp(b*x) + c` to sample pairs contained in arrays *X* and *Y*. The partial derivatives are easily computed symbolically:

```
df/da = EXP(b*x)
df/db = a * x * EXP(b*x)
df/dc = 1.0
```

First, define a procedure to return `F(x)` and the partial derivatives, given *X*. Note that A is an array containing the values `a`, `b`, and `c`.

```
PRO gfunct, X, A, F, pder
  bx = EXP(A[1] * X)
  F = A[0] * bx + A[2]

;If the procedure is called with four parameters, calculate the
;partial derivatives.
  IF N_PARAMS() GE 4 THEN $
    pder = [[bx], [A[0] * X * bx], [replicate(1.0, N_ELEMENTS(X))]]
END
```

Compute the fit to the function we have just defined. First, define the independent and dependent variables:

```
X = FLOAT(INDGEN(10))
Y = [12.0, 11.0, 10.2, 9.4, 8.7, 8.1, 7.5, 6.9, 6.5, 6.1]

;Define a vector of weights.
weights = 1.0/Y

;Provide an initial guess of the function's parameters.
A = [10.0,-0.1,2.0]

;Compute the parameters.
yfit = CURVEFIT(X, Y, weights, A, SIGMA, FUNCTION_NAME='gfunct')
```

```
;Print the parameters returned in A.
PRINT, 'Function parameters: ', A
```

IDL prints:

```
Function parameters:      9.91120    -0.100883     2.07773
```

Thus, the function that best fits the data is:

$$f(x) = 9.91120(e^{-0.100883x}) + 2.07773$$

Version History

Pre 4.0	Introduced
5.6	Added YERROR keyword
6.0	Added FITA and STATUS keywords

See Also

COMFIT, GAUSS2DFIT, GAUSSFIT, LMFIT, POLY_FIT, REGRESS, SFIT, SVDFIT, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

CV_COORD

The CV_COORD function converts 2D and 3D coordinates between the rectangular, polar, cylindrical, and spherical coordinate systems.

This routine is written in the IDL language. Its source code can be found in the file cv_coord.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CV_COORD([, /DEGREES] [, /DOUBLE] [, FROM_CYLIN=*cyl_coords* |
, FROM_POLAR=*pol_coords* | , FROM_RECT=*rect_coords* |
, FROM_SPHERE=*sph_coords*] [, /TO_CYLIN | , /TO_POLAR | , /TO_RECT |
, /TO_SPHERE])

Return Value

If the value specified in the "FROM_" keyword is double precision, or if the DOUBLE keyword is set, then all calculations are performed in double precision and the returned value is double precision. Otherwise, single precision is used. If none of the "FROM_" keyword are specified, 0 is returned. If none of the "TO_" keywords are specified, the input coordinates are returned.

Arguments

This function has no required arguments. All data is passed in via keywords.

Keywords

DEGREES

If set, then the input and output coordinates are in degrees (where applicable). Otherwise, the angles are in radians.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

FROM_CYLIN

A vector of the form [*angle*, *radius*, *z*], or a (3, *n*) array of cylindrical coordinates to convert.

FROM_POLAR

A vector of the form [*angle*, *radius*], or a (2, *n*) array of polar coordinates to convert.

FROM_RECT

A vector of the form [*x*, *y*] or [*x*, *y*, *z*], or a (2, *n*) or (3, *n*) array containing rectangular coordinates to convert.

FROM_SPHERE

A vector of the form [*longitude*, *latitude*, *radius*], or a (3, *n*) array of spherical coordinates to convert.

TO_CYLIN

If set, cylindrical coordinates are returned in a vector of the form [*angle*, *radius*, *z*], or a (3, *n*) array.

TO_POLAR

If set, polar coordinates are returned in a vector of the form [*angle*, *radius*], or a (2, n) array.

TO_RECT

If set, rectangular coordinates are returned in a vector of the form [*x*, *y*] or [*x*, *y*, *z*], or a (2, *n*) or (3, *n*) array.

TO_SPHERE

If set, spherical coordinates are returned in a vector of the form [*longitude*, *latitude*, *radius*], or a (3, *n*) array.

Examples

Convert from spherical to cylindrical coordinates:

```
sph_coord = [[45.0, -60.0, 10.0], [0.0, 0.0, 0.0]]
rect_coord = CV_COORD(FROM_SPHERE=sph_coord, /TO_CYLIN, /DEGREES)
```

Convert from rectangular to polar coordinates:

```
rect_coord = [10.0, 10.0]
polar_coord = CV_COORD(FROM_RECT=rect_coord, /TO_POLAR)
```

Version History

Pre 4.0	Introduced

See Also

CONVERT_COORD, COORD2TO3, CREATE_VIEW, SCALE3, T3D

CVTTOBM

The CVTTOBM function converts a byte array in which each byte represents one pixel into a "bitmap byte array" in which each bit represents one pixel. This is useful when creating bitmap labels for buttons created with the WIDGET_BUTTON function.

Most of IDL's image file format reading functions (READ_BMP, READ_PICT, etc.) return a byte array which must be converted before use as a button label. Note that there is one exception to this rule; the READ_X11_BITMAP routine returns a bitmap byte array that needs no conversion before use.

This routine is written in the IDL language. Its source code can be found in the file cvttobm.pro in the lib subdirectory of the IDL distribution.

Note ——

IDL supports color bitmaps for button labels. The BITMAP keyword to WIDGET_BUTTON specifies that the button label is a color bitmap.

——

Syntax

Result = CVTTOBM(*Array* [, THRESHOLD=*value*{0 to 255}])

Return Value

Returns a bitmap byte array. Bitmap byte arrays are monochrome; by default, CVTTOBM converts pixels that are darker than the median value to black and pixels that are lighter than the median value to white. You can supply a different threshold value via the THRESHOLD keyword.

Arguments

Array

A 2-dimensional pixel array, one byte per pixel.

Keywords

THRESHOLD

A byte value (or an integer value between 0 and 255) to be used as a threshold value when determining if a particular pixel is black or white. If THRESHOLD is not specified, the threshold is calculated to be the average of the input array.

Examples

The following example creates a bitmap button label from a byte array:

```
; Create a byte array:
image = BYTSCL(DIST(100))
; Create a widget base:
base = WIDGET_BASE(/COLUMN)

; Use CVTTOBM to create a bitmap byte array for a button label:
button = WIDGET_BUTTON(base, VALUE = CVTTOBM(image))

; Realize the widget:
WIDGET_CONTROL, base, /REALIZE
```

Version History

5.0	Introduced

See Also

WIDGET_BUTTON, XBM_EDIT

CW_ANIMATE

The CW_ANIMATE function creates a compound widget that— along with its associated routines — displays an animated sequence of images using off-screen windows knows as *pixmaps*. The speed and direction of the display can be adjusted using the widget interface.

CW_ANIMATE provides the graphical interface used by the XINTERANIMATE procedure, which is the preferred routine for displaying animation sequences in most situations. Use this widget instead of XINTERANIMATE when you need to run multiple instances of the animation widget simultaneously. Note that if more than one animation widget is running, they will have to share resources and will display images more slowly than a single instance of the widget.

This routine is written in the IDL language. Its source code can be found in the file `cw_animate.pro` in the `lib` subdirectory of the IDL distribution.

Using CW_ANIMATE

Unlike XINTERANIMATE, using the CW_ANIMATE widget requires calls to two separate procedures, CW_ANIMATE_LOAD and CW_ANIMATE_RUN, to load the images to be animated and to run the animation. Alternatively, you can supply a vector of pre-existing pixmap window IDs, eliminating the need to use CW_ANIMATE_LOAD. The vector of pixmaps is commonly obtained from a call to CW_ANIMATE_GETP applied to a previous animation widget. Once the images are loaded, they are displayed by copying the images from the pixmap or buffer to the visible draw widget.

See the documentation for CW_ANIMATE_LOAD, CW_ANIMATE_RUN, and CW_ANIMATE_GETP for more information.

The only event returned by CW_ANIMATE indicates that the user has clicked on the "End Animation" button. The parent application should use this as a signal to kill the animation widget via WIDGET_CONTROL. When the widget is destroyed, the pixmaps used in the animation are destroyed as well, unless they were saved by a call to CW_ANIMATE_GETP.

See the animation widget's help file (available by clicking the "Help" button on the widget) for more information about the widget's controls.

Note

Three routines associated with the CW_ANIMATE compound widget —
CW_ANIMATE_GETP, CW_ANIMATE_LOAD, and CW_ANIMATE_RUN —
do not create compound widgets themselves, but act on an existing
CW_ANIMATE widget.

Syntax

Result = CW_ANIMATE(*Parent*, *Sizex*, *Sizey*, *Nframes* [, MPEG_BITRATE=*value*]
   [, MPEG_FORMAT=*value*] [, MPEG_QUALITY=*value*] [, /NO_KILL]
   [, OPEN_FUNC=*string*] [, PIXMAPS=*vector*] [, TAB_MODE=value]
   [, /TRACK] [, UNAME=*string*] [, UVALUE=*value*])

Return Value

This function returns the widget ID of the newly-created animation widget.

Arguments

Parent

The widget ID of the parent widget.

Sizex

The width of the displayed image, in pixels.

Sizey

The height of the displayed image, in pixels

Nframes

The number of frames in the animation sequence.

Keywords

MPEG_BITRATE

Set this keyword to a double-precision floating-point value to specify the MPEG movie bit rate. Higher bit rates will create higher quality MPEGs but will increase file size. The following table describes the valid values:

MPEG Version	Range
MPEG 1	0.1 to 104857200.0
MPEG 2	0.1 to 429496729200.0

Table 5-11: BITRATE Value Range

Set this keyword to 0.0 (the default setting) to indicate that IDL should compute the BITRATE value based upon the value you have specified for the MPEG_QUALITY keyword. The value of MPEG_BITRATE returned is either the value computed by IDL from the MPEG_QUALITY value or the last non-zero valid value stored in this property.

Note
Only use MPEG_BITRATE if changing the value of MPEG_QUALITY does not produce the desired results. It is highly recommended to set the value of MPEG_BITRATE to at least several times the frame rate to avoid unusable MPEG files or file generation errors.

MPEG_FORMAT

Set this keyword to a Boolean value that specifies the type of MPEG encoding to use:

- 0 = MPEG1 (the default)
- 1 = MPEG2

MPEG_QUALITY

Set this keyword to an integer value between 0 (low quality) and 100 (high quality), inclusive, that specifies the quality at which the MPEG stream is to be stored. Higher quality values result in lower rates of time compression and less motion prediction which provide higher quality MPEGs but with substantially larger file size. Lower quality factors may result in longer MPEG generation times. The default is 50.

Note ───────────────────────────────────────

Since MPEG uses JPEG (lossy) compression, the original picture quality cannot be reproduced even when setting MPEG_QUALITY to its highest setting.

NO_KILL

Set this keyword to omit the "End Animation" button from the animation widget.

OPEN_FUNC

Set this keyword equal to a scalar string specifying the name of a user-written function that loads animation data. If a function is specified, an "Open ..." button is added to the animation widget.

PIXMAPS

Use this keyword to provide the animation widget with a vector of pre-existing pixmap (off screen window) IDs. This vector is usually obtained from a call to CW_ANIMATE_GETP applied to a previous animation widget.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ───────────────────────────────────────
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.

Table 5-12: TAB_MODE Keyword Options

Value	Description
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-12: TAB_MODE Keyword Options

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

TRACK

Set this keyword to cause the frame slider to track the frame number of the currently-displayed frame.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_ANIMATE Widget

The only event returned by this widget indicates that the user has pressed the DONE button. The parent application should use this as a signal to kill the animation widget via WIDGET_CONTROL.

Examples

Assume the following event handler procedure exists:

```
PRO EHANDLER, EV
WIDGET_CONTROL, /DESTROY, EV.TOP
end
```

Tip ——

If you wish to create this event handler starting from the IDL command prompt, remember to begin with the .RUN command.

——

Enter the following commands to open the file ABNORM.DAT (a series of images of a human heart) and load the images it contains into an array H.

```
OPENR, 1, FILEPATH('abnorm.dat', SUBDIR = ['examples','data'])
H = BYTARR(64, 64, 16, /NOZERO)
READU, 1, H
CLOSE, 1
H = REBIN(H, 128, 128, 16)
```

Create an instance of the animation widget and load the frames. Note that because the animation widget is realized before the call to CW_ANIMATE_LOAD, the frames are displayed as they are loaded. This provides the user with an indication of how things are progressing.

```
base = WIDGET_BASE(TITLE = 'Animation Widget')
animate = CW_ANIMATE(base, 128, 128, 16)
WIDGET_CONTROL, /REALIZE, base
FOR I=0,15 DO CW_ANIMATE_LOAD, animate, FRAME=I, IMAGE=H[*,*,I]
```

Save the pixmap window IDs for future use:

```
CW_ANIMATE_GETP, animate, pixmap_vect
```

Start the animation:

```
CW_ANIMATE_RUN, animate
XMANAGER, 'CW_ANIMATE Demo', base, EVENT_HANDLER = 'EHANDLER'
```

Pressing the "End Animation" button kills the application.
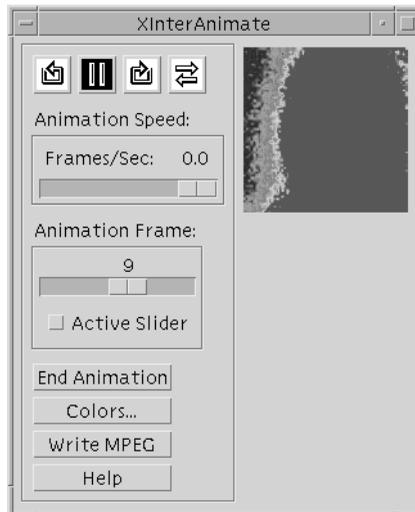
Figure 5-19: The animation interface created by CW_ANIMATE

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword
6.4	Added MPEG_BITRATE, MPEG_FORMAT, and MPEG_QUALITY keywords

See Also

CW_ANIMATE_LOAD, CW_ANIMATE_RUN, CW_ANIMATE_GETP, XINTERANIMATE

CW_ANIMATE_GETP

The CW_ANIMATE_GETP procedure gets a copy of the vector of pixmap window IDs being used by a CW_ANIMATE animation widget. If this routine is called, CW_ANIMATE does not destroy the pixmaps when it is destroyed. You can then provide the pixmaps to a later instance of CW_ANIMATE to re-use them, skipping the pixmap creation and rendering step (CW_ANIMATE_LOAD).

CW_ANIMATE provides the graphical interface used by the XINTERANIMATE procedure, which is the preferred routine for displaying animation sequences in most situations. Use this widget instead of XINTERANIMATE when you need to run multiple instances of the animation widget simultaneously. Note that if more than one animation widget is running, they will have to share resources and will display images more slowly than a single instance of the widget.

This routine is written in the IDL language. Its source code can be found in the file cw_animate.pro in the lib subdirectory of the IDL distribution.

Syntax

CW_ANIMATE_GETP, *Widget*, *Pixmaps* [, /KILL_ANYWAY]

Arguments

Widget

The widget ID of the animation widget (created with CW_ANIMATE) that contains the pixmaps.

Pixmaps

A named variable that will contain a vector of the window IDs of the pixmap windows.

Keywords

KILL_ANYWAY

Set this keyword to ensure that the pixmaps are destroyed anyway when CW_ANIMATE exits, despite the fact that CW_ANIMATE_GETP has been called.

Example

See "CW_ANIMATE" on page 447.

Version History

Pre 4.0	Introduced

See Also

CW_ANIMATE, CW_ANIMATE_LOAD, CW_ANIMATE_RUN,
XINTERANIMATE

CW_ANIMATE_LOAD

The CW_ANIMATE_LOAD procedure creates an array of pixmaps which are loaded into a CW_ANIMATE compound widget.

CW_ANIMATE provides the graphical interface used by the XINTERANIMATE procedure, which is the preferred routine for displaying animation sequences in most situations. Use this widget instead of XINTERANIMATE when you need to run multiple instances of the animation widget simultaneously. Note that if more than one animation widget is running, they will have to share resources and will display images more slowly than a single instance of the widget.

This routine is written in the IDL language. Its source code can be found in the file cw_animate.pro in the lib subdirectory of the IDL distribution.

Syntax

CW_ANIMATE_LOAD, *Widget* [, /CYCLE] [, FRAME=*value*{0 to *NFRAMES*}]
   [, IMAGE=*value*] [, /ORDER] [, WINDOW=*[window_num* [, *X0*, *Y0*, *Sx*, *Sy*]*]*]
   [, XOFFSET=*pixels*] [, YOFFSET=*pixels*]

Arguments

Widget

The widget ID of the animation widget (created with CW_ANIMATE) into which the image should be loaded.

Keywords

CYCLE

Set this keyword to cause the animation to cycle. Normally, frames are displayed going either forward or backward. If CYCLE is set, the animation reverses direction after the last frame in either direction is displayed.

FRAME

The frame number to be loaded. This is a value between 0 and NFRAMES. If not supplied, frame 0 is loaded.

IMAGE

The image to be loaded. IMAGE can either be a 2D or a 3D (24-bit) image.

ORDER

Set this keyword to display images from the top down instead of the default bottom up. This keyword is only used when loading images with the IMAGE keyword.

WINDOW

When this keyword is specified, an image is copied from an existing window to the animation pixmap. Under some windowing systems, this technique is much faster than reading from the display and then loading with the IMAGE keyword.

The value of this parameter is either an IDL window number (in which case the entire window is copied), or a vector containing the window index and the rectangular bounds of the area to be copied. For example:

```
WINDOW = [Window_Number, X0, Y0, Sx, Sy]
```

XOFFSET

The horizontal offset, in pixels from the left of the frame, of the image in the destination window.

YOFFSET

The vertical offset, in pixels from the bottom of the frame, of the image in the destination window.

Example

See the documentation for CW_ANIMATE for an example using this procedure. Note that if the widget is realized before calls to CW_ANIMATE_LOAD, the frames are displayed as they are loaded.

Version History

Pre 4.0	Introduced

See Also

CW_ANIMATE, CW_ANIMATE_GETP, CW_ANIMATE_RUN,
XINTERANIMATE

CW_ANIMATE_RUN

The CW_ANIMATE_RUN procedure displays a series of images that have been loaded into a CW_ANIMATE compound widget by a call to CW_ANIMATE_LOAD.

CW_ANIMATE provides the graphical interface used by the XINTERANIMATE procedure, which is the preferred routine for displaying animation sequences in most situations. Use this widget instead of XINTERANIMATE when you need to run multiple instances of the animation widget simultaneously. Note that if more than one animation widget is running, they will have to share resources and will display images more slowly than a single instance of the widget.

This routine is written in the IDL language. Its source code can be found in the file cw_animate.pro in the lib subdirectory of the IDL distribution.

Syntax

CW_ANIMATE_RUN, *Widget* [, *Rate*{0 to 100}] [, NFRAMES=*value*] [, /STOP]

Arguments

Widget

The widget ID of the animation widget (created with CW_ANIMATE) that will display the animation.

Rate

A value between 0 and 100 that represents the speed of the animation as a percentage of the maximum display rate. The fastest animation has a value of 100 and the slowest has a value of 0. The default animation rate is 100.

The animation rate can also be adjusted after the animation has begun by changing the value of the "Animation Speed" slider.

Keywords

NFRAMES

Set this keyword equal to the number of frames to animate. This number must be less than or equal to the *Nframes* argument to CW_ANIMATE.

STOP

If this keyword is set, the animation is stopped.

Example

See "CW_ANIMATE" on page 447.

Version History

Pre 4.0	Introduced

See Also

CW_ANIMATE, CW_ANIMATE_GETP, CW_ANIMATE_LOAD, XINTERANIMATE

CW_ARCBALL

The CW_ARCBALL function creates a compound widget for intuitively specifying three-dimensional orientations.

The user drags a simulated track-ball with the mouse to interactively obtain arbitrary rotations. Sequences of rotations may be cascaded. The rotations may be unconstrained (about any axis), constrained to the view X, Y, or Z axes, or constrained to the object's X, Y, or Z axis.

This widget is based on "ARCBALL: A User Interface for Specifying Three-Dimensional Orientation Using a Mouse," by Ken Shoemake, Computer Graphics Laboratory, University of Pennsylvania, Philadelphia, PA 19104.

This widget can generate any rotation about any axis. Note, however, that not all rotations are compatible with the IDL SURFACE procedure, which is restricted to rotations that project the object Z axis parallel to the view Y axis.

This routine is written in the IDL language. Its source code can be found in the file `cw_arcball.pro` in the `lib` subdirectory of the IDL distribution.

Using CW_ARCBALL

Use the command:

    WIDGET_CONTROL, id, GET_VALUE = matrix

to return the current 3x3 rotation matrix in the variable `matrix`.

You can set the arcball to new rotation matrix using the command:

    WIDGET_CONTROL, id, SET_VALUE = matrix

after the widget is initially realized.

Syntax

Result = CW_ARCBALL(*Parent* [, COLORS=*array*] [, /FRAME]
   [, LABEL=*string*] [, RETAIN={0 | 1 | 2}] [, SIZE=*pixels*] [, TAB_MODE=*value*]
   [, /UPDATE] [, UNAME=*string*] [, UVALUE=*value*] [, VALUE=*array*])

Return Value

This function returns the widget ID of the newly-created ARCBALL widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

COLORS

A 6-element array containing the color indices to be used:

Colors[0]	View axis color
Colors[1]	Object axis color
Colors[2]	XZ plane +Y side (body top) color
Colors[3]	YZ plane (fin) color
Colors[4]	XZ plane -Y side (body bottom)
Colors[5]	Background color

For devices that are using indexed color (i.e., DECOMPOSED=0), the default value for COLORS is `[1,7,2,3,7,0]`, which yields good colors with the TEK_COLOR table: (white, yellow, red, green, yellow, black). For devices that are using decomposed color (i.e., DECOMPOSED=1), the default value is an array of corresponding decomposed (rather than indexed) colors: (white, yellow, red, green, yellow, black).

For more information on decomposed color, refer to the DECOMPOSED keyword to the DEVICE routine.

FRAME

Set this keyword to draw a frame around the widget.

LABEL

Set this keyword to a string containing the widget's label.

Note ――

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

―――

RETAIN

Set this keyword to zero, one, or two to specify how backing store should be handled for the draw widget. RETAIN=0 specifies no backing store. RETAIN=1 requests that the server or window system provide backing store. RETAIN=2 specifies that IDL provide backing store directly. See "Backing Store" on page 5409 for details.

SIZE

The size of the square drawable area containing the arcball, in pixels. The default is 192.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ――

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

―――

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-13: TAB_MODE Keyword Options

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UPDATE

Set this keyword to cause the widget will send an event each time the mouse button is released after a drag operation. By default, events are only sent when the "Update" button is pressed.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

VALUE

Set this keyword to a 3 x 3 array that will be the initial value for the rotation matrix. VALUE must be a valid rotation matrix (no translation or perspective) where TRANSPOSE(VALUE) = INVERSE(VALUE). This can be the upper-left corner of !P.T after executing the command

```
T3D, /RESET, ROTATE = [x,y,z].
```

The default is the identity matrix.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the

WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the 3 x 3 rotation matrix in the arcball widget.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_ARCBALL Widget

Arcball widgets generate event structures with the following definition:

```
event = {ID:0L, TOP:0L, HANDLER:0L, VALUE:fltarr(3,3) }
```

The VALUE field contains the 3 x 3 array representing the new rotation matrix.

Examples

See the procedure ARCBALL_TEST, contained in the cw_arcball.pro file. To test CW_ARCBALL, enter the following commands:

```
.RUN cw_arcball
ARCBALL_TEST
```

This results in the following:
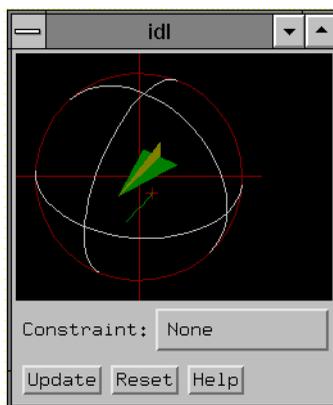
Figure 5-20: The CW_ARCBALL widget.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CREATE_VIEW, SCALE3, T3D

CW_BGROUP

The CW_BGROUP function creates a widget base of buttons. It simplifies creation of a cluster of buttons, and handles the details of creating the proper base (standard, exclusive, or non-exclusive) and filling in the desired buttons. Button groups can be simple menus in which each button acts independently, *exclusive* groups (also known as "radio buttons"), or *non-exclusive* groups (often called "checkboxes"). Events for the individual buttons are handled transparently, and a CW_BGROUP event returned. This event can return any one of the following:

- Index of the button within the base
- Widget ID of the button
- Name of the button
- Arbitrary value taken from an array of user values

Only buttons with textual names are handled by this widget. Bitmaps are not understood.

This routine is written in the IDL language. Its source code can be found in the file cw_bgroup.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_BGROUP(*Parent*, *Names* [, BUTTON_UVALUE=*array*]
   [, COLUMN=*value*] [, EVENT_FUNC=*string*] [{, /EXCLUSIVE |,
   /NONEXCLUSIVE} | [, SPACE=*pixels*] [, XPAD=*pixels*] [, YPAD=*pixels*]]
   [, FONT=*font*] [, FRAME=*width*] [, IDS=*variable*]
   [, LABEL_LEFT=*string* |, LABEL_TOP=*string*] [, /MAP] [, /NO_RELEASE]
   [, /RETURN_ID |, /RETURN_INDEX |, /RETURN_NAME] [, ROW=*value*]
   [, /SCROLL] [, SET_VALUE=*value*] [, TAB_MODE=*value*]
   [, X_SCROLL_SIZE=*width*] [, Y_SCROLL_SIZE=*height*]
   [, SET_VALUE=*value*] [, UNAME=*string*] [, UVALUE=*value*]
   [, XOFFSET=*value*] [, XSIZE=*width*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

This function returns the widget ID of the newly-created button group widget.

Arguments

Parent

The widget ID of the parent widget.

Names

A string array, one string per button, giving the name of each button.

Keywords

BUTTON_UVALUE

An array of user values to be associated with each button and returned in the event structure. If this keyword is set, the user values are always returned, even if the any of the RETURN_ID, RETURN_INDEX, or RETURN_NAME keywords are set.

COLUMN

Buttons will be arranged in the number of columns specified by this keyword.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget. This function is called with the return value structure whenever a button is pressed, and follows the conventions for user-written event functions.

EXCLUSIVE

Set this keyword to cause buttons to be placed in an exclusive base, in which only one button can be selected at a time.

FONT

The name of the font to be used for the button titles. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

FRAME

Specifies the width of the frame to be drawn around the base.

IDS

A named variable in which the button IDs will be stored, as a longword vector.

LABEL_LEFT

Set this keyword to a string creating a text label to the left of the buttons.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

LABEL_TOP

Set this keyword to a string creating a text label above the buttons.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

MAP

Set this keyword to cause the base to be mapped when the widget is realized (the default).

NONEXCLUSIVE

Set this keyword to cause buttons to be placed in an non-exclusive base, in which any number of buttons can be selected at once.

NO_RELEASE

If set, button release events will not be returned.

RETURN_ID

Set this keyword to return the widget ID of the button in the VALUE field of returned events. This keyword is ignored if the BUTTON_UVALUE keyword is set.

RETURN_INDEX

Set this keyword to return the zero-based index of the button within the base in the VALUE field of returned events. This keyword is ignored if the BUTTON_UVALUE keyword is set. THIS IS THE DEFAULT.

RETURN_NAME

Set this keyword to return the name of the button within the base in the VALUE field of returned events. This keyword is ignored if the BUTTON_UVALUE keyword is set.

ROW

Buttons will be arranged in the number of rows specified by this keyword.

SCROLL

If set, the base will include scroll bars to allow viewing a large base through a smaller viewport.

SET_VALUE

Allows changing the current state of toggle buttons (i.e., exclusive and nonexclusive groups of buttons). The behavior of SET_VALUE differs between EXCLUSIVE and NONEXCLUSIVE CW_BGROUP widgets. With EXCLUSIVE CW_BGROUP widgets, the argument to SET_VALUE is the id of the widget to be turned on. With NONEXCLUSIVE CW_BGROUP widgets the argument to SET_VALUE should be an array of on/off flags for the array of buttons.

SPACE

The space, in pixels, to be left horizontally and vertically between each individual button member of the CW_BGROUP base. This keyword's value is only applied if one of the COLUMN or ROW keywords is set.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ———

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-14: TAB_MODE Keyword Options

Note ———

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

XOFFSET

The X offset of the widget relative to its parent.

XPAD

The horizontal space, in pixels, to be left around the edges of a row or column major base. This keyword's value is only applied if one of the COLUMN or ROW keywords is set.

XSIZE

The width of the base.

X_SCROLL_SIZE

The width of the viewport if SCROLL is specified.

YOFFSET

The Y offset of the widget relative to its parent.

YPAD

The vertical space, in pixels, to be left around the edges of a row or column major base. This keyword's value is only applied if one of the COLUMN or ROW keywords is set.

YSIZE

The height of the base.

Y_SCROLL_SIZE

The height of the viewport if SCROLL is specified.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the button group. The values for different types of CW_BGROUP widgets is shown in the table below:

Type	Value
normal	None
exclusive	Index of currently set button
non-exclusive	Vector indicating the position of each button (1-set, 0-unset)

Table 5-15: Button Group Values

See "Writing Compound Widgets" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_BGROUP Widget

CW_BGROUP generates an event that specifies which button or buttons were selected. The widgets generate event structures with the following definition:

```
event = {ID:0L, TOP:0L, HANDLER:0L, SELECT:0, VALUE:0 }
```

The SELECT field is passed through from the button event. VALUE is either the INDEX, ID, NAME, or BUTTON_UVALUE of the button, depending on how the widget was created.

Examples

See "Creating Menus" (Chapter 3, *Widget Application Programming*) for example CW_BGROUP code.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_PDMENU, WIDGET_BUTTON

CW_CLR_INDEX

The CW_CLR_INDEX function creates a compound widget that displays a horizontal color bar and allows the user to select a color index. Clicking on the bar sets the color index.

This routine is written in the IDL language. Its source code can be found in the file `cw_clr_index.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CW_CLR_INDEX(*Parent* [, COLOR_VALUES=*vector* |
   [, NCOLORS=*value*] [, START_COLOR=*value*]]
   [, EVENT_FUNC='*function_name*'] [, /FRAME] [, LABEL=*string*]
   [, NCOLORS=*value*] [, START_COLOR=*value*] [, TAB_MODE=*value*]
   [, UNAME=*string*] [, UVALUE=*value*] [, VALUE=*value*] [, XSIZE=*pixels*]
   [, YSIZE=*pixels*])

Return Value

This function returns the widget ID of the newly-created color index widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

COLOR_VALUES

A vector of color indices containing the colors to be displayed in the color bar. If omitted, NCOLORS and START_COLOR specify the range of color indices.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget. This function is called with the return value structure whenever a button is pressed, and follows the conventions for user-written event functions.

FRAME

If set, a frame will be drawn around the widget.

LABEL

A text label that appears to the left of the color bar.

Note ———

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

——

NCOLORS

The number of colors to place in the color bar. The default is !D.N_COLORS.

START_COLOR

Set this keyword to the starting color index, placed at the left of the bar.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ———

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

——

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.

Table 5-16: TAB_MODE Keyword Options

Value	Description
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-16: TAB_MODE Keyword Options (Continued)

Note ————————————————————————————————————

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

VALUE

Set this keyword to the index of the color that is to be initially selected. The default is the START_COLOR.

XSIZE

The width of the color bar in pixels. The default is 192.

YSIZE

The height of the color bar in pixels. The default is 12.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the color selection widget. The value of a CW_CLR_INDEX widget is the index of the color selected.

See "Writing Compound Widgets" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_CLR_INDEX Widget

This widget generates event structures with the following definition:

```
Event = {CW_COLOR_INDEX, ID: base, TOP: ev.top, HANDLER: 0L,
VALUE:c}
```

The VALUE field is the color index selected.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_COLORSEL, XLOADCT, XPALETTE

CW_COLORSEL

The CW_COLORSEL function creates a compound widget that displays all the colors in the current colormap in a 16 x 16 (320 x 320 pixels) grid. To select a color index, the user moves the mouse pointer over the desired color square and presses any mouse button. Alternatively, the color index can be selected by moving one of the three sliders provided around the grid.

This routine is written in the IDL language. Its source code can be found in the file cw_colorsel.pro in the lib subdirectory of the IDL distribution.

Using CW_COLORSEL

The command:

```
WIDGET_CONTROL, widgetID, SET_VALUE = -1
```

informs the widget to initialize itself and redraw. It should be called when any of the following happen:

- The widget is realized
- The widget needs redrawing
- The brightest or darkest color has changed

To set the current color index, use the command:

```
WIDGET_CONTROL, widgetID, SET_VALUE = index
```

To retrieve the current color index and store it in the variable var, use the command:

```
WIDGET_CONTROL, widgetID, GET_VALUE = var
```

Syntax

Result = CW_COLORSEL(*Parent* [, /FRAME]
 [, TAB_MODE=*value*][, UNAME=*string*] [, UVALUE=*value*]
 [, XOFFSET=*value*] [, YOFFSET=*value*])

Return Value

This function returns the widget ID of the newly-created color index widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

FRAME

If set, a frame is drawn around the widget.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ──
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
──

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-17: TAB_MODE Keyword Options

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the FIND_BY_UNAME keyword to the WIDGET_INFO function. The UNAME should be unique to the widget hierarchy; FIND_BY_UNAME returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

XOFFSET

The X offset position

YOFFSET

The Y offset position

Widget Events Returned by the CW_COLORSEL Widget

This widget generates event structures with the following definition:

```
Event = {COLORSEL_EVENT, ID: base, TOP: ev.top, HANDLER: 0L,
VALUE:c}
```

The VALUE field is the color index selected.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_CLR_INDEX, XLOADCT, XPALETTE

CW_DEFROI

The CW_DEFROI function creates a compound widget that allows the user to define a region of interest within a widget draw window.

Warning ————————————————————————————————

This is a *modal* widget. No other widget applications will be responsive while this widget is in use. Also, since CW_DEFROI has its own event-handling loop, it should not be created as a child of a modal base.

——

This routine is written in the IDL language. Its source code can be found in the file cw_defroi.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_DEFROI(*Draw* [, IMAGE_SIZE=*vector*] [, OFFSET=*vector*]
    [, /ORDER] [, /RESTORE] [, TAB_MODE=*value*] [, ZOOM=*vector*])

Return Value

This function returns an array of subscripts defining the region. If no region is defined, the scalar -1 is returned.

Arguments

Draw

The widget ID of draw window in which to draw the region. Note that the draw window must have both BUTTON and MOTION events enabled (see WIDGET_DRAW for more information).

Keywords

IMAGE_SIZE

The size of the underlying array, expressed as a two element vector: [*columns*, *rows*]. Default is the size of the draw window divided by the value of ZOOM.

OFFSET

The offset of lower left corner of image within the draw window. Default = [0,0].

ORDER

Set this keyword to return inverted subscripts, as if the array were output from top to bottom.

RESTORE

Set this keyword to restore the draw window to its previous appearance on exit. Otherwise, the regions remain on the drawable.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-18: TAB_MODE Keyword Options

Note ───────────────────────────────────

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

───

ZOOM

If the image array was expanded (using REBIN, for example) specify this two element vector containing the expansion factor in X and Y. Default = [1,1]. Both elements of ZOOM must be integers.

Widget Events Returned by the CW_DEFROI Widget

Region definition widgets do not return an event structure.

Examples

The following two procedures create a region-of-interest widget and its event handler. Create a file containing the program code using a text editor and compile using the .RUN command, or type .RUN at the IDL prompt and enter the lines interactively. First, create the event handler:

```
PRO test_event, ev

; The common block holds variables that are shared between the
; routine and its event handler:
COMMON T, draw, dbutt, done, image

; Define what happens when you click the "Draw ROI" button:
IF ev.id EQ dbutt THEN BEGIN
   ; The ROI definition will be stored in the variable Q:
   Q = CW_DEFROI(draw)
   IF (Q[0] NE -1) then BEGIN
      ; Show the size of the ROI definition array:
      HELP, Q
      ; Duplicate the original image.
      image2 = image

      ; Set the points in the ROI array Q equal to a single
      ; color value:
      image2(Q)=!P.COLOR-1
```

```
        ; Get the window ID of the draw widget:
        WIDGET_CONTROL, draw, GET_VALUE=W

        ; Set the draw widget as the current graphics window:
        WSET, W

        ; Load the image plus the ROI into the draw widget:
        TV, image2
      ENDIF
   ENDIF

   ; Define what happens when you click the "Done" button:
   IF ev.id EQ done THEN WIDGET_CONTROL, ev.top, /DESTROY

   END
```

Next, create a draw widget that can call CW_DEFROI. Note that you *must* specify both button events and motion events when creating the draw widget, if it is to be used with CW_DEFROI.

```
PRO test
COMMON T, draw, dbutt, done, image

; Create a base to hold the draw widget and buttons:
base = WIDGET_BASE(/COLUMN)

; Create a draw widget that will return both button and
; motion events:
draw = WIDGET_DRAW(base, XSIZE=256, YSIZE=256, /BUTTON, /MOTION)
dbutt = WIDGET_BUTTON(base, VALUE='Draw ROI')
done = WIDGET_BUTTON(base, VALUE='Done')
WIDGET_CONTROL, base, /REALIZE

; Get the widget ID of the draw widget:
WIDGET_CONTROL, draw, GET_VALUE=W

; Set the draw widget as the current graphics window:
WSET, W

; Create an original image:
image = BYTSCL(SIN(DIST(256)))

; Display the image in the draw widget:
TV, image

; Start XMANAGER:
XMANAGER, "test", base

END
```

This results in the following:
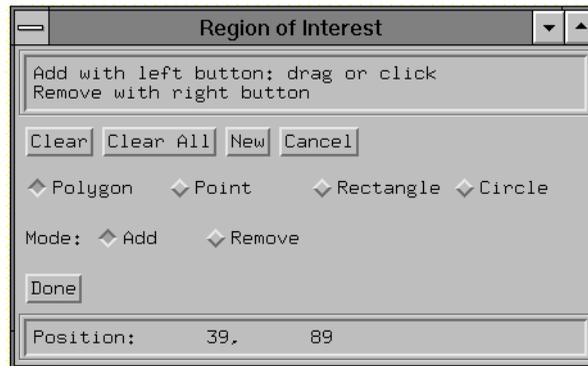
Figure 5-21: The Region of Interest Definition Widget

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

DEFROI

CW_FIELD

The CW_FIELD function creates a widget data entry field. The field consists of a label and a text widget. CW_FIELD can create string, integer, or floating-point fields. The default is an editable string field.

This routine is written in the IDL language. Its source code can be found in the file `cw_field.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = CW_FIELD(*Parent* [, /ALL_EVENTS] [, /COLUMN]
    [, FIELDFONT=*font*] [, /FLOATING | , /INTEGER | , /LONG | , /STRING]
    [, FONT=*string*] [, FRAME=*pixels*] [, /NOEDIT] [, /RETURN_EVENTS]
    [, /ROW] [, TAB_MODE=*value*] [, TEXT_FRAME=*pixels*] [, TITLE=*string*]
    [, UNAME=*string*] [, UVALUE=*value*] [, VALUE=*value*] [, XSIZE=*characters*]
    [, YSIZE=*lines*])

Return Value

This function returns the widget ID of the newly created field widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

ALL_EVENTS

Like RETURN_EVENTS, but return an event whenever the contents of a text field have changed.

COLUMN

Set this keyword to center the label above the text field. The default is to position the label to the left of the text field.

FIELDFONT

Set this keyword to a string containing the name of the font to use for the TEXT part of the field.

FLOATING

Set this keyword to have the field accept only floating-point values. Any number or string entered is converted to its floating-point equivalent.

Note

Floating-point fields are not editable.

FONT

Set this keyword to a string containing the name of the font to use for the TITLE of the field. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

FRAME

Set this keyword to the width, in pixels, of a frame to be drawn around the entire field cluster. The default is no frame.

INTEGER

Set this keyword to have the field accept only integer values. Any number or string entered is converted to its integer equivalent (using FIX). For example, if 12.5 is entered in this type of field, it is converted to 12.

Note

Integer fields are not editable.

LONG

Set this keyword to have the field accept only long integer values. Any number or string entered is converted to its long integer equivalent (using LONG).

Note

Long integer fields are not editable.

NOEDIT

Normally, the value in the text field can be edited. Set this keyword to make the field non-editable.

RETURN_EVENTS

Set this keyword to make CW_FIELD return an event when a carriage return is pressed in a text field. The default is not to return events. Note that the value of the text field is always returned when the following command is used:

```
WIDGET_CONTROL, field, GET_VALUE = X
```

ROW

Set this keyword to position the label to the left of the text field. This is the default.

STRING

Set this keyword to have the field accept only string values. Numbers entered in the field are converted to their string equivalents. This is the default.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ──
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
──

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.

Table 5-19: TAB_MODE Keyword Options

Value	Description
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-19: TAB_MODE Keyword Options

Note —————————————————————————————————

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

———

TEXT_FRAME

Set this keyword to the width in pixels of a frame to be drawn around the text field. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances. Under Microsoft Windows, text widgets always have a frame of width 1 pixel.

TITLE

A string containing the text to be used as the label for the field. The default is "Input Field".

Note —————————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

———

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget

hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

VALUE

The initial value in the text widget. This value is automatically converted to the type defined by the STRING, INTEGER, LONG, and FLOATING keywords.

XSIZE

An explicit horizontal size (in characters) for the text input area. The default is to let the window manager size the widget. Using the XSIZE keyword is not recommended.

YSIZE

An explicit vertical size (in lines) for the text input area. The default is 1.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the field. If one of the FLOATING, INTEGER, LONG, or STRING keywords to CW_FIELD is set, values set with the SET_VALUE keyword to WIDGET_CONTROL will be forced to the appropriate type. Values returned by the GET_VALUE keyword to WIDGET_CONTROL will be of the type specified when the field widget is created. Note that if the field contains string information, returned values will be contained in a string *array* even if the field contains only a single string.

See "Writing Compound Widgets" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_FIELD Widget

This widget generates event structures with the following definition:

```
event = { ID:0L, TOP:0L, HANDLER: 0L, VALUE:'', TYPE:0 , UPDATE:0}
```

The VALUE field is the value of the field. TYPE specifies the type of data contained in the field and can be any of the following: 0=string, 1=floating-point, 2=integer, 3=long integer (the value of TYPE is determined by setting one of the STRING, FLOAT, INTEGER, or LONG keywords). UPDATE contains a zero if the field has not been altered or a one if it has.

Examples

The code below creates a main base with a field cluster attached to it. The cluster accepts string input, has the title "Name", and has a frame around it:

```
base = WIDGET_BASE()
field = CW_FIELD(base, TITLE = "Name", /FRAME)
WIDGET_CONTROL, base, /REALIZE
```

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

WIDGET_LABEL, WIDGET_TEXT

CW_FILESEL

The CW_FILESEL function is a compound widget for file selection.

This routine is written in the IDL language. Its source code can be found in the file cw_filesel.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_FILESEL (*Parent* [, /FILENAME] [, FILTER=*string array*]
    [, /FIX_FILTER] [, /FRAME] [, /IMAGE_FILTER] [, /MULTIPLE | , /SAVE]
    [, PATH=*string*] [, TAB_MODE=*value*] [, UNAME=*string*] [, UVALUE=*value*]
    [, /WARN_EXIST])

Return Value

This function returns the widget ID of the newly-created file selection widget.

Arguments

Parent

The widget ID of the parent.

Keywords

FILENAME

Set this keyword to have the initial filename filled in the filename text area.

FILTER

Set this keyword to an array of strings determining the filter types. If not set, the default is "All Files". All files containing the chosen filter string will be displayed as possible selections. "All Files" is a special filter which returns all files in the current directory.

Note
You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Example:

```
FILTER=["All Files", ".txt"]
```

Multiple filter types may be used per filter entry, using a comma as the separator.

Example:

```
FILTER=[".jpg, .jpeg", ".txt, .text"]
```

FIX_FILTER

If set, the user can not change the file filter.

FRAME

If set, a frame is drawn around the widget.

IMAGE_FILTER

If set, the filter "Image Files" will be added to the end of the list of filters. If set, and FILTER is not set, "Image Files" will be the only filter displayed. Valid image files are determined from QUERY_IMAGE.

MULTIPLE

If set, the file selection list will allow multiple filenames to be selected. The filename text area will not be editable in this case. It is illegal to specify both /SAVE and /MULTIPLE.

PATH

Set this keyword to the initial path the widget is to start in. The default is the current directory.

SAVE

Set this keyword to create a widget with a "Save" button instead of an "Open" button. It is illegal to specify both /SAVE and /MULTIPLE.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ——
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-20: TAB_MODE Keyword Options

Note ——
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

WARN_EXIST

Set this keyword to produce a question dialog if the user selects a file that already exists. This keyword is useful when creating a "write" dialog. The default is to allow any filename to be quietly accepted, whether it exists or not.

Keywords to WIDGET_CONTROL

You can use the GET_UVALUE and SET_UVALUE keywords to WIDGET_CONTROL to obtain or set the user value of this widget. Use the command to read the currently selected filename (or filenames if MULTIPLE is set) including the full path:

```
WIDGET_CONTROL, id, GET_VALUE=filenames
```

To set the value of the filename, use the following command:

```
WIDGET_CONTROL, id, SET_VALUE=value
```

where *value* is a scalar string (or string array) containing the filenames, including the full path.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by CW_FILESEL

CW_FILESEL generates an event that specifies the name of the selected file, whether the user completed the file selection operation, and the filename filter used. This widget generates event structures with the following definition:

```
Event = {FILESEL_EVENT, ID:0L, TOP:0L, HANDLER:0L,VALUE:'',
    DONE:0L, FILTER:''}
```

The ID field is the widget ID of the CW_FILESEL widget. The TOP field contains the widget ID of the top-level widget. The HANDLER field is always set to zero. The VALUE field is a string containing the most recent filename selected, if any.

Note

Even if MULTIPLE is set, VALUE will only contain the most recently selected filename. To retrieve all of the currently selected filenames, use the GET_VALUE keyword to WIDGET_CONTROL.

The DONE field can be any of the following:

0	User selected a file but didn't double-click, or the user changed filters (in this case the VALUE field will be an empty string)
1	User pressed "Open"/"Save" or double-clicked on a file
2	User pressed "Cancel"

The FILTER field is a string containing the current filter.

Examples

This example creates a CW_FILESEL widget that is used to select image files for display. Note how the DONE tag of the event structure returned by CW_FILESEL is used to determine which button was pressed, and how the VALUE tag is used to obtain the file that was selected:

```
PRO image_opener_event, event

    WIDGET_CONTROL, event.top, GET_UVALUE=state, /NO_COPY

    CASE event.DONE OF
       0: BEGIN
              state.file = event.VALUE
              WIDGET_CONTROL, event.top, SET_UVALUE=state, /NO_COPY
          END
       1: BEGIN
              IF (state.file NE '') THEN BEGIN
                 img = READ_IMAGE(state.file)
                 TV, img
              ENDIF
              WIDGET_CONTROL, event.top, SET_UVALUE=state, /NO_COPY
          END
       2: WIDGET_CONTROL, event.top, /DESTROY
    ENDCASE

END

PRO image_opener

    DEVICE, DECOMPOSED=0, RETAIN=2

    base = WIDGET_BASE(TITLE ='Open Image', /COLUMN)
    filesel = CW_FILESEL(base, /IMAGE_FILTER, FILTER='All Files')
    file=''
```

```
state = {file:file}

WIDGET_CONTROL, base, /REALIZE
WIDGET_CONTROL, base, SET_UVALUE=state, /NO_COPY
XMANAGER, 'image_opener', base
```

```
END
```

This code opens the following dialog:
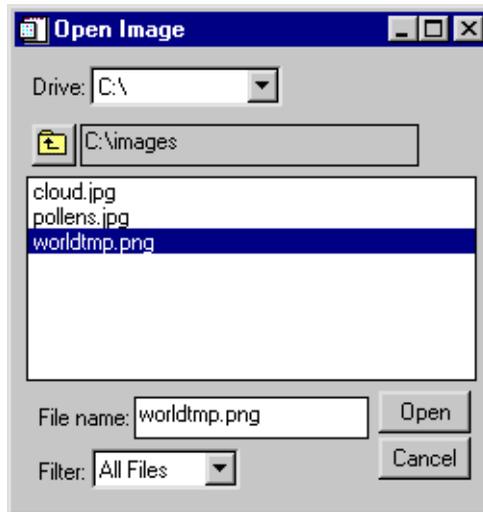
Figure 5-22: CW_FILESEL

Version History

5.3	Introduced
6.1	Added TAB_MODE keyword

See Also

DIALOG_PICKFILE, FILEPATH

CW_FORM

The CW_FORM function is a compound widget that simplifies creating small forms which contain text, numeric fields, buttons, lists, and droplists. Event handling is also simplified.

This routine is written in the IDL language. Its source code can be found in the file cw_form.pro in the lib subdirectory of the IDL distribution.

Using CW_FORM

The form has a value that is a structure with a tag/value pair for each field in the form. Use the command

```
WIDGET_CONTROL, id, GET_VALUE=v
```

to read the current value of the form. To set the value of one or more tags, use the command

```
WIDGET_CONTROL, id, SET_VALUE={ Tag:value, ..., Tag:value}
```

Syntax

Result = CW_FORM([*Parent*,] *Desc* [, /COLUMN] [, IDS=*variable*]
   [, TAB_MODE=*value*] [, TITLE=*string*] [, UNAME=*string*]
   [, UVALUE=*value*])

Return Value

If the argument *Parent* is present, the returned value of this function is the widget ID of the newly-created form widget. If *Parent* is omitted, the form realizes itself as a modal, top-level widget and CW_FORM returns a structure containing the value of each field in the form when the user finishes.

Arguments

Parent

The widget ID of the parent widget. Omit this argument to created a modal, top-level widget.

Desc

A string array describing the form. Each element of the string array contains two or more comma-delimited fields. Each string has the following format:

'*Depth*, *Item*, *Initial value*, *Settings*'

Use the backslash character ("\") to escape commas that appear within fields. To include the backslash character, escape it with another backslash.

The fields are defined as follows:

- **Depth**

    A digit defining the level at which the element will be placed on the form. Nesting is used primarily for layout, with row or column bases.

    This field must contain the digit 0, 1, or 2, with the following effects:

0	Continue the current nesting level
1	Begin a new level under the current level
2	Last element at the current level

- **Item**

    A label defining the type of element to be placed in the form. *Item* must be one of the following: BASE, BUTTON, DROPLIST, FLOAT, INTEGER, LABEL, LIST, or TEXT.

    BASEs and LABELs do not return a value in the widget value structure. The other items return the following value types:

BUTTON	An integer or integer array. For single buttons, the value is 1 if the button is set, or 0 if it is not set. For exclusive button groups, the value is the index of the currently set button. For non-exclusive button groups, the value is an array containing an element for each button. Array elements are set to 1 if the corresponding button is set, or 0 if it is not set.
DROPLIST	An integer. The value set in the widget value structure is the zero-based index of the item is selected.

FLOAT	A floating-point value. The value set in the widget value structure is the floating-point value of the field.
INTEGER	An integer. The value set in the widget value structure is the integer value of the field.
LIST	An integer. The value set in the widget value structure is the zero-based index of the item is selected.
TEXT	A string. The value set in the widget value structure is the string value of the field.

- **Initial value**

  The initial value of the field. The *Initial value* field is left empty for BASEs.

  For BUTTON, DROPLIST, and LIST items, the value field contains one or more item names, separated by the | character. Strings do not need to be enclosed in quotes. For example, the following line defines an exclusive button group with buttons labeled "one," "two," and "three."

  ```
  '0, BUTTON, one|two|three, EXCLUSIVE'
  ```

  For FLOAT, INTEGER, LABEL, and TEXT items, the value field contains the initial value of the field.

  Note
  > You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

- **Settings**

  The *Settings* field contains one of the following keywords or keyword=*value* pairs. Keywords are used to specify optional attributes or options. Any number of keywords may be included in the description string.

  Note that preceding keywords with a "/" character has no effect. Simply including a keyword in the *Settings* field enables that option.

CENTER	Specifies alignment of LABEL items.
COLUMN	If present, specifies column layout in BASES or for BUTTON groups.

EXCLUSIVE	If present, makes an exclusive set of BUTTONs. The default is nonexclusive.
FONT=*font name*	If present, the font for the item is specified. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.
EVENT=*function*	Specifies the name of a user-written event function that is called whenever the element is changed. The event function is called with the widget event structure as a parameter. It may return an event structure or zero to indicate that no further event processing is desired.
FRAME	If present, a frame is drawn around the item. Valid only for BASEs.
LABEL_LEFT=*label*	Place a label to the left of the item. This keyword is valid with BUTTON, DROPLIST, FLOAT, INTEGER and TEXT items.
LABEL_TOP=*label*	Place a label above the item. This keyword is valid with BUTTON, DROPLIST, FLOAT, INTEGER and TEXT items.
LEFT	Specifies alignment of LABEL items.
NO_RELEASE	If present, exclusive and non-exclusive buttons generate only select events. This keyword has no effect on regular buttons.

QUIT	If the form widget is created as a top-level, modal widget, when the user activates an item defined with this keyword, the form is destroyed and its widget value returned in the widget value structure of CW_FORM. For non-modal form widgets, events generated by changing this item have their QUIT field set to 1.
RIGHT	Specifies alignment of LABEL items.
ROW	If present, specifies row layout in BASES or for BUTTON groups.
SET_VALUE=*value*	Sets the initial value of BUTTON groups or DROPLISTs. For droplists and exclusive button groups, *value* should be the zero-based index of the item selected.
TAG=*name*	The tag name of this element in the widget's value structure. If not specified, the tag name is TAG*nnn*, where *nnn* is the zero-based index of the item in the *Desc* array.
WIDTH=*n*	Specifies the width, in characters, of a TEXT, INTEGER, or FLOAT item.

Keywords

COLUMN

Set this keyword to make the orientation of the form vertical. If COLUMN is not set, the form is laid out in a horizontal row.

IDS

Set this keyword equal to a named variable into which the widget id of each widget corresponding to an element in the *Desc* array is stored.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is

inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ———

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

———

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-21: TAB_MODE Keyword Options

Note ———

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

———

TITLE

Set this keyword equal to a scalar string containing the title of the top level base. TITLE is not used if the form widget has a parent widget.

Note ———

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

———

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

Set this keyword equal to the user value associated with the form widget.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the form. The form has a value that is a structure with a tag/value pair for each field in the form. Use the command

```
WIDGET_CONTROL, id, GET_VALUE=v
```

to read the current value of the form. To set the value of one or more tags, use the command

```
WIDGET_CONTROL, id, SET_VALUE={ Tag:value, ..., Tag:value}
```

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_FORM Widget

CW_FORM generates an event that specifies the which field within the form changed and the new value. This widget generates event structures each time the value of the form is changed. The event structure has the following definition:

```
Event = { ID:0L, TOP:0L, HANDLER:0L, TAG:'', VALUE:0, QUIT:0}
```

The ID field is the widget ID of the CW_FORM widget. The TOP field is the widget ID of the top-level widget. The TAG field contains the tag name of the field that

changed. The VALUE field contains the new value of the changed field. The QUIT field contains a zero if the quit flag is not set, or one if it is set.

Examples

Define a form with a label, two groups of vertical buttons (one non-exclusive and the other exclusive), a text field, an integer field, and "OK" and "Done" buttons. If either the "OK" or "Done" buttons are pressed, the form exits.

Begin by defining a string array describing the form:

```
desc = [ $
    '0, LABEL, Centered Label, CENTER', $
    '1, BASE,, ROW, FRAME', $
    '0, BUTTON, B1|B2|B3, LABEL_TOP=Nonexclusive:,' $
    + 'COLUMN, TAG=bg1', $
    '2, BUTTON, E1|E2|E2, EXCLUSIVE,LABEL_TOP=Exclusive:,' $
    + 'COLUMN,TAG=bg2', $
    '0, TEXT, , LABEL_LEFT=Enter File name:, WIDTH=12,' $
    + 'TAG=fname', $
    '0, INTEGER, 0, LABEL_LEFT=File size:, WIDTH=6, TAG=fsize', $
    '1, BASE,, ROW', $
    '0, BUTTON, OK, QUIT,' $
    + 'TAG=OK', $
    '2, BUTTON, Cancel, QUIT']
```

To use the form as a modal widget:

```
a = CW_FORM(desc, /COLUMN)
```

When the form is exited, (when the user presses the OK or Cancel buttons), a structure is returned as the function's value. We can examine the structure by entering:

```
HELP, /STRUCTURE, a
```

IDL Output			Meaning
BG1	INT	Array[3]	Set buttons = 1, unset = 0.
BG2	INT	1	Second button of exclusive button group was set.
FNAME	STRING	'test.dat'	Value of the text field
FSIZE	LONG	120	Value of the integer field

Table 5-22: Output from HELP, /STRUCTURE

IDL Output			Meaning
OK	LONG	1	This button was pressed
TAG8	LONG	0	This button wasn't pressed

Table 5-22: Output from HELP, /STRUCTURE

Note ───
If the "Cancel" button is pressed, the "OK" field is set to 0.
───

To use CW_FORM inside another widget:

```
a = WIDGET_BASE(TITLE='Testing')
b = CW_FORM(a, desc, /COLUMN)
WIDGET_CONTROL, a, /REALIZE
XMANAGER, 'Test', a
```

The event handling procedure (in this example, called TEST_EVENT), may use the TAG field of the event structure to determine which field changed and perform any data validation or special actions required. It can also get and set the value of the widget by calling WIDGET_CONTROL.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

CW_FSLIDER

The CW_FSLIDER function creates a slider that selects floating-point values.

This routine is written in the IDL language. Its source code can be found in the file cw_fslider.pro in the lib subdirectory of the IDL distribution.

Using CW_FSLIDER

To get or set the value of a CW_FSLIDER widget, use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL.

Note ────────────────────────────────────

The CW_FSLIDER widget is based on the WIDGET_SLIDER routine, which accepts only integer values. Because conversion between integers and floating-point numbers necessarily involves round-off errors, the slider value returned by CW_FSLIDER may not exactly match the input value, even when a floating-point number is entered in the slider's text field as an ASCII value. For more information on floating-point issues, see "Accuracy and Floating Point Operations" (Chapter 13, *Application Programming*).

──

Syntax

Result = CW_FSLIDER(*Parent* [, /DOUBLE] [, /DRAG] [, /EDIT]
   [, FORMAT=*string*] [, /FRAME] [, MAXIMUM=*value*] [, MINIMUM=*value*]
   [, SCROLL=*units*] [, /SUPPRESS_VALUE] [, TAB_MODE=*value*]
   [, TITLE=*string*] [, UNAME=*string*] [, UVALUE=*value*]
   [, VALUE=*initial_value*] [, XSIZE=*length* | {, /VERTICAL [, YSIZE=*height*]}])

Return Value

This function returns the widget ID of the newly-created slider widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

DOUBLE

Set this keyword to return double-precision values in the VALUE field of widget events generated by CW_FSLIDER. Explicitly set DOUBLE=0 to ensure that values returned in the VALUE field are single-precision. By default, CW_FSLIDER will return double-precision values if any of the values specified by the MINIMUM, MAXIMUM, or VALUE keywords is double-precision, or single-precision otherwise.

Note ───
The value returned by the GET_VALUE keyword to WIDGET_CONTROL is the value contained in the VALUE field of the widget event structure.
───

DRAG

Set this keyword to cause events to be generated continuously when the slider is adjusted. The default is DRAG=0, in which case events are generated only when the mouse is released. Note that on slow systems, /DRAG performance can be inadequate.

EDIT

Set this keyword to make the slider label editable. The default is EDIT=0. If EDIT is set, the GET_VALUE keyword to WIDGET_CONTROL will return the value of the slider label if it has been changed.

Note ───
If the user edits the slider label but does not press Enter, the slider position will not be updated to the new value. In this case, the widget programmer is responsible for using GET_VALUE to retrieve the new value of the slider label, followed by SET_VALUE to set the new value and update the slider position.
───

FORMAT

Provides the format in which the slider value is displayed. This should be a format as accepted by the STRING procedure. The default FORMAT is `'(G13.6)'`

FRAME

Set this keyword to have a frame drawn around the widget. The default is FRAME=0.

MAXIMUM

The maximum value of the slider. The default is MAXIMUM=100.

MINIMUM

The minimum value of the slider. The default is MINIMUM=0.

SCROLL

Set the SCROLL keyword to a floating-point value specifying the number of floating-point units the scroll bar should move when the user clicks the left mouse button inside the slider area (Motif) or on the slider arrows (Windows), but not on the slider itself. The default on both platforms is 0.01 x (MAXIMUM - MINIMUM), which is 1% of the slider range.

SUPPRESS_VALUE

If this keyword is set, the current slider value is not displayed.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.

Table 5-23: TAB_MODE Keyword Options

Value	Description
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-23: TAB_MODE Keyword Options (Continued)

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

TITLE

Set this keyword to a string defining the title of the slider.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

VALUE

The initial floating-point numeric value of the slider.

VERTICAL

If set, the slider will be oriented vertically. The default is horizontal.

XSIZE

The length of horizontal sliders.

YSIZE

The height of vertical sliders.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

You can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the slider. In addition, you can use the SET_VALUE keyword to change the minimum and maximum values of the slider by setting the keyword equal to a three-element vector [*value*, *min*, *max*].

Note —————————————————————————————————

The SET_SLIDER_MAX and SET_SLIDER_MIN keywords to WIDGET_CONTROL and the SLIDER_MIN_MAX keyword to WIDGET_INFO *do not* work with floating point sliders created with CW_FSLIDER.

——

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_FSLIDER Widget

CW_FSLIDER generates an event that specifies the current value of the slider and a flag specifying whether events are generated as the slider is dragged. This widget generates event structures with the following definition:

```
Event = { ID:0L, TOP:0L, HANDLER:0L, VALUE:0.0, DRAG:0}
```

The VALUE field is the floating-point value selected by the slider. The DRAG field reports on whether events are generated continuously (when the DRAG keyword is set) or only when the mouse button is released (the default).

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

WIDGET_SLIDER

CW_LIGHT_EDITOR

The CW_LIGHT_EDITOR function creates a compound widget to edit properties of existing IDLgrLight objects in a view. Lights cannot be added or removed from a view using this widget. However, lights can be "turned off or on" by hiding or showing them (i.e., HIDE property).

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

Two routines associated with the CW_LIGHT_EDITOR compound widget — CW_LIGHT_EDITOR_GET and CW_LIGHT_EDITOR_SET — do not create compound widgets themselves, but act on an existing CW_LIGHT_EDITOR widget.

⎯⎯⎯

Syntax

Result = CW_LIGHT_EDITOR (*Parent* [, /DIRECTION_DISABLED]
   [, /DRAG_EVENTS] [, FRAME=*width*] [, /HIDE_DISABLED]
   [, LIGHT=*objref(s)*] [, /LOCATION_DISABLED] [, TAB_MODE=*value*]
   [, /TYPE_DISABLED] [, /UNAME=*string*] [, UVALUE=*value*]
   [, XSIZE=*pixels*] [, YSIZE=*pixels*] [, XRANGE=*vector*] [, YRANGE=*vector*]
   [, ZRANGE=*vector*])

Return Value

This function returns the widget ID of a newly-created light editor.

Arguments

Parent

The widget ID of the parent widget for the new light editor.

Keywords

DIRECTION_DISABLED

Set this keyword to make the direction widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event. The default is to allow this property to be changed.

DRAG_EVENTS

Set this keyword to cause events to be generated continuously while a slider in the compound widget is being dragged or when the mouse cursor is being dragged across the draw widget portion of the compound widget. By default, events are only generated when the mouse comes to rest at its final position and the mouse button is released.

When this keyword is set, a large number of events can be generated. On slower machines, poor performance can result. Therefore, this option should only be used when detailed or truly interactive control is required.

Note

Under Microsoft Windows, sliders do not generate these events, but behave just like regular sliders.

FRAME

The value of this keyword specifies the width of a frame (in pixels) to be drawn around the borders of the widget. Note that this keyword is only a 'hint' to the toolkit, and may be ignored in some instances. The default is no frame.

HIDE_DISABLED

Set this keyword to make the hide widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event. The default is to allow this property to be changed.

LIGHT

Set this keyword to one or more object references to IDLgrLight to edit. This will replace the current set of lights being edited with the list of lights from this keyword.

LOCATION_DISABLED

Set this keyword to make the location widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event. The default is to allow this property to be changed.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is

inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

⎯⎯⎯

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-24: TAB_MODE Keyword Options

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

⎯⎯⎯

TYPE_DISABLED

Set this keyword to make the light type widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event. The default is to allow this property to be changed.

UNAME

Set this keyword to a string that can be used to identify the widget. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The 'user value' to be assigned to the widget. Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created. If UVALUE is not present, the widget's initial user value is undefined.

XRANGE

A two-element vector defining the data range in the x direction. This keyword is used to determine the valid range for the light's location and direction properties

XSIZE

The width of the drawable area in pixels. The default width is 180.

YRANGE

A two-element vector defining the data range in the y direction. This keyword is used to determine the valid range for the light's location and direction properties.

YSIZE

The height of the drawable area in pixels. The default height is 180.

ZRANGE

A two-element vector defining the data range in the z direction. This keyword is used to determine the valid range for the light's location and direction properties

WIDGET_CONTROL Keywords

The widget ID returned by this compound widget is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with this compound widget (e.g., UNAME, UVALUE).

GET_VALUE

Set this keyword to a named variable to contain the current value of the widget. An IDLgrLight object reference of the currently selected light is returned. The value of a widget can be set with the SET_VALUE keyword to this routine.

SET_VALUE

Sets the value of the specified light editor compound widget. This widget accepts an IDLgrLight object reference of the light in the list of lights to make as the current selection. The property values are retrieved from the light object and the light editor controls are updated to reflect those properties.

Widget Events Returned by the CW_LIGHT_EDITOR Widget

There are variations of the light editor event structure depending on the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER). The different light editor event structures are described below.

Light Selected

This is the type of structure returned when the light selected in the light list box is modified by a user.

```
{ CW_LIGHT_EDITOR_LS, ID:0L, TOP:0L, HANDLER:0L, LIGHT:OBJ_NEW()}
```

LIGHT specifies the object ID of the new light selection.

Light Modified

This is the type of structure returned when the user has modified a light property. This event maybe generated continuously if the DRAG_EVENTS keyword was set. See DRAG_EVENTS above.

```
{ CW_LIGHT_EDITOR_LM, ID:0L, TOP:0L, HANDLER:0L}
```

The value of the light editor will need to be retrieved (i.e., CW_LIGHT_EDITOR_GET) in order to determine the extent of the actual user modification.

Version History

5.3	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_LIGHT_EDITOR_GET, CW_LIGHT_EDITOR_SET, IDLgrLight

CW_LIGHT_EDITOR_GET

The CW_LIGHT_EDITOR_GET procedure gets the CW_LIGHT_EDITOR properties.

Syntax

CW_LIGHT_EDITOR_GET, *WidgetID* [, DIRECTION_DISABLED=*variable*]
[, DRAG_EVENTS=*variable*] [, HIDE_DISABLED=*variable*]
[, LIGHT=*variable*] [, LOCATION_DISABLED=*variable*]
[, TYPE_DISABLED=*variable*] [, XSIZE=*variable*] [, YSIZE=*variable*]
[, XRANGE=*variable*] [, YRANGE=*variable*] [, ZRANGE=*variable*]

Arguments

WidgetID

The widget ID of the CW_ LIGHT_EDITOR compound widget.

Keywords

DIRECTION_DISABLED

Set this keyword to a named variable that will contain a boolean value indicating whether this option has been set to make the direction widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event.

DRAG_EVENTS

Set this keyword to a named variable that will contain a boolean value indicating whether this option has been set to cause events to be generated continuously while a slider in the compound widget is being dragged or when the mouse cursor is being dragged across the draw widget portion of the compound widget.

When this keyword is set, a large number of events can be generated. On slower machines, poor performance can result. Therefore, this option should only be used when detailed or truly interactive control is required.

Note ———
Under Microsoft Windows, sliders do not generate these events, but behave just like regular sliders.
——

HIDE_DISABLED

Set this keyword to a named variable that will contain a boolean value indicating whether this option has been set to make the hide widget portion of the compound widget unchangeable by the user.

LIGHT

Set this keyword to a named variable that will contain one or more object references to IDLgrLight.

LOCATION_DISABLED

Set this keyword to a named variable that will contain a boolean value indicating whether this option has been set to make the location widget portion of the compound widget unchangeable by the user.

TYPE_DISABLED

Set this keyword to a named variable that will contain a boolean value indicating whether this option has been set to make the light type widget portion of the compound widget unchangeable by the user.

XRANGE

Set this keyword to a named variable that will contain a two-element vector defining the data range in the x direction.

XSIZE

Set this keyword to a named variable that will contain the width of the drawable area in pixels.

YRANGE

Set this keyword to a named variable that will contain a two-element vector defining the data range in the y direction.

YSIZE

Set this keyword to a named variable that will contain the height of the drawable area in pixels.

ZRANGE

Set this keyword to a named variable that will contain a two-element vector defining the data range in the z direction.

Version History

5.3	Introduced

See Also

CW_LIGHT_EDITOR, CW_LIGHT_EDITOR_SET, IDLgrLight

CW_LIGHT_EDITOR_SET

The CW_LIGHT_EDITOR procedure sets the CW_LIGHT_EDITOR properties.

Syntax

CW_LIGHT_EDITOR_SET, *WidgetID* [, /DIRECTION_DISABLED]
   [, /DRAG_EVENTS] [, /HIDE_DISABLED] [, LIGHT=*objref(s)*]
   [, /LOCATION_DISABLED] [, /TYPE_DISABLED] [, XSIZE=*pixels*]
   [, YSIZE=*pixels*] [, XRANGE=*vector*] [, YRANGE=*vector*] [, ZRANGE=*vector*]

Arguments

WidgetID

The widget ID of the CW_ LIGHT_EDITOR compound widget.

Keywords

DIRECTION_DISABLED

Set this keyword to make the direction widget portion of the compound widget
unchangeable by the user. It will appear insensitive and will not generate an event.

DRAG_EVENTS

Set this keyword to cause events to be generated continuously while a slider in the
compound widget is being dragged or when the mouse cursor is being dragged across
the draw widget portion of the compound widget.

When this keyword is set, a large number of events can be generated. On slower
machines, poor performance can result. Therefore, this option should only be used
when detailed or truly interactive control is required.

Note

Under Microsoft Windows, sliders do not generate these events, but behave just like
regular sliders.

HIDE_DISABLED

Set this keyword to make the hide widget portion of the compound widget
unchangeable by the user. It will appear insensitive and will not generate an event.

LIGHT

Set this keyword to one or more object references to IDLgrLight to edit. This will replace the current set of lights being edited with the list of lights from this keyword.

LOCATION_DISABLED

Set this keyword to make the location widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event.

TYPE_DISABLED

Set this keyword to make the light type widget portion of the compound widget unchangeable by the user. It will appear insensitive and will not generate an event.

XRANGE

A two-element vector defining the data range in the x direction. This keyword is used to determine the valid range for the light's location and direction properties.

XSIZE

The width of the drawable area in pixels.

YRANGE

A two-element vector defining the data range in the y direction. This keyword is used to determine the valid range for the light's location and direction properties.

YSIZE

The height of the drawable area in pixels.

ZRANGE

A two-element vector defining the data range in the z direction. This keyword is used to determine the valid range for the light's location and direction properties.

Version History

5.3	Introduced

See Also

CW_LIGHT_EDITOR, CW_LIGHT_EDITOR_GET, IDLgrLight

CW_ORIENT

The CW_ORIENT function creates a compound widget lets you interactively adjust the three-dimensional drawing transformation and resets the !P.T system variable field to reflect the changed orientation.

This routine is written in the IDL language. Its source code can be found in the file cw_orient.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_ORIENT(*Parent* [, AX=*degrees*] [, AZ=*degrees*] [, /FRAME]
   [, TAB_MODE=*value*] [, TITLE=*string*] [, UNAME=*string*] [, UVALUE=*value*]
   [, XSIZE=*width*] [, YSIZE=*height*])

Return Value

This function returns the widget ID of the newly-created orientation-adjustment widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

AX

The initial rotation in the X direction. The default is 30 degrees.

AZ

The initial rotation in the Z direction. The default is 30 degrees.

FRAME

Set this keyword to draw a frame around the widget.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ——

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

——

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-25: TAB_MODE Keyword Options

Note ——

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

——

TITLE

The title of the widget.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

XSIZE

Determines the width of the widget. The default is 100.

YSIZE

Determines the height of the widget. The default is 100.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_ORIENT Widget

CW_ORIENT only returns events when the three dimensional drawing transformation has been altered. The !P.T system variable field is automatically updated to reflect the new orientation.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_ARCBALL, T3D

CW_PALETTE_EDITOR

The CW_PALETTE_EDITOR function creates a compound widget to display and edit color palettes. The palette editor is a base that contains a drawable area to display the color palette, a set of vectors that represent the palette and an optional histogram.

Note ───

Two routines associated with the CW_PALETTE_EDITOR compound widget — CW_PALETTE_EDITOR_GET and CW_PALETTE_EDITOR_SET — do not create compound widgets themselves, but act on an existing CW_PALETTE_EDITOR widget.

───

See "Using the CW_PALETTE_EDITOR" on page 535 for information on the palette editor's interface components and interactive capabilities.

Syntax

Result = CW_PALETTE_EDITOR (*Parent* [, DATA=*array*] [, FRAME=*width*]
   [, HISTOGRAM=*vector*] [, /HORIZONTAL] [, SELECTION=*[start, end]*]
   [, TAB_MODE=*value*] [, UNAME=*string*] [, UVALUE=*value*] [, XSIZE=*width*]
   [, YSIZE=*height*])

Return Value

This function returns the widget ID of the newly created palette editor.

Arguments

Parent

The widget ID of the parent widget for the new palette editor.

Keywords

DATA

A 3x256 byte array containing the initial color values for Red, Green and Blue channels. The value supplied can also be a 4x256 byte array containing the initial color values and the optional Alpha channel. The value supplied can also be an IDLgrPalette object reference. If an IDLgrPalette object reference is supplied it is used internally and is not destroyed on exit. If an object reference is supplied the

ALPHA keyword to the CW_PALETTE_EDITOR_SET routine can be used to supply the data for the optional Alpha channel.

FRAME

The value of this keyword specifies the width of a frame (in pixels) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances. The default is no frame.

HISTOGRAM

A 256 element byte vector containing the values for the optional histogram curve.

HORIZONTAL

Set this keyword for a horizontal layout for the compound widget. This consists of the controls to the right of the display area. The default is a vertical layout with the controls below the display area.

SELECTION

The selection is a two element vector defining the starting and ending point of the selection region of color indexes. The default is [0,255].

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-26: TAB_MODE Keyword Options

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The 'user value' to be assigned to the widget. Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created. If UVALUE is not present, the widget's initial user value is undefined.

XSIZE

The width of the drawable area in pixels. The default width is 256.

YSIZE

The height of the drawable area in pixels. The default height is 256.

WIDGET_CONTROL Keywords for Palette Editor

The widget ID returned by this compound widget is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with this compound widget (e.g., UNAME, UVALUE).

GET_VALUE

Set this keyword to a named variable to contain the current value of the widget. A 3xn (RGB) or 4xn (i.e., RGB and ALPHA) array containing the palette is returned.

The value of a widget can be set with the SET_VALUE keyword to this routine.

SET_VALUE

Sets the value of the specified palette editor compound widget. This widget accepts a 3xn (RGB) or 4xn (i.e., RGB and ALPHA) array representing the value of the palette to be set. Another type of argument accepted is an IDLgrPalette object reference. If an IDLgrPalette object reference is supplied it is used internally and is not destroyed on exit.

Widget Events Returned by the CW_PALETTE_EDITOR Widget

CW_PALETTE_EDITOR generates events when the selection region is changed and when the color palette has been modified. There are variations of the palette editor event structure depending on the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER). The different palette editor event structures are described below.

Selection Moved

This is the type of structure returned when one of the vertical bars that define the selection region is moved by a user.

```
{ CW_PALETTE_EDITOR_SM, ID:0L, TOP:0L, HANDLER:0L,
SELECTION:[0,255]}
```

SELECTION indicates a two element vector defining the starting and ending point of the selection region of color indexes.

Palette Edited

This is the type of structure returned when the user has modified the color palette.

```
{ CW_PALETTE_EDITOR_PM, ID:0L, TOP:0L, HANDLER:0L}
```

The value of the palette editor will need to be retrieved (i.e., WIDGET_CONTROL, GET_VALUE) in order to determine the extent of the actual user modification.

Using the CW_PALETTE_EDITOR

Graphics Area Components

Reference Color bar

A gray scale color bar is displayed at the top of the graphics area for reference purposes.

Palette Colorbar

A color bar containing a display of the current palette is displayed below the reference color bar.

Channel and Histogram Display

The palette channel vectors are displayed below the palette colorbar. The Red channel is displayed in red, the Green channel in green, the Blue channel in blue, and the optional Alpha channel in purple. The optional Histogram vector is displayed in Cyan.

An area with a white background represents the current selection, with gray background representing the area outside of the current selection. Yellow drag handles are an additional indicator of the selection endpoints. These selection endpoints represent the range for some editing operations. In addition, cursor X,Y values and channel pixel values at the cursor location are displayed in a status area below the graphics area.

Interactive Capabilities

Color Space

A droplist allows selection of RGB, HSV or HLS color spaces. RGB is the default color space.

Note

Regardless of the color space in use, the color vectors retrieved with the GET_VALUE keyword to widget control are always in the RGB color space.

Editing Mode

A droplist allows selection of the editing mode. Freehand is the default editing mode.

Note

Unless noted below, editing operations apply only to the channel vectors currently selected for editing and apply only to the portion of the vectors within the selection indicators.

Editing Mode	Description
Freehand	The user can click and drag in the graphics area to draw a new curve. Editable channel vectors will be modified to use the new curve for that part of the X range within the selection that was drawn in Freehand mode.
Line Segment	A click, drag and release operation defines the start point and end point of a line segment. Editable channel vectors will be modified to use the new curve for that part of the X range within the selection that was drawn in Line Segment mode.
Barrel Shift	Click and drag operations in the horizontal direction cause the editable curves to be shifted right or left, with the portion which is shifted off the end of selection area wrapping around to appear on the other side of the selection area. Only the horizontal component of drag movement is used.

Table 5-27: CW_PALETTE_EDITOR Editing Mode Options

Editing Mode	Description
Slide	Click and drag operations in the horizontal direction cause the editable curves to be shifted right or left. Unlike the Barrel Shift mode, the portion of the curves shifted off the end of the selection area does not wrap around. Only the horizontal component of drag movement is used.
Stretch	Click and drag operations in the horizontal direction cause the editable curves to be compressed or expanded. Only the horizontal component of drag movement is used.

Table 5-27: CW_PALETTE_EDITOR Editing Mode Options *(Continued)*

The following table describes the buttons that provide editing operations but do not require cursor input:

Button	Operation
Ramp	Causes the selected part of the editable curves to be replaced with a linear ramp from 0 to 255.
Smooth	Causes the selected part of the editable curves to be smoothed.
Posterize	Causes the selected part of the editable curves to be replaced with a series of steps.
Reverse	Causes the selected part of the editable curves to be reversed in the horizontal direction.
Invert	Causes the selected part of the editable curves to be flipped in the vertical direction.
Duplicate	Causes the selected part of the editable curves to be compressed by 50% and duplicated to produce two contiguous copies of the channel vectors within the initial selection.
Load PreDefined	Leads to additional choices of pre-defined palettes. Loading a pre-defined palette replaces only the selected portion of the editable color channels, respecting of the settings of the selection endpoints and editable checkboxes. This allows loading only a single channel or only a portion of a pre-defined palette.

Table 5-28: CW_PALETTE_EDITOR Button Operations

Channel Display and Edit

A row of checkboxes allows the user to indicate which channels of Red, Green, Blue and the optional Alpha channel should be displayed. A second row of checkboxes allows the user to indicate which channels should be edited by the current editing operation. The checkboxes for the Alpha channel will be sensitive only if an Alpha channel is loaded.

Zoom

Four buttons allow the user to zoom the display of the palette:

Button	Description
| |	Zooms to show the current selection.
+	Zooms in 50%
-	Zooms out 100%
1:1	Returns the display to the full palette

Table 5-29: Palette Zoom Options

Scrolling of the Palette Window

When the palette is zoomed to a scale greater than 1:1 the scroll bar at the bottom of the graphics area can be used to view a different part of the palette.

Version History

5.3	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_PALETTE_EDITOR_GET, CW_PALETTE_EDITOR_SET, IDLgrPalette

CW_PALETTE_EDITOR_GET

The CW_PALETTE_EDITOR_GET procedure gets the CW_PALETTE_EDITOR properties.

Syntax

CW_PALETTE_EDITOR_GET, *WidgetID* [, ALPHA=*variable*]
  [, HISTOGRAM=*variable*]

Arguments

WidgetID

The widget ID of the CW_PALETTE_EDITOR compound widget.

Keywords

ALPHA

Set this keyword to a named variable that will contains the optional alpha curve.

HISTOGRAM

Set this keyword to a named variable that will contains the optional histogram curve.

Version History

5.3	Introduced

See Also

CW_PALETTE_EDITOR, CW_PALETTE_EDITOR_SET, IDLgrPalette

CW_PALETTE_EDITOR_SET

The CW_PALETTE_EDITOR_SET procedure sets the CW_PALETTE_EDITOR properties.

Syntax

CW_PALETTE_EDITOR_SET, *WidgetID* [, ALPHA=*byte_vector*]
   [, HISTOGRAM=*byte_vector*]

Arguments

WidgetID

The widget ID of the CW_PALETTE_EDITOR compound widget.

Keywords

ALPHA

A 256 element byte vector that describes the alpha component of the color palette. The alpha value may also be set to the scalar value zero to remove the alpha curve from the display.

HISTOGRAM

The histogram is an vector to be plotted below the color palette. This keyword can be used to display a distribution of color index values to facilitate editing the color palette. The histogram value may also be set to the scalar value zero to remove the histogram curve from the display.

Version History

5.3	Introduced

See Also

CW_PALETTE_EDITOR, CW_PALETTE_EDITOR_GET, IDLgrPalette

CW_PDMENU

The CW_PDMENU function creates widget pulldown menus, which can include sub-menus, from a set of buttons. It has a simpler interface than the XPDMENU procedure, which it replaces. Events for the individual buttons are handled transparently, and a CW_PDMENU event returned. This event can return any one of the following:

- Index of the button within the base.

- Widget ID of the button.

- Name of the button.

- Fully qualified name of the button. This allows different sub-menus to contain buttons with the same name in an unambiguous way.

Only buttons with textual names are handled by this widget. Bitmaps are not understood.

This routine is written in the IDL language. Its source code can be found in the file cw_pdmenu.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_PDMENU(*Parent*, *Desc* [, /COLUMN] [, /CONTEXT_MENU]
    [, DELIMITER=*string*] [, FONT=*value*] [, /MBAR [, /HELP]] [, IDS=*variable*]
    [, /RETURN_ID | , /RETURN_INDEX | , /RETURN_NAME | ,
    /RETURN_FULL_NAME] [, TAB_MODE=*value*] [, UNAME=*string*]
    [, UVALUE=*value*] [, XOFFSET=*value*] [, YOFFSET=*value*])

Return Value

This function returns the widget ID of the newly-created pulldown menu widget.

Arguments

Parent

The widget ID of the parent widget.

Desc

An array of strings or structures. If *Desc* is an array of strings, each element contains the flag field, followed by a backslash character, followed by the name of the menu item, optionally followed by another backslash character and the name of an event-processing procedure for that element. A string element of the *Desc* array would look like:

> `'n\`*item_name*`'`

or

> `'n\`*item_name*`\`*event_proc*`'`

where `n` is the flag field and *item_name* is the name of the menu item. The flag field is a bitmask that controls how the button is interpreted; appropriate values for the flag field are shown in the following table. If the *event_proc* field is present, it is the name of an event-handling procedure for the menu element and all of its children.

If *Desc* is an array of structures, each structure must have the following definition:

> `{CW_PDMENU_S, flags:0, name:''}`

The name tag is a string field with the following components:

> `'`*item_name*`'`

or

> `'`*item_name*`\`*event_proc*`'`

where *item_name* is the name of the menu item. If the *event_proc* field is present, it is the name of an event-handling procedure for the menu element and all of its children

The flags field is a bitmask that controls how the button is interpreted; appropriate values for the flag field are shown in the following table. Note that if *Desc* is an array of structures, you cannot specify individual event-handling procedures for each element.

Value	Meaning
0	This button is neither the beginning nor the end of a pulldown level.
1	This button is the root of a sub-pulldown menu. The sub-buttons start with the next button.

Table 5-30: Button Flag Bit Meanings

Value	Meaning
2	This button is the last button at the current pulldown level. The next button belongs to the same level as the current parent button. If the name field is not specified (or is an empty string), no button is created, and the next button is created one level up in the hierarchy.
3	This button is the root of a sub-pulldown menu, but it is also the last entry of the current level.

Table 5-30: Button Flag Bit Meanings (Continued)

Keywords

COLUMN

Set this keyword to create a vertical column of menu buttons. The default is to create a horizontal row of buttons.

CONTEXT_MENU

Set this keyword to create the pulldown menu within a context-sensitive menu. If CONTEXT_MENU is set, *Parent* must be the widget ID of a base widget, which also has the CONTEXT_MENU keyword set. The return value of CW_PDMENU is the *Parent's* widget ID. If CONTEXT_MENU is set, setting the UNAME or UVALUE on the same call to CW_PDMENU will override the UNAME or UVALUE values of the parent base.

For more on creating context menus, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*) and the CONTEXT_MENU keyword to WIDGET_BASE.

DELIMITER

The character used to separate the parts of a fully qualified name in returned events. The default is to use the "." character.

FONT

The name of the font to be used for the button titles. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

HELP

If the MBAR keyword is set, and one of the buttons on the menubar has the label "help" (case insensitive) then that button is created with the /HELP keyword to give it any special appearance it is supposed to have on a menubar. For example, Motif expects help buttons to be on the right.

IDS

A named variable in which the button IDs will be stored as a longword vector.

MBAR

Set this keyword to create a menubar pulldown. If MBAR is set, *Parent* must be the widget ID of a menubar belonging to a top-level base, and the return value of CW_PDMENU is the *Parent* widget ID. For an example demonstrating the use of the MBAR keyword, see Example 2 below. Also see the MBAR keyword to WIDGET_BASE. If MBAR is set, setting the UNAME or UVALUE on the same call to CW_PDMENU will override the UNAME or UVALUE values of the parent base.

RETURN_ID

If this keyword is set, the VALUE field of returned events will contain the widget ID of the button.

RETURN_INDEX

If this keyword is set, the VALUE field of returned events will contain the zero-based index of the button within the base. THIS IS THE DEFAULT.

RETURN_NAME

If this keyword is set, the VALUE field of returned events will be the name of the selected button.

RETURN_FULL_NAME

Set this keyword and the VALUE field of returned events will be the fully qualified name of the selected button. This means that the names of all the buttons from the topmost button of the pulldown menu to the selected one are concatenated with the delimiter specified by the DELIMITER keyword. For example, if the top button was named COLORS, the second level button was named BLUE, and the selected button was named LIGHT, the returned value would be

```
COLORS.BLUE.LIGHT
```

This allows different submenus to have buttons with the same name (e.g., COLORS.RED.LIGHT).

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ———

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

———

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-31: TAB_MODE Keyword Options

Note ———

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

———

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget. If the MBAR keyword is set, the value specified for UVALUE is also assigned as the UVALUE of the parent menu (i.e., the widget specified by the *Parent* argument in the call to CW_PDMENU).

XOFFSET

The X offset of the widget relative to its parent.

YOFFSET

The Y offset of the widget relative to its parent.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_PDMENU Widget

CW_PDMENU generates an event structure that specifies the index, widget ID, or name of the menu item selected with the following definition:

```
event = { ID:0L, TOP:0L, HANDLER:0L, VALUE:0 }
```

VALUE is either the INDEX, ID, NAME, or FULL_NAME of the button, depending on how the widget was created.

Examples

Example 1

The following is the description of a menu bar with two buttons: "Colors" and "Quit". Colors is a pulldown containing the colors "Red", "Green", Blue", "Cyan", and "Magenta". Blue is a sub-pulldown containing "Light", "Medium", "Dark", "Navy", and "Royal."

The following small program can be used with the above description to create the specified menu:

```
PRO PD_EXAMPLE
   desc = [ '1\Colors' , $
            '0\Red' , $
            '0\Green' , $
            '1\Blue' , $
            '0\Light' , $
            '0\Medium' , $
            '0\Dark' , $
            '0\Navy' , $
            '2\Royal' , $
            '0\Cyan' , $
            '2\Magenta' , $
            '2\Quit' ]

   ; Create the widget:
   base = WIDGET_BASE()
   menu = CW_PDMENU(base, desc, /RETURN_FULL_NAME)
   WIDGET_CONTROL, /REALIZE, base

   ;Provide a simple event handler:
   REPEAT BEGIN
      ev = WIDGET_EVENT(base)
      PRINT, ev.value
   END UNTIL ev.value EQ 'Quit'
   WIDGET_CONTROL, /DESTROY, base

END
```

The *Desc* array could also have been defined using a structure for each element. The following array of structures creates the same menu as the array of strings shown above. Note, however, that if the *Desc* array is composed of structures, you cannot specify individual event-handling routines.

First, make sure CW_PDMENU_S structure is defined:

```
junk = {CW_PDMENU_S, flags:0, name:'' }
```

Define the menu:

```
desc = [ { CW_PDMENU_S, 1, 'Colors' }, $
         { CW_PDMENU_S, 0, 'Red' }, $
         { CW_PDMENU_S, 0, 'Green' }, $
         { CW_PDMENU_S, 1, 'Blue' }, $
         { CW_PDMENU_S, 0, 'Light' }, $
         { CW_PDMENU_S, 0, 'Medium' }, $
         { CW_PDMENU_S, 0, 'Dark' }, $
         { CW_PDMENU_S, 0, 'Navy' }, $
         { CW_PDMENU_S, 2, 'Royal' }, $
         { CW_PDMENU_S, 0, 'Cyan' }, $
         { CW_PDMENU_S, 2, 'Magenta' }, $
         { CW_PDMENU_S, 2, 'Quit' } ]
```

Example 2

This example demonstrates the use of the MBAR keyword to CW_PDMENU to populate the "Colors" menu item on a menu bar created using WIDGET_BASE.

```
PRO mbar_event, event

   WIDGET_CONTROL, event.id, GET_UVALUE=uval

   CASE uval OF
      'Quit': WIDGET_CONTROL, /DESTROY, event.top
   ELSE: PRINT, event.value
   ENDCASE

END

PRO mbar

   ; Create the base widget:
   base = WIDGET_BASE(TITLE = 'Example', MBAR=bar, XSIZE=200, $
      UVALUE='base')

   file_menu = WIDGET_BUTTON(bar, VALUE='File', /MENU)
   file_bttn1=WIDGET_BUTTON(file_menu, VALUE='Quit', $
      UVALUE='Quit')

   colors_menu = WIDGET_BUTTON(bar, VALUE='Colors', /MENU)

   ; Define array for colors menu items:
   desc = [ '0\Red' , $
            '0\Green' , $
            '1\Blue' , $
            '0\Light' , $
            '0\Medium' , $
```

```
                     '0\Dark' , $
                     '0\Navy' , $
                     '2\Royal' , $
                     '0\Cyan' , $
                     '2\Magenta' ]

        ; Create colors menu items. Note that the Parent argument is
        ; set to the widget ID of the parent menu:
        colors = CW_PDMENU(colors_menu, desc, /MBAR, $
            /RETURN_FULL_NAME, UVALUE='menu')

        WIDGET_CONTROL, /REALIZE, base

        XMANAGER, 'mbar', base, /NO_BLOCK

    END
```

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_BGROUP, WIDGET_DROPLIST, "Pulldown Menus" (Chapter 3, *Widget Application Programming*)

CW_RGBSLIDER

The CW_RGBSLIDER function creates a compound widget that provides three sliders for adjusting color values. The RGB, CMY, HSV, and HLS color systems can all be used. No matter which color system is in use, the resulting color is always supplied in RGB, which is the base system for IDL.

This routine is written in the IDL language. Its source code can be found in the file cw_rgbslider.pro in the lib subdirectory of the IDL distribution.

Using CW_RGBSLIDER

The CW_RGBSLIDER widget consists of a pulldown menu which allows the user to change between the supported color systems, and three color adjustment sliders, allowing the user to select a new color value.

Syntax

Result = CW_RGBSLIDER(*Parent* [, /CMY | , /HSV | , /HLS | , /RGB]
   [, /COLOR_INDEX | , GRAPHICS_LEVEL={1 | 2}] [, /DRAG] [, /FRAME]
   [, LENGTH=*value*] [, /RGB] [, TAB_MODE=*value*] [, UNAME=*string*]
   [, UVALUE=*value*] [, VALUE=*[r, g, b]*] [, /VERTICAL])

Return Value

This function returns the widget ID of the newly-created color adjustment widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

CMY

If set, the initial color system used is CMY.

COLOR_INDEX

Set this keyword to display a small rectangle with the selected color. The color is updated as the values are changed. The color initially displayed in this rectangle corresponds to the value specified with the VALUE keyword. If using Object Graphics, it is recommended that you set the GRAPHICS_LEVEL keyword to 2, in which case the COLOR_INDEX keyword is ignored.

DRAG

Set this keyword and events will be generated continuously when the sliders are adjusted. If not set, events will only be generated when the mouse button is released. Note: On slow systems, /DRAG performance can be inadequate. The default is DRAG = 0.

FRAME

If set, a frame will be drawn around the widget. The default is FRAME = 0.

GRAPHICS_LEVEL

Set this keyword to 2 to use Object Graphics. Set to 1 for Direct Graphics (the default). If set to 2, a small rectangle is displayed with the selected color. The color is updated as the values are changed. The color initially displayed in this rectangle corresponds to the value specified with the VALUE keyword. If this keyword is set, the COLOR_INDEX keyword is ignored.

HSV

If set, the initial color system used is HSV.

HLS

If set, the initial color system used is HLS.

LENGTH

The length of the sliders. The default = 256.

RGB

If set, the initial color system used is RGB. This is the default.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note ──
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
──

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-32: TAB_MODE Keyword Options

Note ──
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.
──

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget

hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

VALUE

Set this keyword to a 3-element [*r, g, b*] vector representing the initial RGB value for the CW_RGBSLIDER widget. If the GRAPHICS_LEVEL keyword is set to 2, the color swatch will also initially display this RGB value.

VERTICAL

If set, the sliders will be oriented vertically. The default is VERTICAL = 0.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_RGBSLIDER Widget

This widget generates event structures with the following definition:

```
event = {ID:0L, TOP:0L, HANDLER:0L, R:0B, G:0B, B:0B }
```

The 'R', 'G', and 'B' fields contain the Red, Green and Blue components of the selected color. Note that CW_RGBSLIDER reports back the Red, Green, and Blue values no matter which color system is selected.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_CLR_INDEX, XLOADCT, XPALETTE

CW_TMPL

The CW_TMPL procedure is a template for compound widgets that use the XMANAGER. Use this template instead of writing your compound widgets from "scratch". This template can be found in the file cw_tmpl.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = CW_TMPL(*Parent* [, TAB_MODE=*value*] [, UNAME=*string*]
[, UVALUE=*value*])

Arguments

Parent

The widget ID of the parent widget of the new compound widget.

Keywords

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note —————————————————————————————————————
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
——

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-33: TAB_MODE Keyword Options

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

A user-specified value for the compound widget.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

XMNG_TMPL

CW_ZOOM

The CW_ZOOM function creates a compound widget that displays two images: an original image in one window and a zoomed portion of the original image in another. The user can select the center of the zoom region, the zoom scale, the interpolation style, and the method of indicating the zoom center.

This routine is written in the IDL language. Its source code can be found in the file `cw_zoom.pro` in the `lib` subdirectory of the IDL distribution.

Using CW_ZOOM

The value of the CW_ZOOM widget is the original, un-zoomed image to be displayed (a two-dimensional array). To change the contents of the CW_ZOOM widget, use the command:

```
WIDGET_CONTROL, id, SET_VALUE = array
```

where `id` is the widget ID of the CW_ZOOM widget and `array` is the image array. The value of CW_ZOOM cannot be set until the widget has been realized. Note that the size of the original window, set with the XSIZE and YSIZE keywords to CW_ZOOM, must be the size of the input array.

To return the current zoomed image as displayed by CW_ZOOM in the variable `array`, use the command:

```
WIDGET_CONTROL, id, GET_VALUE = array
```

Syntax

Result = CW_ZOOM(*Parent* [, /FRAME] [, MAX=*scale*] [, MIN=*scale*]
   [, RETAIN={0 | 1 | 2}] [, SAMPLE=*value*] [, SCALE=*value*]
   [, TAB_MODE=*value*] [, /TRACK] [, UNAME=*string*] [, UVALUE=*value*]
   [, XSIZE=*width*] [, X_SCROLL_SIZE=*width*] [, X_ZSIZE=*zoom_width*]
   [, YSIZE=*height*] [, Y_SCROLL_SIZE=*height*] [, Y_ZSIZE=*zoom_height*])

Return Value

This function returns the widget ID of the newly-created zoom widget.

Arguments

Parent

The widget ID of the parent widget.

Keywords

FRAME

If set, a frame will be drawn around the widget. The default is FRAME = 0.

MAX

The maximum zoom scale, which must be greater than or equal to 1. The default is 20.

MIN

The minimum zoom scale, which must be greater than or equal to 1. The default is 1.

RETAIN

Set this keyword to zero, one, or two to specify how backing store should be handled for both windows. RETAIN=0 specifies no backing store. RETAIN=1 requests that the server or window system provide backing store. RETAIN=2 specifies that IDL provide backing store directly. See "Backing Store" on page 5409 for details.

SAMPLE

Set to zero for bilinear interpolation, or to a non-zero value for nearest neighbor interpolation. Bilinear interpolation gives higher quality results, but requires more time. The default is 0.

SCALE

The initial integer scale factor to use for the zoomed image. The default is SCALE = 4. The scale must be greater than or equal to 1.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

Value	Description
0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Table 5-34: TAB_MODE Keyword Options

Note
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

TRACK

Set this keyword and events will be generated continuously as the cursor is moved across the original image. If not set, events will only be generated when the mouse button is released. Note: On slow systems, /TRACK performance can be inadequate. The default is 0.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UVALUE

The "user value" to be assigned to the widget.

XSIZE

The width of the window (in pixels) for the original image. The default is XSIZE = 500. Note that XSIZE *must* be set to the width of the original image array for the image to display properly.

X_SCROLL_SIZE

The width of the visible part of the original image. This may be smaller than the actual width controlled by the XSIZE keyword. The default is 0, for no scroll bar.

X_ZSIZE

The width of the window for the zoomed image. The default is 250.

YSIZE

The height of the window (in pixels) for the original image. The default is 500. Note that YSIZE *must* be set to the height of the original image array for the image to display properly.

Y_SCROLL_SIZE

The height of the visible part of the original image. This may be smaller than the actual height controlled by the YSIZE keyword. The default is 0, for no scroll bar.

Y_ZSIZE

The height of the window for the zoomed image. The default is 250.

Keywords to WIDGET_CONTROL and WIDGET_INFO

The widget ID returned by most compound widgets is actually the ID of the compound widget's base widget. This means that many keywords to the WIDGET_CONTROL and WIDGET_INFO routines that affect or return information on base widgets can be used with compound widgets.

In addition, you can use the GET_VALUE and SET_VALUE keywords to WIDGET_CONTROL to obtain or set the value of the zoom widget. The value of the CW_ZOOM widget is the original, un-zoomed image to be displayed (a two-dimensional array). To change the contents of the CW_ZOOM widget, use the command:

```
WIDGET_CONTROL, id, SET_VALUE = array
```

where id is the widget ID of the CW_ZOOM widget and array is the image array. The value of CW_ZOOM cannot be set until the widget has been realized. Note that the size of the original window, set with the XSIZE and YSIZE keywords to CW_ZOOM, must be the size of the input array.

To return the current zoomed image as displayed by CW_ZOOM in the variable array, use the command:

```
WIDGET_CONTROL, id, GET_VALUE = array
```

See "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*) for a more complete discussion of controlling compound widgets using WIDGET_CONTROL and WIDGET_INFO.

Widget Events Returned by the CW_ZOOM Widget

When the "Report Zoom to Parent" button is pressed, this widget generates event structures with the following definition:

```
event = {ZOOM_EVENT, ID:0L, TOP:0L, HANDLER:0L, $
         XSIZE:0L, YSIZE:0L, X0:0L, Y0:0L, X1:0L, Y1:0L }
```

This specifies the dimensions of the zoomed image and the corresponding coordinates within the original image. The XSIZE and YSIZE fields contain the dimensions of the zoomed image. The X0 and Y0 fields contain the coordinates of the lower left corner of the original image, and the X1 and Y1 fields contain the coordinates of the upper right corner of the original image.

Examples

The following code samples illustrate a use of the CW_ZOOM widget. First, create an event-handler. Note that clicking on the widget's "Zoom" button displays IDL's help output on the console.

```
PRO widzoom_event, event

   WIDGET_CONTROL, event.id, GET_UVALUE=uvalue
   CASE uvalue OF
      'ZOOM': HELP, /STRUCT, event
```

```
      'DONE': WIDGET_CONTROL, event.top, /DESTROY
   ENDCASE

END
```

Next, create the widget program:

```
PRO widzoom

   OPENR, lun, FILEPATH('people.dat', $
      SUBDIR = ['examples','data']), /GET_LUN
   image=BYTARR(192,192, /NOZERO)
   READU, lun, image
   FREE_LUN, lun
   sz = SIZE(image)

   base=WIDGET_BASE(/COLUMN)
   zoom=CW_ZOOM(base, XSIZE=sz[1], YSIZE=sz[2], UVALUE='ZOOM')
   done=WIDGET_BUTTON(base, VALUE='Done', UVALUE='DONE')
   WIDGET_CONTROL, base, /REALIZE

   WIDGET_CONTROL, zoom, SET_VALUE=image
   XMANAGER, 'widzoom', base

END
```

Once you have entered these programs, type "widzoom" at the IDL command prompt to run the widget application.

Version History

Pre 4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

ZOOM, ZOOM_24
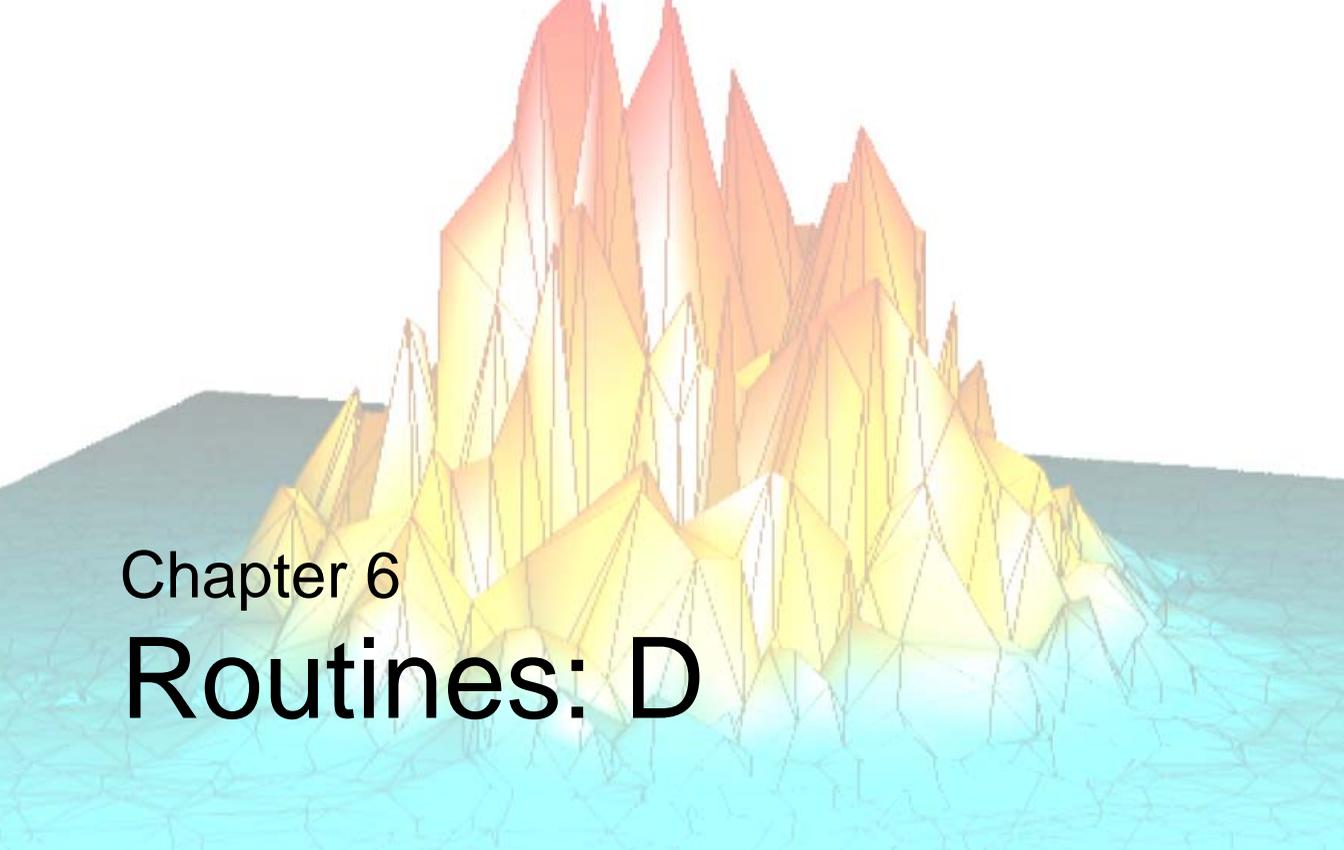
Chapter 6
Routines: D

DataMiner Routines

The IDL DataMiner is an Open Database Connectivity (ODBC) interface that allows IDL users to access and manipulate information from a variety of database management systems.

For information, see the *Chapter 3, "IDL DataMiner API"* (*DataMiner Guide*).

DBLARR

The DBLARR function create a double-precision, floating-point vector or array of the specified dimensions.

Syntax

Result = DBLARR(*D₁[, ..., D₈]* [, /NOZERO])

Return Value

Returns a double-precision, floating-point vector or array.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, DBLARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and DBLARR executes faster.

Examples

To create D, an 3-element by 3-element, double-precision, floating-point array with every element set to 0.0, enter:

```
D = DBLARR(3, 3)
```

Version History

Original	Introduced

See Also

COMPLEXARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

DCINDGEN

The DCINDGEN function creates a complex, double-precision, floating-point array with the specified dimensions. Each element of the array has its real part set to the value of its one-dimensional subscript. The imaginary part is set to zero.

Syntax

Result = DCINDGEN(D_1 [, ..., D_8])

Return Value

Returns a complex, double-precision, floating-point array of the specified dimensions.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create DC, a 4-element vector of complex values with the real parts set to the value of their subscripts, enter:

```
DC = DCINDGEN(4)
```

Version History

4.0	Introduced

See Also

BINDGEN, CINDGEN, DINDGEN, FINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

DCOMPLEX

The DCOMPLEX function returns double-precision complex scalars or arrays given one or two scalars or arrays. If only one parameter is supplied, the imaginary part of the result is zero, otherwise it is set to the value of the *Imaginary* parameter. Parameters are first converted to double-precision floating-point. If either or both of the parameters are arrays, the result is an array, following the same rules as standard IDL operators. If three parameters are supplied, DCOMPLEX extracts fields of data from *Expression*.

Syntax

Result = DCOMPLEX(*Real* [, *Imaginary*])

or

Result = DCOMPLEX(*Expression*, *Offset*, D_1 [, ..., D_8])

Return Value

Returns a double-precision complex value or an array given one or two scalars or arrays. If only one parameter is supplied, the imaginary part of the result is zero, otherwise it is set to the value of the *Imaginary* parameter. If either or both of the parameters are arrays, the result is an array, following the same rules as standard IDL operators. If three or more parameters are supplied, COMPLEX extracts fields of data from *Expression*.

Returns double-precision complex scalars or arrays given one or two scalars or arrays.

Arguments

Real

Scalar or array to be used as the real part of the complex result.

Imaginary

Scalar or array to be used as the imaginary part of the complex result.

Expression

The expression from which data is to be extracted.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as complex data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D*i*

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Create a complex array from two integer arrays by entering the following commands:

```
; Create the first integer array:
A = [1,2,3]

; Create the second integer array:
B = [4,5,6]

; Make A the real parts and B the imaginary parts of the new
; complex array:
C = DCOMPLEX(A, B)

; See how the two arrays were combined:
PRINT, C
```

IDL prints:

```
( 1.0000000, 4.0000000)( 2.0000000, 5.0000000)
( 3.0000000, 6.0000000)
```

The real and imaginary parts of the complex array can be extracted as follows:

```
; Print the real part of the complex array C:
PRINT, 'Real Part: ', REAL_PART(C)

; Print the imaginary part of the complex array C:
PRINT, 'Imaginary Part: ', IMAGINARY(C)
```

IDL prints:

```
Real Part:        1.0000000   2.0000000   3.0000000
Imaginary Part:   4.0000000   5.0000000   6.0000000
```

Version History

4.0	Introduced

See Also

BYTE, COMPLEX, CONJ, DOUBLE, FIX, FLOAT, IMAGINARY, LONG,
LONG64, REAL_PART, STRING, UINT, ULONG, ULONG64

DCOMPLEXARR

The DCOMPLEXARR function returns a complex, double-precision, floating-point vector or array.

Syntax

Result = DCOMPLEXARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns a complex, double-precision, floating-point vector or array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, DCOMPLEXARR sets every element of the result to zero. If the NOZERO keyword is set, this zeroing is not performed, and DCOMPLEXARR executes faster.

Examples

To create an empty, 5-element by 5-element, complex array DC, enter:

```
DC = DCOMPLEXARR(5, 5)
```

Version History

4.0	Introduced

See Also

COMPLEXARR, DBLARR, FLTARR, INTARR, LON64ARR, LONARR,
MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

DEFINE_KEY

The DEFINE_KEY procedure programs the keyboard function *Key* with the string *Value*, or with one of the actions specified by the available keywords.

DEFINE_KEY is primarily intended for use with IDL's UNIX command line interface, but it has limited applications in the Microsoft Windows environment as well.

Syntax

DEFINE_KEY, Key [, Value] [, /MATCH_PREVIOUS] [, /NOECHO]
    [, /TERMINATE]

UNIX-Only Keywords: [, /BACK_CHARACTER] [, /BACK_WORD]
[, /CONTROL |, /ESCAPE] [, /DELETE_CHARACTER] [, /DELETE_CURRENT]
[, /DELETE_EOL] [, /DELETE_LINE] [, /DELETE_WORD] [, /END_OF_FILE]
[, /END_OF_LINE] [, /ENTER_LINE] [, /FORWARD_CHARACTER]
[, /FORWARD_WORD] [, /INSERT_OVERSTRIKE_TOGGLE] [, /NEXT_LINE]
[, /PREVIOUS_LINE] [, /RECALL] [, /REDRAW] [, /START_OF_LINE]

Arguments

Key

A scalar string containing the name of a function key to be programmed. IDL maintains an internal list of function key names and the escape sequences they send. Different keys are available for mapping in the UNIX command-line interface and the Windows IDL Workbench, as described below.

UNIX — Under UNIX, DEFINE_KEY allows you to set the values of two distinctly different types of keys:

- Control characters: Any of the 26 control characters (CTRL+A through CTRL+Z) can be associated with specific actions by specifying the CONTROL keyword. Control characters are the unprintable ASCII characters at the beginning of the ASCII character set. They are usually entered by holding down the Control key while the corresponding letter key is pressed.

- Function keys: Most terminals (and terminal emulators) send escape sequences when a function key is pressed. An escape sequence is a sequence of characters starting the ASCII Escape character. Escape sequences follow strict rules that allow applications such as IDL to determine when the sequence is complete.

For instance, the left arrow key on most machines sends the sequence <ESC>[D. The available function keys and the escape sequences they send vary from keyboard to keyboard; IDL cannot be built to recognize all of the different keyboards in existence. The ESCAPE keyword allows you to program IDL with the escape sequences for your keyboard. When you press the function key, IDL will recognize the sequence and take the appropriate action.

If *Key* is not already on IDL's internal list, you must use the ESCAPE keyword to specify the escape sequence, otherwise, *Key* alone will suffice. The available function keys and the escape sequences they send vary from keyboard to keyboard; IDL's internal list already contains definitions for most keys. The following table describes the standard key definitions.

Editing Key	Function
Ctrl+A	Move cursor to start of line
Ctrl+B	Move cursor left one word
Ctrl+D	EOF if current line is empty, EOL otherwise
Ctrl+E	Move to end of line
Ctrl+F	Move cursor right one word
Ctrl+K	Erase from the cursor to the end of the line
Ctrl+N	Move back one line in the recall buffer
Ctrl+R	Retype current line
Ctrl+U	Delete from current position to start of line
Ctrl+W	Delete previous word
Ctrl+X	Delete current character
Backspace, Delete	Delete previous character
ESC-I	Overstrike/insert toggle
ESC-Delete	Delete previous word
Up Arrow	Move back one line in the recall buffer
Down Arrow	Move forward one line in the recall buffer

Table 6-1: Standard Key Definitions for UNIX

Editing Key	Function
Left Arrow	Move left one character
Right Arrow	Move right one character
R13	Move cursor left one word (Sun keyboards)
R15	Move cursor right one word (Sun keyboards)
^*text*	Recall the first line containing *text*. If *text* is blank, recall the previous line
Other Characters	Insert character at the current cursor position

Table 6-1: Standard Key Definitions for UNIX (Continued)

Windows — Under Windows, function keys F2, F4, and F12 can be customized.

In IDL for Windows, three special variables can be used to expand the current mouse selection, the current line, or the current filename into the output of defined keys.

Variable	Expansion
%f	filename of the currently-selected IDL Editor window
%l	number of the current line in an IDL Editor window
%s	Currently-selected text from an IDL Output Log or Editor window

Table 6-2: Variable expansions for defined keys

For example, to define F2 as a key that executes an IDL PRINT command with the current mouse selection as its argument, use the command:

```
DEFINE_KEY, 'F2', 'PRINT, "%S"'
```

Dragging the mouse over any text in an IDL Editor or Output Log window and pressing F2 causes the selected text to be given as the argument to the IDL PRINT procedure. The %l and %f variables can be used in a similar fashion.

Value

The scalar string that will be printed (as if it had been typed manually at the keyboard) when *Key* is pressed. If *Value* is not present, and no function is specified

for the key with one of the keywords, the key is cleared so that nothing happens when it is pressed.

Keywords

BACK_CHARACTER

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the current cursor position left one character.

BACK_WORD

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the current cursor position left one word.

CONTROL

This keyword is only available on UNIX platforms.

Set this keyword to indicate that *Key* is the name of a control key. The default is for *Key* to define a function key escape sequence. To view the names used by IDL for the control keys, type the following at the Command Line:

```
HELP, /ALL_KEYS
```

Warning
The CONTROL and ESCAPE keywords are mutually exclusive and cannot be specified together.

DELETE_CHARACTER

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to delete the character to the left of the cursor.

DELETE_CURRENT

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to delete the character directly underneath the cursor.

DELETE_EOL

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to delete from the cursor position to the end of the line.

DELETE_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to delete all characters to the left of the cursor.

DELETE_WORD

This keyword is only available on UNIX platforms.

Set this keyword to programs *Key* to delete the word to the left of the cursor.

END_OF_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the cursor to the end of the line.

END_OF_FILE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to exit IDL if the current line is empty, and to end the current input line if the current line is not empty.

ENTER_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to enter the current line (i.e., the action normally performed by the "Return" key).

ESCAPE

This keyword is only available on UNIX platforms.

A scalar string that specifies the escape sequence that corresponds to *Key*. See "Defining New Function Keys" on page 582 for further details.

Warning ──

The CONTROL and ESCAPE keywords are mutually exclusive and cannot be specified together.

───

FORWARD_CHARACTER

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the current cursor position right one character.

FORWARD_WORD

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the current cursor position right one word.

INSERT_OVERSTRIKE_TOGGLE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to toggle between "insert" and "overstrike" mode. When characters are typed into the middle of a line, insert mode causes the trailing characters to be moved to the right to make room for the new ones. Overstrike mode causes the new characters to overwrite the existing ones.

MATCH_PREVIOUS

Set this keyword to program *Key* to prompt the user for a string, and then search the saved command buffer for the most recently issued command that contains that string. If a match is found, the matching command becomes the current command, otherwise the last command entered is used. Under UNIX, the default match key is the up caret "^" key when pressed in column 1.

NEXT_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move forward one command in the saved command buffer and make that command the current one.

NOECHO

Set this keyword to enter the Value assigned to *Key* when pressed, without echoing the string to the screen. This feature is useful for defining keys that perform such

actions as erasing the screen. If NOECHO is set, TERMINATE is also assumed to be set.

PREVIOUS_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move back one command in the saved command buffer and make that command the current one.

RECALL

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to prompt the user for a command number. The saved command corresponding to the entered number becomes the current command. In order to view the currently saved commands and the number currently associated with each, enter the IDL command:

```
HELP, /RECALL COMMANDS
```

Example

The RECALL operation remembers the last command number entered, and if the user simply presses return, it recalls the command currently associated with that saved number. Since the number associated with a given command increases by one each time a new command is saved, this feature can be used to quickly replay a sequence of commands.

```
IDL> PRINT, 1
1
IDL> PRINT, 2
2
IDL> HELP, /RECALL_COMMANDS
Recall buffer length: 20
1               PRINT, 2
2               PRINT, 1
```

User presses key tied to RECALL.

```
IDL>
```

Line 2 is requested.

```
Recall Line #: 2
```

Saved command 2 is recalled.

```
IDL> PRINT, 1
1
```

User presses return.

```
Recall Line #:
```

Saved command 2 is recalled again.

```
IDL> PRINT, 2
2
```

REDRAW

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to retype the current line.

START_OF_LINE

This keyword is only available on UNIX platforms.

Set this keyword to program *Key* to move the cursor to the start of the line.

TERMINATE

If this keyword is set, and *Value* is present, pressing *Key* terminates the current input operation after its assigned value is entered. Essentially, an implicit carriage return is added to the end of *Value*.

Examples

Defining New Function Keys

Under UNIX, IDL can handle arbitrary function keys. When adding a definition for a function key that is not built into IDL's default list of recognized keys, you must use the ESCAPE keyword to specify the escape sequence it sends. For example, to add a function key named "HELP" which sends the escape sequence <Escape>[28~, use the command:

```
DEFINE_KEY, 'HELP', ESCAPE = '\033[28~'
```

This command adds the HELP key to the list of keys understood by IDL. Since only the key name and escape sequence were specified, pressing the HELP key will do nothing. The Value argument, or one of the keywords provided to specify command line editing functions, could have been included in the above statement to program it with an action.

Once a key is defined using the ESCAPE keyword, it is contained in the internal list of function keys. It can then be subsequently redefined without specifying the escape sequence.

It is convenient to include commonly used key definitions in a startup file, so that they will always be available. See "Startup Files" (Chapter 1, *Using IDL*).

IDL is preloaded with definitions for most widely used function keys and their escape sequences, so it is generally not necessary to specify the ESCAPE keyword. For example, to program key "F2" to redraw the current line:

```
DEFINE_KEY, 'F2', /REDRAW
```

The CONTROL keyword alters the action that IDL takes when it sees the specified characters defining the control keys. IDL may not be able to alter the behavior of some control characters. For example, CTRL+S and CTRL+Q are usually reserved by the operating system for flow control. Similarly, CTRL+Z is usually the UNIX suspend character.

Example

CTRL+D is the UNIX end-of-file character. It is a common UNIX convention (followed by IDL) for programs to quit upon encountering CTRL+D. However, CTRL+D is also used by some text editors to delete characters. To disable IDL default handling of CTRL+D, type the following:

```
DEFINE_KEY, /CONTROL, '^D'
```

To print a reminder of how to exit IDL properly, type the following:

```
DEFINE_KEY, /CONTROL, '^D', "print, 'Enter EXIT to quit IDL'", $
/NOECHO, /TERMINATE
```

To use CTRL+D to delete characters, type the following:

```
DEFINE_KEY, /CONTROL, '^D', /DELETE_CURRENT
```

Version History

Original	Introduced

See Also

GET_KBRD

DEFINE_MSGBLK

The DEFINE_MSGBLK procedure defines and loads a new message block into the currently running IDL session. Messages are issued from a message block using the MESSAGE procedure, which handles the details of IDL message display, including proper formatting, setting the values of the !ERROR_STATE system variable, and displaying traceback information if execution halts. See MESSAGE for details.

A message block is a collection of messages that are loaded into IDL as a single unit. Each block contains the messages required for a specific application. At startup, IDL contains a single internal message block named IDL_MBLK_CORE, which contains the standard messages required by the IDL system. Dynamically loadable modules (DLMs) usually define additional message blocks for their own needs when they are loaded. At the IDL programming level, the DEFINE_MSGBLK and DEFINE_MSGBLK_FROM_FILE procedures can be used to define and load message blocks. You can use the HELP, /MESSAGES command to see the currently defined message blocks.

Syntax

DEFINE_MSGBLK, *BlockName*, *ErrorNames*, *ErrorFormats*
    [, /IGNORE_DUPLICATE] [, PREFIX = *PrefixStr*]

Note ───

IDL will force the values of the message bock name, the individual message names, and any message prefix string to upper case before installing the message block. Because IDL is generally case-insensitive, you do not need to use upper case when supplying these values to the DEFINE_MSGBLK or MESSAGE procedures. The values stored in the !ERROR_STATE system variable will, however, be upper-case strings. If you do string comparisons with values in !ERROR_STATE, you should take this case-folding into account.

───

Arguments

BlockName

A string giving the name of the message block to be defined. Block names must be unique within the IDL system. We recommend that you follow the advice given in Chapter 6, "Library Authoring" (*Application Programming*) when selecting the message block name in order to avoid name conflicts. Use of the PREFIX keyword is also recommended to enforce a consistent naming convention.

ErrorNames

An array of strings giving the names of the messages defined by the message block.

ErrorFormats

An array of strings giving the formats for the messages defined by the message block. Note that the format string can include both static text (displayed every time the error is displayed) and dynamic text (specified when the error is generated by a call to the MESSAGE procedure). Each format is matched with the corresponding name in *ErrorNames*. For this reason, *ErrorFormats* should have the same number of elements as *ErrorNames*. We recommend the use of the PREFIX keyword to enforce a consistent naming scheme for your messages.

Error formats are simplified `printf`-style format strings. For more information on format strings, see "C printf-Style Quoted String Format Code" (Chapter 18, *Application Programming*).

Keywords

IGNORE_DUPLICATE

Attempts to define a given *BlockName* more than once in the same IDL session usually cause DEFINE_MSGBLK to issue an error and stop execution of the IDL program. Specify IGNORE_DUPLICATE to cause DEFINE_MSGBLK to quietly ignore attempts to redefine a message block. In this case, no error is issued and execution continues. The original message block remains installed and available for use.

PREFIX

It is a common and recommended practice to give each message name defined in *ErrorNames* a common unique prefix that identifies it as an error from a specific message block. However, specifying this prefix in each entry of *ErrorNames* is tedious and error prone. The PREFIX keyword can be used to specify a prefix string that will be added to each element of *ErrorNames*.

Examples

This example defines a message block called ROADRUNNER that contains 2 messages:

```
name = ['BADPLAN', 'RRNOTCAUGHT']
fmt  = ['Bad plan detected: %s.', 'Road Runner not captured.']
DEFINE_MSGBLK, PREFIX = 'ACME_M_', 'ROADRUNNER', name, fmt
```

Once this message block is loaded, the ACME_M_BADPLAN message can be issued using the following statement:

```
MESSAGE, NAME = 'acme_m_badplan', BLOCK = 'roadrunner', $
    'Exploding bridge while standing underneath'
```

This MESSAGE statement produces the output similar to:

```
% Bad plan detected: Exploding bridge while standing underneath.
% Execution halted at:  $MAIN$
```

The IDL command:

```
HELP, /STRUCTURES, !ERROR_STATE
```

can be used to examine the effect of this message on IDL's error state.

Version History

5.5	Introduced

See Also

DEFINE_MSGBLK_FROM_FILE, MESSAGE

DEFINE_MSGBLK_FROM_FILE

The DEFINE_MSGBLK_FROM_FILE procedure reads the definition of a message block from a file, and uses DEFINE_MSGBLK to load it into the currently running IDL session. Messages are issued from a message block using the MESSAGE procedure, which handles the details of IDL message display, including proper formatting, setting the values of the !ERROR_STATE system variable, and displaying traceback information if execution halts. See MESSAGE for details.

Note

For large message blocks, DEFINE_MSGBLK_FROM_FILE can be more convenient than DEFINE_MSGBLK.

Format of Message Definition Files

A message definition file has a simple structure designed to ease the specification of message blocks. Any line starting with the character @ specifies information about the message block. Any line not starting with an @ character is ignored, and can be used for comments, documentation, notes, or other human readable information. All such text is ignored by DEFINE_MSGBLK_FROM_FILE.

There are three different types of lines starting with @ allowed in a message definition file:

@IDENT *name*

Specifies the name of the message block being defined. There should be exactly one such line in every message definition file. If the BLOCK keyword to DEFINE_MSGBLK_FROM_FILE is specified, the @IDENT line is ignored and can be omitted. You should always specify an @IDENT line.

Note

IDL will force the string specified by the @IDENT line to upper case before installing the message block. You do not need to use upper case when supplying the @IDENT *name* string, but !ERROR_STATE.BLOCK will always contain an upper-case string.

@PREFIX *PrefixStr*

If present, specifies a prefix string to be applied to the beginning of each message name in the message block. There should be at most one such line in every message definition file. If the PREFIX keyword to DEFINE_MSGBLK_FROM_FILE is

specified, the @PREFIX line is ignored and can be omitted. We recommend always specifying an @PREFIX line.

Note

IDL will force the string specified by the @PREFIX line to upper case before installing the message block. You do not need to use upper case when supplying the @PREFIX *PrefixStr* string, but !ERROR_STATE.BLOCK will always contain an upper-case string.

@ *MessageName* "*MessageFormat*"

Specifies a single message name and format string pair. The format string should be delimited with double quotes. A message definition file should contain one such line for every message it defines.

This routine is written in the IDL language. Its source code can be found in the file define_msgblk_from_file.pro in the lib subdirectory of the IDL distribution.

Syntax

DEFINE_MSGBLK_FROM_FILE, *Filename* [, BLOCK = *BlockName*] [, /IGNORE_DUPLICATE] [, PREFIX = *PrefixStr*] [, /VERBOSE]

Note

IDL will force the values of the message bock name, the individual message names, and any message prefix string to upper case before installing the message block. Because IDL is generally case-insensitive, you do not need to use upper case when supplying these values to the DEFINE_MSGBLK_FROM_FILE or MESSAGE procedures. The values stored in the !ERROR_STATE system variable will, however, be upper-case strings. If you do string comparisons with values in !ERROR_STATE, you should take this case-folding into account.

Arguments

Filename

The name of the file containing the message block definition. The contents of this file must be formatted as described in the section "Format of Message Definition Files".

Keywords

BLOCK

If present, this keyword specifies the name of the message block. Normally, this keyword is not specified, and an @IDENT line in the message file specifies the name of the block. We recommend that you follow the advice given in Chapter 6, "Library Authoring" (*Application Programming*) when selecting this name in order to avoid name clashes. Use of a prefix is also recommended to enforce a consistent naming convention.

Note

IDL will force the string specified by the BLOCK keyword to upper case before installing the message block. You do not need to use upper case when supplying the BLOCK string to the DEFINE_MSGBLK_FROM_FILE procedure, but !ERROR_STATE.BLOCK will always contain an upper-case string.

IGNORE_DUPLICATE

Attempts to define a given *BlockName* more than once in the same IDL session usually cause DEFINE_MSGBLK to issue an error and stop execution of the IDL program. Specify IGNORE_DUPLICATE to cause DEFINE_MSGBLK to quietly ignore attempts to redefine a message block. In this case, no error is issued and execution continues. The original message block remains installed and available for use.

PREFIX

If present, this keyword specifies a prefix string to be applied to the beginning of each message name in the message block. Normally, this keyword is not specified, and an @PREFIX line in the message file specifies the prefix string. We recommend the use of a prefix to enforce a consistent naming scheme for your messages.

Note

IDL will force the string specified by the PREFIX keyword to upper case before installing the message block. You do not need to use upper case when supplying the PREFIX string to the DEFINE_MSGBLK_FROM_FILE procedure, but !ERROR_STATE.MSG_PREFIX will always contain an upper-case string.

VERBOSE

If set, causes DEFINE_MSGBLK_FROM_FILE to print informational messages describing the message block loaded.

Examples

The following example uses the same message block as in the example given for "DEFINE_MSGBLK" on page 584, but uses a message definition file to create the message block. The first step is to create a message definition file called roadruner.msg containing the following lines:

```
; Message definition file for ROADRUNNER message block
@IDENT roadrunner
@PREFIX ACME_M_
@      BADPLAN "Bad plan detected: %s."
@      RRNOTCAUGHT "Road Runner not captured."
```

Use the following statement to load in the message block:

```
DEFINE_MSGBLK_FROM_FILE, 'roadrunner.msg'
```

Note ───

A message block can only be defined once during an IDL session. If you see a message that looks like this:

```
% Attempt to install an existing message block: ROADRUNNER.
% Execution halted at: $MAIN$
```

the ROADRUNNER message block has already been defined. You must either exit and restart IDL or issue the .FULL_RESET_SESSION executive command.

───

Once this message block is loaded, the ACME_M_BADPLAN message can be issued using the following statement:

```
MESSAGE, NAME = 'acme_m_badplan', BLOCK='roadrunner', $
    'Exploding bridge while standing underneath'
```

This MESSAGE statement produces the output similar to:

```
% Bad plan detected: Exploding bridge while standing underneath.
% Execution halted at:  $MAIN$
```

The IDL command:

```
HELP, /STRUCTURES, !ERROR_STATE
```

can be used to examine the effect of this message on IDL's error state.

Version History

5.5	Introduced

See Also

DEFINE_MSGBLK, MESSAGE

DEFROI

The DEFROI function defines an irregular region of interest of an image using the image display system and the cursor and mouse. DEFROI only works for interactive, pixel oriented devices with a cursor and an exclusive or writing mode. Regions may have at most 1000 vertices.

Warning ——————————————————————————————————————

DEFROI does not function correctly when used with draw widgets. See CW_DEFROI.

——

This routine is written in the IDL language. Its source code can be found in the file defroi.pro in the lib subdirectory of the IDL distribution.

Using DEFROI

After calling DEFROI, click in the image with the left mouse button to mark points on the boundary of the region of interest. The points are connected in sequence. Alternatively, press and hold the left mouse button and drag to draw a curved region. Click the middle mouse button to erase points. The most recently-placed point is erased first. Click the right mouse button to close the region. The function returns after the region has been closed.

Syntax

Result = DEFROI(*Sx, Sy* [, *Xverts*, *Yverts*] [, /NOREGION] [, /NOFILL]
    [, /RESTORE] [, X0=*device_coord*] [, Y0=*device_coord*] [, ZOOM=*factor*])

Return Value

Returns a vector of subscripts of the pixels inside the region. The lowest bit in which the write mask is enabled is changed.

Arguments

Sx, Sy

Integers specifying the horizontal and vertical size of image, in pixels.

Xverts, Yverts

Named vectors that will contain the vertices of the enclosed region.

Keywords

NOREGION

Set this keyword to inhibit the return of the pixel subscripts.

NOFILL

Set this keyword to inhibit filling of the defined region on completion.

RESTORE

Set this keyword to restore the display to its original state upon completion.

X0

Set this keyword equal to X coordinate of the lower left corner of the displayed image (in device coordinates). If omitted, the default value (0) is used.

Y0

Set this keyword equal to Y coordinate of the lower left corner of the displayed image (in device coordinates). If omitted, the default value (0) is used.

ZOOM

Set this keyword equal to the zoom factor. If not specified, a value of 1 is assumed.

Example

```
; Create an image:
TVSCL, DIST(200,200)

; Call DEFROI. The cursor becomes active in the graphics window.
; Define a region and click the right mouse button:
X = DEFROI(200, 200)

; Print subscripts of points included in the defined region:
PRINT, X
```

Version History

Original	Introduced

See Also

CW_DEFROI

DEFSYSV

The DEFSYSV procedure creates a new system variable called *Name* initialized to *Value*.

Syntax

DEFSYSV, *Name*, *Value* [, *Read_Only*] [, EXISTS=*variable*]

Arguments

Name

A scalar string containing the name of the system variable to be created. All system variable names must begin with the character '!'.

Value

An expression from which the type, structure, and initial value of the new system variable is taken. *Value* can be a scalar, array, or structure.

Read_Only

If the *Read_Only* argument is present and nonzero, the value of the newly-created system variable cannot be changed (i.e., the system variable is read-only, like the !PI system variable). Otherwise, the value of the new system variable can be modified.

Keywords

EXISTS

Set this keyword to a named variable that returns 1 if the system variable specified by *Name* exists. If this keyword is specified, *Value* can be omitted. For example, the following commands could be used to check that the system variable XYZ exists:

```
DEFSYSV, '!XYZ', EXISTS = i
IF i EQ 1 THEN PRINT, '!XYZ exists' ELSE PRINT, $
   '!XYZ does not exist'
```

Examples

To create a new, floating-point, scalar system variable called !NEWVAR with an initial value of 2.0, enter:

```
DEFSYSV, '!NEWVAR', 2.0
```

You can both define and use a system variable within a single procedure:

```
PRO foo
   DEFSYSV, '!foo', $
      'Rocky, watch me pull a squirrel out of my hat!'

   ; Print !foo after defining it:
   PRINT, !foo
END
```

Version History

Original	Introduced

See Also

Appendix D, "System Variables"

DELVAR

The DELVAR procedure deletes variables from the main IDL program level. DELVAR frees any memory used by the variable and removes it from the main program's symbol table. The following restrictions apply:

- DELVAR can only be called from the main program level.
- If a main program is created with the .RUN or .RNEW command, then each time DELVAR is called, this main program is erased. Variables that are not deleted remain unchanged.

Syntax

DELVAR, V_1, ..., V_n

Arguments

V$_i$

One or more named variables to be deleted.

Examples

Suppose that the variable Q is defined at the main program level. Q can be deleted by entering:

```
DELVAR, Q
```

Version History

Pre 4.0	Introduced

See Also

TEMPORARY

DENDRO_PLOT

Given a hierarchical tree cluster, usually created by the CLUSTER_TREE function, the DENDRO_PLOT procedure draws a two-dimensional dendrite plot on the current direct graphics device.

This routine is written in the IDL language. Its source code can be found in the file dendro_plot.pro in the lib subdirectory of the IDL distribution.

Syntax

DENDRO_PLOT, *Clusters*, *Linkdistance* [, LABEL_CHARSIZE=*value*]
   [, LABEL_CHARTHICK=*value*] [, LABEL_COLOR=*value*]
   [, LABEL_NAMES=*vector*] [, LABEL_ORIENTATION=*value*]
   [, LINECOLOR=*value*] [, ORIENTATION={1|2|3|4}] [, /OVERPLOT]

Graphics Keywords: [, BACKGROUND=*color_index*] [, CHARSIZE=*value*]
   [, CHARTHICK=*integer*] [, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*] [, /DATA |
   , /DEVICE | , /NORMAL] [, FONT=*integer*] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}]
   [, /NOCLIP] [, /NODATA] [, /NOERASE] [, POSITION=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*]
   [, PSYM=*integer*{0 to 10}] [, SUBTITLE=*string*] [, SYMSIZE=*value*] [, /T3D]
   [, THICK=*value*] [, TICKLEN=*value*] [, TITLE=*string*]
   [, {X | Y | Z}CHARSIZE=*value*]
   [, {X | Y | Z}GRIDSTYLE=*integer*{0 to 5}]
   [, {X | Y | Z}MARGIN=*[left, right]*]
   [, {X | Y | Z}MINOR=*integer*]
   [, {X | Y | Z}RANGE=*[min, max]*]
   [, {X | Y | Z}STYLE=*value*]
   [, {X | Y | Z}THICK=*value*]
   [, {X | Y | Z}TICK_GET=*variable*]
   [, {X | Y | Z}TICKFORMAT=*string*]
   [, {X | Y | Z}TICKINTERVAL= *value*]
   [, {X | Y | Z}TICKLAYOUT=*scalar*]
   [, {X | Y | Z}TICKLEN=*value*]
   [, {X | Y | Z}TICKNAME=*string_array*]
   [, {X | Y | Z}TICKS=*integer*]
   [, {X | Y | Z}TICKUNITS=*string*]
   [, {X | Y | Z}TICKV=*array*]
   [, {X | Y | Z}TITLE=*string*]
   [, ZVALUE=*value*{0 to 1}]

Arguments

Clusters

A 2-by-(*m*-1) input array containing the cluster indices, where *m* is the number of items in the original dataset. This array is usually the result of the CLUSTER_TREE function.

Linkdistance

An (*m*-1)-element input vector containing the distances between cluster items, as returned by the Linkdistance argument to the CLUSTER_TREE function.

Keywords

LABEL_CHARSIZE

The overall character size for the leaf labels when Hershey or TrueType fonts are selected. This keyword does not apply when hardware fonts are selected. If this keyword is omitted, then the value of the CHARSIZE keyword is used.

LABEL_CHARTHICK

An integer value specifying the line thickness of the vector drawn font characters for the leaf labels.This keyword has no effect when used with the hardware drawn fonts. If this keyword is omitted, then the value of the CHARTHICK keyword is used.

LABEL_COLOR

The color index of the leaf labels. If this keyword is omitted, then the value of the COLOR keyword is used.

LABEL_NAMES

Set this keyword to an *m*-element string array containing the leaf labels. If this keyword is omitted then leaves are labelled using integers 0…*m*-1. If this keyword is set to a scalar value then the leaf labels are not drawn.

Note

The LABEL_NAMES should be input in their original order, corresponding to the *m* items of the original dataset. DENDRO_PLOT will automatically rearrange the labels to match the order of the leaf nodes in the dendrogram.

LABEL_ORIENTATION

Specifies the counterclockwise angle in degrees from horizontal of the text baseline for the leaf labels. If this keyword is omitted then labels are drawn horizontally, unless ORIENTATION=0 or 2, in which case the labels are drawn vertically if the largest label has more than two characters.

LINECOLOR

The color index of the dendrite lines. If this keyword is omitted, then the value of the COLOR keyword is used.

ORIENTATION

Set this keyword to an integer giving the orientation of the dendrite plot. Possible values are:

Value	Orientation
0	(Default): Bottom-to-top. Leaf nodes are drawn at the bottom.
1	Left-to-right. Leaf nodes are drawn at the left.
2	Top-to-bottom. Leaf nodes are drawn at the top.
3	Right-to-left. Leaf nodes are drawn at the right.

Table 6-3: ORIENTATION Values

OVERPLOT

Set this keyword to avoid creating a new dendrite plot and axes. Instead, the dendrogram lines and leaf labels are drawn on the existing plot window.

Note

If OVERPLOT is specified, then for ORIENTATION = 0 or 2, most keywords which affect the Y axis are ignored. Conversely, for ORIENTATION = 1 or 3, most keywords which affect the X axis are ignored.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE,
FONT, LINESTYLE, NOCLIP, NODATA, NOERASE, NORMAL, POSITION,
PSYM, SUBTITLE, SYMSIZE, T3D, THICK, TICKLEN, TITLE,
[XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR,
[XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT,
[XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN,
[XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV,
[XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Note

For ORIENTATION=0 or 2, the XRANGE, XTICKLEN, XTICKS, XTICKV, and
XTICKNAME keywords are ignored. For ORIENTATION=1 or 3, the YRANGE,
YTICKLEN, YTICKS, YTICKV, and YTICKNAME keywords are ignored.

Note

For the dendrite plot the default values for XSTYLE and YSTYLE are 1.

Example

```
; Given a set of points in two-dimensional space.
m = 20
data = 7*RANDOMN(-1, 2, m)

; Compute the Euclidean distance between each point.
distance = DISTANCE_MEASURE(data)

; Compute the cluster analysis.
clusters = CLUSTER_TREE(distance, linkdistance, LINKAGE = 2)

DENDRO_PLOT, clusters, linkdistance, $
   POSITION = [0.08, 0.1, 0.48, 0.9], $
   XSTYLE = 9, YSTYLE = 9, $
   XTITLE = 'Leaf', YTITLE = 'Distance'

DENDRO_PLOT, clusters, linkdistance, $
   ORIENTATION = 1, /NOERASE, $
   POSITION=[0.56, 0.1, 0.96, 0.9], $
   XSTYLE = 9, YSTYLE = 9, $
   XTITLE = 'Distance', YTITLE = 'Leaf'
```
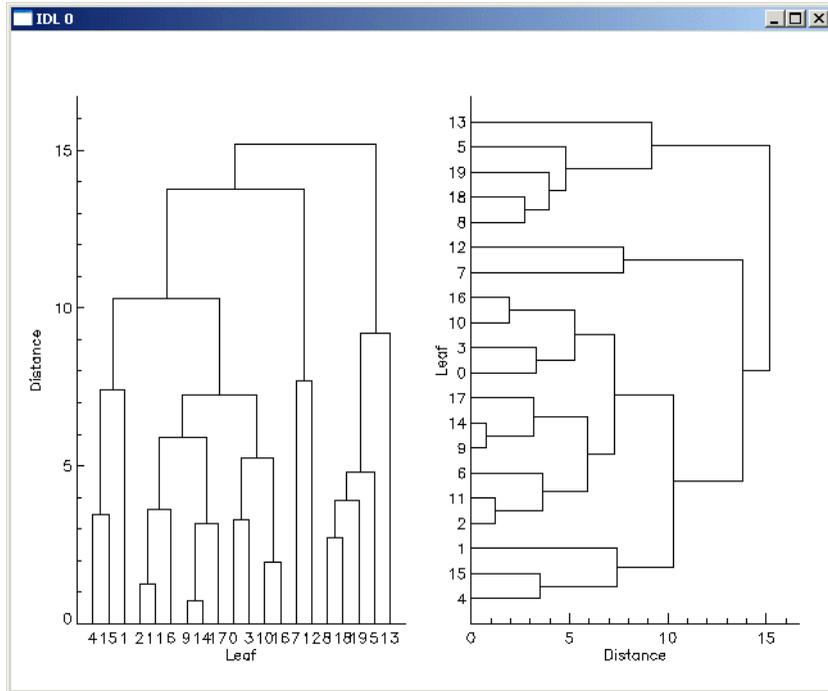
Figure 6-1: Dendroplot

Version History

6.1	Introduced

See Also

CLUSTER_TREE, DENDROGRAM, DISTANCE_MEASURE

DENDROGRAM

Given a hierarchical tree cluster, usually created by the CLUSTER_TREE function, the DENDROGRAM procedure constructs a dendrogram and returns a set of vertices and connectivity that can be used to visualize the dendrite plot.

This routine is written in the IDL language. Its source code can be found in the file dendro_plot.pro in the lib subdirectory of the IDL distribution.

Syntax

DENDROGRAM, *Clusters*, *Linkdistance*, *Outverts*, *Outconn*
    [, LEAFNODES=*variable*]

Arguments

Clusters

A 2-by-(m-1) input array containing the cluster indices, where m is the number of items in the original dataset. This array is usually the result of the CLUSTER_TREE function.

Linkdistance

An (m-1)-element input vector containing the distances between cluster items, as returned by the Linkdistance argument to the CLUSTER_TREE function.

Outverts

Set this argument to a named variable that will contain a 2-dimensional array of floating-point vertices that make up the dendrogram.

Outconn

Set this argument to a named variable that will contain an output array of connectivity values. The *Outverts* and *Outconn* arguments can be passed directly to IDLgrPolyline to construct the dendrite plot.

Keywords

LEAFNODES

Set this keyword to a named variable that will return a vector of integers giving the order of leaf nodes within the dendrogram. The LEAFNODES keyword is useful for labeling the nodes in a dendrite plot.

Example

```
; Given a set of points in two-dimensional space.
m = 20
DATA = 7*RANDOMN(-1, 2, m)

; Compute the Euclidean distance between each point.
distance = DISTANCE_MEASURE(data)

; Compute the cluster analysis.
clusters = CLUSTER_TREE(distance, linkdistance, LINKAGE=2)

; Create the dendrogram.
DENDROGRAM, clusters, linkdistance, outverts, outconn, $
   LEAFNODES = LEAFNODES

PRINT, STRTRIM(LEAFNODES, 2)

OPOLY = OBJ_NEW('IDLgrPolyline', outverts, $
   POLYLINES = outconn)
LOC = FLTARR(2, m)
LOC[0, *] = FINDGEN(m)
OTEXT = OBJ_NEW('IDLgrText', STRTRIM(LEAFNODES,2), $
   ALIGNMENT = 1, VERTICAL_ALIGN = 0.5, $
   BASELINE = [0,1,0], UPDIR = [-1,0,0], $
   CHAR_DIM = [1,1], LOCATIONS = loc)
OAXIS = OBJ_NEW('IDLgrAxis', 1, /EXACT, $
   LOCATION = [-1,0,0], RANGE = [0, MAX(linkdistance)])
OAXIS -> GetProperty, TICKTEXT = oTick
OTICK -> SetProperty, CHAR_DIM = [1,1]
OMODEL = OBJ_NEW('IDLgrModel')
OMODEL -> Add, oPoly
OMODEL -> Add, oText
OMODEL -> Add, oAxis
XOBJVIEW, oModel
```

When this code is run, IDL prints:

```
4 15 1 2 11 6 9 14 17 0 3 10 16 7 12 8 18 19 5 13
```
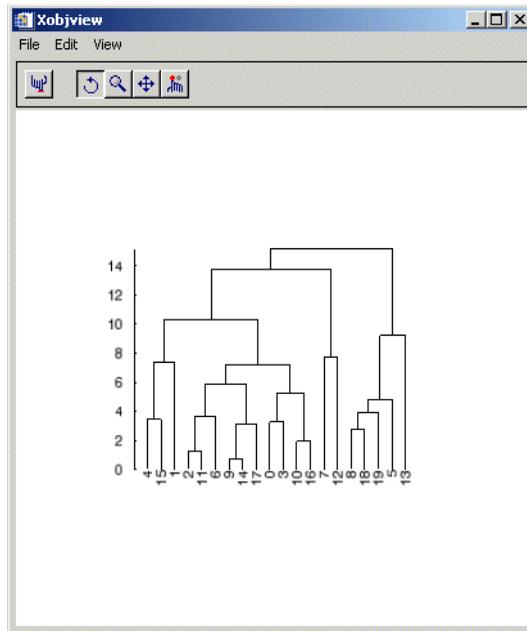
Figure 6-2: Dendrogram Plot

Version History

6.1	Introduced

See Also

CLUSTER_TREE, DENDRO_PLOT, DISTANCE_MEASURE

DERIV

The DERIV function performs numerical differentiation using 3-point, Lagrangian interpolation.

This routine is written in the IDL language. Its source code can be found in the file deriv.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = DERIV([*X*,] *Y*)

Return Value

Returns the derivative of the numerical differentiation.

Arguments

X

Differentiate with respect to this variable. If omitted, unit spacing for Y (i.e., $Xi = i$) is assumed.

Y

The variable to be differentiated.

Examples

```
X = [ 0.1, 0.3, 0.4, 0.7, 0.9]
Y = [ 1.2, 2.3, 3.2, 4.4, 6.6]
PRINT, DERIV(Y)
PRINT, DERIV(X,Y)
```

IDL prints:

```
1.20000   1.00000   1.05000   1.70000   2.70000
3.16666   7.83333   7.75000   8.20000   13.8000
```

Version History

Original	Introduced

See Also

DERIVSIG

DERIVSIG

The DERIVSIG function computes the standard deviation of a derivative as found by the DERIV function, using the input variables of DERIV and the standard deviations of those input variables.

This routine is written in the IDL language. Its source code can be found in the file derivsig.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = DERIVSIG([*X, Y, Sig$_x$,*] *Sig$_y$*)

Return Value

Returns the standard deviation of a derivative as found by the DERIV function.

Arguments

X

Differentiate with respect to this variable. If omitted, unit spacing for Y (i.e., X$i = i$) is assumed.

Y

The variable to be differentiated. Omit if *X* is omitted.

Sigx

The standard deviation of *X* (either vector or constant). Use "0.0" if the abscissa is exact; omit if *X* is omitted.

Sigy

The standard deviation of *Y*. *Sigy* must be a vector if the other arguments are omitted, but may be either a vector or a constant if *X*, *Y*, and *Sigx* are supplied.

Keywords

None.

Version History

Pre 4.0	Introduced

See Also

DERIV

DETERM

The DETERM function computes the determinant of an *n* by *n* array. LU decomposition is used to represent the input array in triangular form. The determinant is then computed as the product of diagonal elements of the triangular form. Row interchanges are tracked during the LU decomposition to ensure the correct sign.

This routine is written in the IDL language. Its source code can be found in the file determ.pro in the lib subdirectory of the IDL distribution.

Note
If you are working with complex inputs, use the LA_DETERM procedure instead.

Syntax

Result = DETERM(*A* [, /CHECK] [, /DOUBLE] [, ZERO=*value*])

Return Value

Returns the determinant of an *n* by *n* array

Arguments

A

An *n* by *n* single- or double-precision floating-point array.

Keywords

CHECK

Set this keyword to check *A* for singularity. The determinant of a singular array is returned as zero if this keyword is set. Run-time errors may result if *A* is singular and this keyword is not set.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ZERO

Use this keyword to set the absolute value of the floating-point zero. A floating-point zero on the main diagonal of a triangular array results in a zero determinant. For single-precision inputs, the default value is 1.0×10^{-6}. For double-precision inputs, the default value is 1.0×10^{-12}. Setting this keyword to a value less than the default may improve the precision of the result.

Examples

```
; Define an array A:
A = [[ 2.0,  1.0,  1.0], $
     [ 4.0, -6.0,  0.0], $
     [-2.0,  7.0,  2.0]]

; Compute the determinant:
PRINT, DETERM(A)
```

IDL prints:

```
-16.0000
```

Version History

Original	Introduced

See Also

COND, INVERT, LA_DETERM

DEVICE

The DEVICE procedure provides device-dependent control over the current graphics device (as set by the SET_PLOT routine). The IDL graphics procedures and functions are device-independent. That is, IDL presents the user with a consistent interface to all devices. However, most devices have extra abilities that are not directly available through this interface. DEVICE is used to access and control such abilities. It is used by specifying various keywords that differ from device to device.

See Appendix A, "IDL Direct Graphics Devices" for a description of the keywords available for each graphics device.

Syntax

Note
Each keyword to DEVICE is followed by the device(s) to which it applies. See Appendix A, "IDL Direct Graphics Devices" for complete keyword descriptions.

DEVICE [, /AVANTGARDE | , /BKMAN | , /COURIER | , /HELVETICA | ,
   /ISOLATIN1 | , /PALATINO | , /SCHOOLBOOK | , /SYMBOL | , /TIMES | ,
   /ZAPFCHANCERY | , /ZAPFDINGBATS {PS}]
   [, /AVERAGE_LINES{REGIS}]
   [, /BINARY | , /NCAR | , /TEXT {CGM}]
   [, BITS_PER_PIXEL={1 | 2 | 4 | 8}{PS}]
   [, /BOLD{PS}]
   [, /BOOK{PS}]
   [, /BYPASS_TRANSLATION{WIN, X}]
   [, /CLOSE{Z}]
   [, /CLOSE_DOCUMENT{PRINTER}]
   [, /CLOSE_FILE{CGM, HP, METAFILE, PCL, PS, REGIS, TEK}]
   [, /CMYK{PS}]
   [, /COLOR{PCL, PS}]
   [, COLORS=*value*{CGM, TEK}]
   [, COPY=*[Xsource*, *Ysource*, *cols*, *rows*, *Xdest*, *Ydest* [, *Window_index*]*]*{WIN,
   X}]
   [, /CURSOR_CROSSHAIR{WIN, X}]
   [, CURSOR_IMAGE=*value*{16-element short int vector}{WIN, X}]
   [, CURSOR_MASK=value{WIN, X}]
   [, /CURSOR_ORIGINAL{WIN, X}]
   [, CURSOR_STANDARD=*value*{WIN: arrow=32512,
   I-beam=32513, hourglass=32514, black cross=32515, up arrow=32516,

size(Windows)=32640, icon(Windows)=32641, size NW-SE=32642, size NE-SW=32643, size E-W=32644, size N-S=32645}{X: one of the values in file cursorfonts.h}]

[, CURSOR_XY=*[x,y]*{WIN, X}]

[, /DECOMPOSED{WIN, X}]

[, /DIRECT_COLOR{X}]

[, EJECT={0 | 1 | 2}{HP}]

[, ENCAPSULATED={0 | 1}{PS}]

[, ENCODING={1 (binary) | 2 (text) | 3 (NCAR binary)}{CGM}]

[, FILENAME=*filename*{CGM, HP, METAFILE, PCL, PS, REGIS, TEK}]

[, /FLOYD{PCL, X}]

[, FONT_INDEX=*integer*{PS}]

[, FONT_SIZE=*points*{PS}]

[, GET_CURRENT_FONT=*variable*{METAFILE, PRINTER, WIN, X}]

[, GET_DECOMPOSED=*variable*{WIN, X}]

[, GET_FONTNAMES=*variable*{METAFILE, PRINTER, WIN, X}]

[, GET_FONTNUM=*variable*{METAFILE, PRINTER, WIN, X}]

[, GET_GRAPHICS_FUNCTION=*variable*{WIN, X, Z}]

[, GET_PAGE_SIZE=*variable*{PRINTER}]

[, GET_PIXEL_DEPTH=*variable*{Z}]

[, GET_SCREEN_SIZE=*variable*{WIN, X}]

[, GET_VISUAL_DEPTH=*variable*{WIN, X}]

[, GET_VISUAL_NAME=*variable*{WIN, X}]

[, GET_WINDOW_POSITION=*variable*{WIN, X}]

[, GET_WRITE_MASK=*variable*{X, Z}]

[, GIN_CHARS=*number_of_characters*{TEK}]

[, GLYPH_CACHE=*number_of_glyphs*{METAFILE, PRINTER, PS, WIN, Z}]

[, /INCHES{HP, PCL, METAFILE, PRINTER, PS}]

[, /INDEX_COLOR{METAFILE, PRINTER}]

[, /ITALIC{PS}]

[, /LANDSCAPE | , /PORTRAIT{HP, PCL, PRINTER, PS}]

[, LANGUAGE_LEVEL={1 | 2}{PS}]

[, /DEMI | , /LIGHT | , /MEDIUM | , /NARROW | , /OBLIQUE{PS}]

[, OPTIMIZE={0 | 1 | 2}{PCL}]

[, /ORDERED{PCL, X}]

[, OUTPUT=*scalar string*{HP, PS}]

[, /PIXELS{PCL}]

[, PLOT_TO=*logical unit num*{REGIS, TEK}]

[, /PLOTTER_ON_OFF{HP}]

[, /POLYFILL{HP}]

[, PRE_DEPTH=*value*{PS}]

[, PRE_XSIZE=*width*{PS}]
[, PRE_YSIZE=*height*{PS}]
[, /PREVIEW{PS}]
[, PRINT_FILE=*filename*{WIN}]
[, /PSEUDO_COLOR{X}]
[, RESET_STRING=*string*{TEK}]
[, RESOLUTION=*value*{PCL}]
[, RETAIN={0 | 1 | 2}{WIN, X}]
[, SCALE_FACTOR=*value*{PRINTER, PS}]
[, SET_CHARACTER_SIZE=*[font size*, *line spacing]*{CGM, HP, METAFILE, PCL, PS, REGIS, TEK, WIN, X, Z}]
[, SET_COLORMAP=*value*{14739-element byte vector}{PCL}]
[, SET_COLORS=*value*{2 to 256}{Z}]
[, SET_FONT=*scalar string*{METAFILE, PRINTER, PS, WIN, Z}]
[, SET_GRAPHICS_FUNCTION=*code*{0 to 15}{WIN, X, Z}]
[, SET_PIXEL_DEPTH={8 | 24}{Z}]
[, SET_RESOLUTION=*[width*, *height]*{Z}]
[, SET_STRING=*string*{TEK}]
[, SET_TRANSLATION=*variable*{X}]
[, SET_WRITE_MASK=*value*{0 to 2^n-1 for *n*-bit system}{X, Z}]
[, STATIC_COLOR=*value*{bits per pixel}{X}]
[, STATIC_GRAY=*value*{bits per pixel}{X}]
[, /TEK4014{TEK}]
[, /TEK4100{TEK}]
[, THRESHOLD=*value*{PCL, X}]
[, TRANSLATION=*variable*{WIN, X}]
[, TRUE_COLOR=*value*{bits per pixel}{METAFILE, PRINTER, X}]
[, /TT_FONT{METAFILE, PRINTER, PS, WIN, X, Z}]
[, /TTY{REGIS, TEK}]
[, /VT240 | , /VT241 | , /VT340 | , /VT341 {REGIS}]
[, WINDOW_STATE=*variable*{WIN, X}]
[, XOFFSET=*value*{HP, PCL, PRINTER, PS}]
[, XON_XOFF={0 | 1 (default)}{HP}]
[, XSIZE=*width*{HP, METAFILE, PCL, PRINTER, PS}]
[, YOFFSET=*value*{HP, PCL, PRINTER, PS}]
[, YSIZE=*height*{HP, PCL, METAFILE, PRINTER, PS}]
[, Z_BUFFERING={0 | 1 (default)}{Z}]

Examples

The following example retains the name of the current graphics device, sets plotting to the PostScript device, makes a PostScript file, then resets plotting to the original device:

```
; The NAME field of the !D system variable contains the name of the
; current plotting device.
mydevice = !D.NAME

; Set plotting to PostScript:
SET_PLOT, 'PS'

; Use DEVICE to set some PostScript device options:
DEVICE, FILENAME='myfile.ps', /LANDSCAPE

; Make a simple plot to the PostScript file:
PLOT, FINDGEN(10)

; Close the PostScript file:
DEVICE, /CLOSE

; Return plotting to the original device:
SET_PLOT, mydevice
```

Version History

Original	Introduced
6.1	Added CMYK keyword
Pre 6.1	Deprecated DEPTH and FONT keywords

For more information on deprecated features, see Appendix I, "Obsolete Features".

DFPMIN

The DFPMIN procedure minimizes a user-written function *Func* of two or more independent variables using the Broyden-Fletcher-Goldfarb-Shanno variant of the Davidon-Fletcher-Powell method, using its gradient as calculated by a user-written function *Dfunc*.

DFPMIN is based on the routine `dfpmin` described in section 10.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

DFPMIN, *X*, *Gtol*, *Fmin*, *Func*, *Dfunc* [, /DOUBLE] [, EPS=*value*]
   [, ITER=*variable*] [, ITMAX=*value*] [, STEPMAX=*value*] [, TOLX=*value*]

Arguments

X

On input, *X* is an *n*-element vector specifying the starting point. On output, it is replaced with the location of the minimum.

Note
  If DFPMIN is complex then only the real part is used for the computation.

Gtol

An input value specifying the convergence requirement on zeroing the gradient.

Fmin

On output, *Fmin* contains the value at the minimum-point *X* of the user-supplied function specified by *Func*.

Func

A scalar string specifying the name of a user-supplied IDL function of two or more independent variables to be minimized. This function must accept a vector argument *X* and return a scalar result.

For example, suppose we wish to find the minimum value of the function

$$y = (x_0 - 3)^4 + (x_1 - 2)^2$$

To evaluate this expression, we define an IDL function named MINIMUM:

```
FUNCTION minimum, X
    RETURN, (X[0] - 3.0)^4 + (X[1] - 2.0)^2
END
```

Dfunc

A scalar string specifying the name of a user-supplied IDL function that calculates the gradient of the function specified by *Func*. This function must accept a vector argument *X* and return a vector result.

For example, the gradient of the above function is defined by the partial derivatives:

$$\frac{\partial y}{\partial x_0} = 4(x_0 - 3)^3, \quad \frac{\partial y}{\partial x_1} = 2(x_1 - 2)$$

We can write a function GRAD to express these relationships in the IDL language:

```
FUNCTION grad, X
    RETURN, [4.0*(X[0] - 3.0)^3, 2.0*(X[1] - 2.0)]
END
```

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

Use this keyword to specify a number close to the machine precision. For single-precision calculations, the default value is 3.0×10^{-8}. For double-precision calculations, the default value is 3.0×10^{-16}.

ITER

Use this keyword to specify a named variable which returns the number of iterations performed.

ITMAX

Use this keyword to specify the maximum number of iterations allowed. The default value is 200.

STEPMAX

Use this keyword to specify the scaled maximum step length allowed in line searches. The default value is 100.0

TOLX

Use this keyword to specify the convergence criterion on *X* values. The default value is 4 x EPS.

Examples

To minimize the function MINIMUM:

```
PRO example_dfpmin

   ; Make an initial guess (the algorithm's starting point):
   X = [1.0, 1.0]

   ; Set the convergence requirement on the gradient:
   Gtol = 1.0e-7

   ; Find the minimizing value:
   DFPMIN, X, Gtol, Fmin, 'minimum', 'grad'

   ; Print the minimizing value:
   PRINT, X

END

FUNCTION minimum, X
   RETURN, (X[0] - 3.0)^4 + (X[1] - 2.0)^2
END

FUNCTION grad, X
   RETURN, [4.0*(X[0] - 3.0)^3, 2.0*(X[1] - 2.0)]
END
```

IDL prints:

```
3.00175  2.00000
```

Version History

4.0	Introduced

See Also

AMOEBA, POWELL, SIMPLEX

DIAG_MATRIX

The DIAG_MATRIX function constructs a diagonal matrix from an input vector, or if given a matrix, then DIAG_MATRIX will extract a diagonal vector.

Syntax

Result = DIAG_MATRIX(*A* [, *Diag*])

Return Value

- If given an input vector with *n* values, the result is an *n*-by-*n* array of the same type. The DIAG_MATRIX function may also be used to construct subdiagonal or superdiagonal arrays.

- If given an input *n*-by-*m* array, the result is a vector with MIN(*n*,*m*) elements containing the diagonal elements. The DIAG_MATRIX function may also be used to extract subdiagonals or superdiagonals.

Arguments

A

Either an *n*-element input vector to convert to a diagonal matrix, or a *n*-by-*m* input array to extract a diagonal. *A* may be any numeric type.

Diag

An optional argument that specifies the subdiagonal (*Diag* < 0) or superdiagonal (*Diag* > 0) to fill or extract. The default is *Diag*=0 which puts or extracts the values along the diagonal. If *A* is a vector with the *m* elements, then the result is an *n*-by-*n* array, where $n = m + ABS(Diag)$. If *A* is an array, then the result is a vector whose length depends upon the number of elements remaining along the subdiagonal or superdiagonal.

Tip —————————————————————————————

The *Diag* argument may be used to easily construct tridiagonal arrays. For example, the expression,

```
DIAG_MATRIX(VL,-1) + DIAG_MATRIX(V) + DIAG_MATRIX(VU,1)
```

will create an *n*-by-*n* array, where *VL* is an (*n* - 1)-element vector containing the subdiagonal values, *V* is an *n*-element vector containing the diagonal values, and *VU* is an (*n* - 1)-element vector containing the superdiagonal values.

—————————————————————————————————————

Keywords

None.

Examples

Create a tridiagonal matrix and extract the diagonal using the following program:

```
PRO ExDiagMatrix
; Convert three input vectors to a tridiagonal matrix:
diag = [1, -2, 3, -4]
sub = [5, 10, 15]
super = [3, 6, 9]
array = DIAG_MATRIX(diag) + $
DIAG_MATRIX(super, 1) + DIAG_MATRIX(sub, -1)
PRINT, 'DIAG_MATRIX array:'
PRINT, array

; Extract the diagonal:
PRINT, 'DIAG_MATRIX diagonal:'
PRINT, DIAG_MATRIX(array)
END
```

When this program is compiled and run, IDL prints:

```
DIAG_MATRIX array:
1       3       0       0
5      -2       6       0
0      10       3       9
0       0      15      -4
DIAG_MATRIX diagonal:
1      -2       3      -4
```

Version History

5.6	Introduced

See Also

IDENTITY, MATRIX_MULTIPLY, "Manipulating Arrays" (Chapter 15, *Application Programming*)

DIALOG_MESSAGE

The DIALOG_MESSAGE function creates a modal (blocking) dialog box that can be used to display information to the user. The dialog must be dismissed, by clicking on one of its option buttons, before execution of the widget program can continue.

This function differs from widgets in a number of ways. The DIALOG_MESSAGE dialog does not exist as part of a widget tree, has no children, does not exist in an unrealized state, and generates no events. Instead, the dialog is displayed whenever this function is called. While the DIALOG_MESSAGE dialog is displayed, widget activity is limited because the dialog is modal. The function does not return to its caller until the user selects one of the dialog's buttons. Once a button has been selected, the dialog disappears.

There are four basic dialogs that can be displayed. The default type is "Warning". Other types can be selected by setting one of the keywords described below. Each dialog type displays different buttons. Additionally any dialog can be made to show a "Cancel" button by setting the CANCEL keyword. The four types of dialogs are described in the table below:

Dialog Type	Default Buttons
Error	OK
Warning	OK
Question	Yes, No
Information	OK

Table 6-4: Types of DIALOG_MESSAGE Dialogs

Syntax

Result = DIALOG_MESSAGE(*Message_Text* [, /CANCEL] [, /CENTER]
   [, /DEFAULT_CANCEL | , /DEFAULT_NO] [, DIALOG_PARENT=*widget_id*]
   [, DISPLAY_NAME=*string*] [, /ERROR | , /INFORMATION | , /QUESTION]
   [, RESOURCE_NAME=*string*] [, TITLE=*string*])

Return Value

DIALOG_MESSAGE returns a text string containing the text of the button selected by the user. Possible returned values are "Yes", "No", "OK", and "Cancel".

Arguments

Message_Text

A scalar string or string array that contains the text of the message to be displayed. If this argument is set to an array of strings, each array element is displayed as a separate line of text.

Note ──

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

──

Keywords

CANCEL

Set this keyword to add a "Cancel" button to the dialog.

CENTER

Set this keyword to center the dialog on the screen.

Note ──

This keyword is ignored on Microsoft Windows platforms because the dialog is always automatically centered.

──

DEFAULT_CANCEL

Set this keyword to make the "Cancel" button the default selection for the dialog. The default selection is the button that is selected when the user presses the default keystroke (usually Space or Return depending on the platform). Setting DEFAULT_CANCEL implies that the CANCEL keyword is also set.

DEFAULT_NO

Set this keyword to make the "No" button the default selection for "Question" dialogs. Normally, the default is "Yes".

DIALOG_PARENT

Set this keyword to the widget ID of a widget over which the message dialog should be positioned. When displayed, the DIALOG_MESSAGE dialog will be positioned over the specified widget. Dialogs are often related to a non-dialog widget tree. The ID of the widget in that tree to which the dialog is most closely related should be specified.

DISPLAY_NAME

Set this keyword equal to a string indicating the name of the X Windows display on which the dialog is to appear. This keyword is ignored if the DIALOG_PARENT keyword is specified. This keyword is also ignored on Microsoft Windows platforms.

ERROR

Set this keyword to create an "Error" dialog. The default dialog type is "Warning".

INFORMATION

Set this keyword to create an "Information" dialog. The default dialog type is "Warning".

QUESTION

Set this keyword to create a "Question" dialog. The default dialog type is "Warning".

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the dialog. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

TITLE

Set this keyword to a scalar string that contains the text of a title to be displayed in the dialog frame. If this keyword is not specified, the dialog has the dialog type as its title as shown in the table under DIALOG_MESSAGE.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Version History

5.0	Introduced
6.2	Added CENTER keyword

See Also

XDISPLAYFILE

DIALOG_PICKFILE

The DIALOG_PICKFILE function allows you to interactively select a file, or multiple files, using the platform's own native graphical file selection dialog. You can also enter the name of a file that does not exist (see the description of the WRITE keyword). When the DIRECTORY keyword is set, you can select a directory (or create and select a directory on Windows) using the Browse for Folder dialog.

Entering File Names Manually

Once the file selection dialog has been displayed, you can enter a file name manually by typing the name in the **File name** field (Windows) or **Selection** field (Motif).

Windows

On Microsoft Windows systems, file names can be entered as they appear in the Windows Explorer, including spaces. If the MULTIPLE_FILES keyword is set, each file name should be surrounded by double quotes, and the file names should be separated by spaces. For example, to select two files named First File.txt and Second File.txt, you would enter the following in the **File name** field:

```
"First File.txt" "Second File.txt"
```

Motif

To enter a file name that includes a space character on a Motif system, escape the space character with the "\" character. Similarly, if the file name includes the "\" character, escape the literal "\" with another "\" character. If the MULTIPLE_FILES keyword is set, file names should be separated by spaces. For example, to select two files named First File.txt and Back\slash File.txt, you would enter the following in the **Selection** field:

```
First\ File.txt Back\\slash\ File.txt
```

Syntax

Result = DIALOG_PICKFILE([, DEFAULT_EXTENSION=*string*]
   [, /DIRECTORY] [, DIALOG_PARENT=*widget_id*]
   [, DISPLAY_NAME=*string*] [, FILE=*string*] [, FILTER=*string/string array*]
   [, /FIX_FILTER] [, GET_PATH=*variable*] [, GROUP=*widget_id*]
   [, /MULTIPLE_FILES] [, /MUST_EXIST] [, /OVERWRITE_PROMPT]
   [, PATH=*string*] [, /READ | , /WRITE] [, RESOURCE_NAME=*string*]
   [, TITLE=*string*])

Return Value

When the DIRECTORY keyword is not specified, DIALOG_PICKFILE returns a string array that contains the full path name of the selected file or files. If no file is selected, DIALOG_PICKFILE returns a null string.

When the DIRECTORY keyword is specified, DIALOG_PICKFILE returns a string array that contains the full path of the selected directory.

Keywords

DEFAULT_EXTENSION

Set this keyword to a scalar string representing the default extension to be appended onto the returned file name or names. If the returned file name already has an extension, then the value set for this keyword is not appended. The string value set for this keyword should not include a period (.).

Note

This keyword only applies to file names typed into the dialog. This keyword does not apply to files selected within the dialog.

DIALOG_PARENT

Set this keyword to the widget ID of a widget to be used as the parent of this dialog.

DIRECTORY

Set this keyword to display only the existing directories in the directory specified by the PATH keyword. If a path is not specified, setting this keyword shows directories in the current directory. The Browse for Folder dialog is opened to the directory specified by the path definition. Individual files are not displayed. The return value contains the path of the directory selected, or directory created and selected by the user.

DISPLAY_NAME

Set this keyword equal to a string that specifies the name of the X Windows display on which the dialog should be displayed. This keyword is ignored on Microsoft Windows platforms.

FILE

Set this keyword to a scalar string that contains the name of the initial file selection. This keyword is useful for specifying a default filename.

On Windows, this keyword also has the effect of filtering the file list if a wildcard is used, but this keyword should be used to specify a specific filename. To list only files of a certain type, use the FILTER keyword.

FILTER

Set this keyword to a string value or an array of strings specifying the file types to be displayed in the file list. This keyword is used to reduce the number of files displayed in the file list. The user can modify the filter unless the FIX_FILTER keyword is set. If the value contains a vector of strings, multiple filters are used to filter the files. The filter *.* is automatically added to any filter you specify.

For example, to display only files of type .jpg, .tif, or .png in the file selection window, you could use the following code:

```
filters = ['*.jpg', '*.tif', '*.png']
file = DIALOG_PICKFILE(/READ, FILTER = filters)
```

The filter list shown above is displayed as five options in the dialog:

```
*.jpg, *.tif, *.png
*.jpg
*.tif
*.png
*.*
```

Multiple file types can be included in a single filter by providing a semicolon-separated list of types within the string. For example, to account for different extensions used for similar file types, you could use the following code:

```
filters = ['*.jpg;*.jpeg', '*.tif;*.tiff', '*.png']
file = DIALOG_PICKFILE(/READ, FILTER = filters)
```

The filter list shown above is displayed as five options in the dialog:

```
*.jpg, *.jpeg, *.tif, *.tiff, *.png
*.jpg, *.jpeg
*.tif, *.tiff
*.png
*.*
```

The FILTER keyword can optionally be set equal to an *n* x 2 array. In this case, the
first vector contains the file types, and the second vector contains a list of
descriptions that are displayed in the dialog in place of the file type strings. For
example:

```
filters = [['*.jpg;*.jpeg', '*.tif;*.tiff', '*.png', '*.*'], $
           ['JPEG', 'TIFF', 'Bitmap', 'All files']]
file = DIALOG_PICKFILE(/READ, FILTER = filters)
```

The filter list shown above is displayed as four options in the dialog:

```
JPEG
TIFF
Bitmap
All files
```

Note ───

When an *n* x 2 array is provided, the `*.*` filter is not automatically added to the list.
If you want this filter included in the list, you must include it explicitly.

───

Under Microsoft Windows, the user cannot modify the displayed filter. The user can
enter a filter string in the Filename field to interactively update the list of files
displayed. For example, entering `*.pro` in the Filename field causes only `.pro` files
to be displayed.

Note ───

You can use language catalogs to internationalize this value with strings in
particular languages. For more information, see Chapter 19, "Using Language
Catalogs" (*Application Programming*).

───

FIX_FILTER

When this keyword is set, only files that satisfy the filter can be selected. The user
has no ability to modify the filter and the filter is not shown.

Under Microsoft Windows, the filter string can never be modified, but the user can
enter a filter string in the Filename field to interactively update the list of files
displayed even if FIX_FILTER is set.

GET_PATH

Set this keyword to a named variable in which the path of the selection is returned.

GROUP

This keyword is obsolete and has been replaced by the DIALOG_PARENT keyword. Code that uses the GROUP keyword will continue to function as before, but we suggest that all new code use DIALOG_PARENT.

MULTIPLE_FILES

Set this keyword to allow for multiple file selection in the file-selection dialog. When you set this keyword, the user can select multiple files using the platform-specific selection method. The currently selected files appear in the selection text field of the dialog. With this keyword set, DIALOG_PICKFILE can return a string array that contains the full path name of the selected file or files.

MUST_EXIST

Set this keyword to allow only files that already exist to be selected.

OVERWRITE_PROMPT

If this keyword is set along with the WRITE keyword and the user selects a file that already exists, then a dialog will be displayed asking if the user wants to replace the existing file or not. For multiple selections, the user is prompted separately for each file. If the user selects **No** the file selection dialog is displayed again; if the user selects **Yes** then the selection is allowed. This keyword has no effect unless the WRITE keyword is also set.

PATH

Set this keyword to a string that contains the initial path from which to select files. Relative paths are appended to IDL's current working directory. If this keyword is not set, IDL's current working directory is used. (See "CD" on page 244 for a discussion of IDL's *default* current working directory.)

Note ———

Under Microsoft Windows, if the path specified is not valid, DIALOG_PICKFILE will use the path to the last directory accessed by Windows. *This path may have been set by another application*. Under UNIX, DIALOG_PICKFILE will display the dialog using the specified path even if it does not exist.

———

Tip ───

To specify a directory relative to IDL's installation directory, use statements similar to the following:

```
path = EXPAND_PATH('<IDL_DIR>')+PATH_SEP()+'examples/data'
file = DIALOG_PICKFILE(PATH=path)
```
───

READ

Set this keyword to make the title of the dialog "Select File to Read".

RESOURCE_NAME

Set this keyword equal to a string containing an X Window System resource name to be applied to the dialog.

TITLE

Set this keyword to a scalar string to be used for the dialog title. If it is not specified, the default title is "Please Select a File".

Note ──

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).
───

WRITE

Set this keyword to make the title of the dialog "Select File to Write".

Examples

Create a DIALOG_PICKFILE dialog that lets users select only files with the extension 'pro'. Use the 'Select File to Read' title and store the name of the selected file in the variable file. Enter:

```
file = DIALOG_PICKFILE(/READ, FILTER = '*.pro')
```

Create a DIALOG_PICKFILE dialog that allows the user to select a DICOM file. The following code sets the initial path to the data directory contained in the examples directory of the IDL installation directory.

```
; Allow the user to select a DICOM file.
sFile = DIALOG_PICKFILE(PATH='examples\data', $
```

```
                      TITLE='Select DICOM Patient File',  FILTER='*.dcm')
```

When the DIRECTORY keyword is not set, as in the previous example, the user may select one or more files of the FILTER type from the directory specified by PATH. The TITLE keyword defines the dialog title when DIRECTORY is not specified as shown in a subsection of the dialog in the following figure.
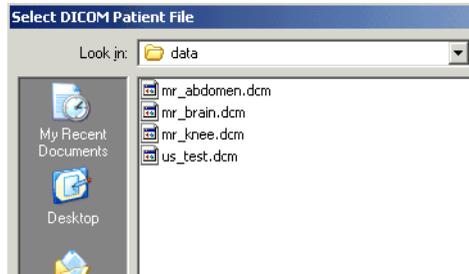
Figure 6-3: Filtered File Selection

Use the DIRECTORY keyword to DIALOG_PICKFILE to open the "Browse for Folder" dialog. The PATH keyword specifies the initial directory selection and the TITLE keyword provides additional instruction to the user in the body of the dialog.

```
sFolder = DIALOG_PICKFILE(PATH='examples\data', /DIRECTORY, $
   TITLE="Choose directory containing DICOM patient data.")
```

The following figure shows the results of issuing this statement on the Windows platform.
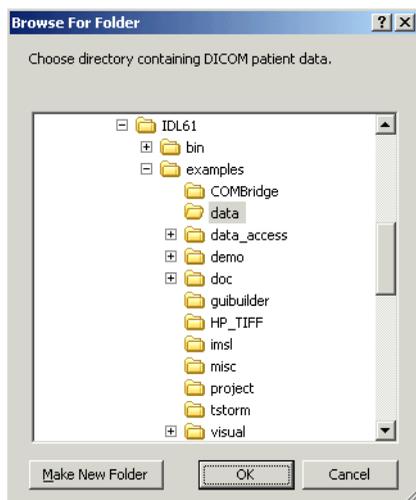
Figure 6-4: DIALOG_PICKFILE with DIRECTORY Keyword Set

Version History

5.0	Introduced
6.0	Added DEFAULT_EXTENSION and OVERWRITE_PROMPT keywords
6.1	Browse for Folder dialog updated to enable horizontal scrolling (when needed), and to allow for new folder creation on Windows
Pre 6.1	Deprecated GROUP keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

See Also

FILEPATH

DIALOG_PRINTERSETUP

The DIALOG_PRINTERSETUP function opens a native dialog for setting the applicable properties for a particular printer.

Syntax

Result = DIALOG_PRINTERSETUP([*PrintDestination*]
   [, DIALOG_PARENT=*widget_id*] [, DISPLAY_NAME=*string*]
   [, RESOURCE_NAME=*string*] [, TITLE=*string*])

Return Value

DIALOG_PRINTERSETUP returns a nonzero value if the user pressed the "OK" button in the dialog, or zero otherwise. You can programmatically begin printing based on the value returned by this function.

Arguments

PrintDestination

An instance of the IDLgrPrinter object for which setup properties are to be set. If no *PrintDestination* is specified, the printer used by the IDL Direct Graphics printer device is modified.

Keywords

DIALOG_PARENT

Set this keyword to the widget ID of a widget to be used as the parent of this dialog.

DISPLAY_NAME

Set this keyword equal to a string indicating the name of the X Windows display on which the dialog is to appear. This keyword is ignored if the DIALOG_PARENT keyword is specified. This keyword is also ignored on Microsoft Windows platforms.

RESOURCE_NAME

Set this keyword equal to a string containing an X Window System resource name to be applied to the dialog.

TITLE

Set this keyword equal to a string to be displayed on the dialog frame. This keyword is ignored on Microsoft Windows platforms.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Version History

5.0	Introduced

See Also

DIALOG_PRINTJOB, "The Printer Device" on page 5424

DIALOG_PRINTJOB

The DIALOG_PRINTJOB function opens a native dialog that allows you to set parameters for a printing job (number of copies to print, for example).

Syntax

Result = DIALOG_PRINTJOB([*PrintDestination*]
   [, DIALOG_PARENT=*widget_id*] [, DISPLAY_NAME=*string*]
   [, RESOURCE_NAME=*string*] [, TITLE=*string*])

Return Value

DIALOG_PRINTJOB returns a nonzero value if the user pressed the "OK" button in the dialog, or zero otherwise. You can use the result of this function to programmatically begin printing.

Arguments

PrintDestination

An instance of the IDLgrPrinter object for which a printing job is to be initiated. If no *PrintDestination* is specified, the printer used by the IDL Direct Graphics `printer` device is modified.

Keywords

DIALOG_PARENT

Set this keyword to the widget ID of a widget to be used as the parent of this dialog.

DISPLAY_NAME

Set this keyword to a string indicating the name of the X Windows display on which the dialog is to appear. This keyword is ignored if the DIALOG_PARENT keyword is specified. This keyword is also ignored on Microsoft Windows platforms.

RESOURCE_NAME

Set this keyword to a string containing an X Window System resource name to be applied to the dialog.

TITLE

Set this keyword to a string to be displayed on the dialog frame. This keyword is ignored on Microsoft Windows platforms.

Note ————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Version History

5.0	Introduced

See Also

DIALOG_PRINTERSETUP, "The Printer Device" on page 5424

DIALOG_READ_IMAGE

The DIALOG_READ_IMAGE function is a graphical interface allowing the user to select an image file and read it into an IDL variable. A preview of the selected image is provided. The interface is created as a modal dialog with an optional parent widget.

Syntax

Result = DIALOG_READ_IMAGE ([*Filename*] [, BLUE=*variable*]
   [, DIALOG_PARENT=*widget_id*] [, FILE=*variable*] [, FILTER_TYPE=*string*]
   [, /FIX_FILTER] [, GET_PATH=*variable*] [, GREEN=*variable*]
   [, IMAGE=*variable*] [, PATH=*string*] [, QUERY=*variable*] [, RED=*variable*]
   [,TITLE=*string*])

Return Value

This function returns 1 if the "Open" button was clicked, and 0 if the "Cancel" button was clicked.

Arguments

Filename

An optional scalar string containing the full pathname of the file to be highlighted.

Keywords

BLUE

Set this keyword to a named variable that will contain the blue channel vector (if any).

DIALOG_PARENT

The widget ID of a widget that calls DIALOG_READ_IMAGE. When this ID is specified, a death of the caller results in the death of the DIALOG_READ_IMAGE dialog. If DIALOG_PARENT is not specified, then the interface is created as a modal, top-level widget.

FILE

Set this keyword to a named variable that will contain the selected filename with full path when the dialog is created.

FILTER_TYPE

Set this keyword to a scalar string containing the format type the dialog filter should begin with. The default is "Image Files". The user cannot modify the filter if the FIX_FILTER keyword is set. Valid values are obtained from the list of supported image types returned from QUERY_IMAGE. In addition, there is also the "All Files" type. If set to "All Files", queries will only happen on filename clicks, making the dialog much more efficient.

Example:

```
FILTER='.jpg, .tiff'
```

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

FIX_FILTER

When this keyword is set, only files that satisfy the filter can be selected. The user has no ability to modify the filter.

GET_PATH

Set this keyword to a named variable in which the path of the selection is returned.

GREEN

Set this keyword to a named variable that will contain the green channel vector (if any).

IMAGE

Set this keyword to a named variable that will contain the image array read. If Cancel was clicked, no action is taken.

PATH

Set this keyword to a string that contains the initial path from which to select files. If this keyword is not set, the current working directory is used.

QUERY

Set this keyword to a named variable that will return the QUERY_IMAGE structure associated with the returned image. If the "Cancel" button was pressed, the variable set to this keyword is not changed. If an error occurred during the read, the FILENAME field of the structure will be a null string.

RED

Set this keyword to a named variable that will contain the red channel vector (if any).

TITLE

Set this keyword to a scalar string to be used for the dialog title. If it is not specified, the default title is "Select Image File".

Note ———————————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Example

The following statement opens the dialog so that you can select among .gif, .tiff, .dcm, .png and .jpg files. When you select a file and click **Open**, the file path is stored in selectedFile variable and the image data is stored in the Image variable.

```
result = DIALOG_READ_IMAGE(FILE=selectedFile, IMAGE=image)
```

Enter the following line to display image data in an iImage display.

```
IF result EQ 1 THEN iImage, image
```

Using the Select Image File Dialog Interface

When you open the **Select Image File** dialog using the DIALOG _READ_IMAGE function or the **Import Image** macro, a dialog similar to the following appears.
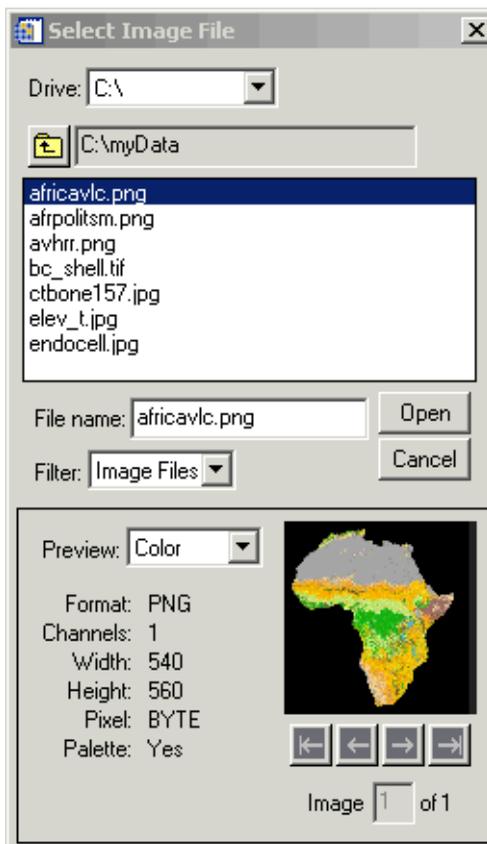
Figure 6-5: The DIALOG_READ_IMAGE Dialog

You can use the dialog fields as follows:

Drive	Select the main-level directory and then select the sub-directory or image file in the listbox.
Open	Opens the selected image file.
Cancel	Cancels the current image selection.

Preview	Selects the color mode of the preview or turns preview functionality off.
Arrow Keys	Scrolls through multiple images in the file.
	Note - You can only read in one image of a multi-image file. The image in the preview is the image that will be read.

Version History

5.3	Introduced

See Also

DIALOG_WRITE_IMAGE

DIALOG_WRITE_IMAGE

The DIALOG_WRITE_IMAGE function is a graphical user interface allowing you to save an IDL array variable as an image file, selecting a location and image file type. The interface is created as a modal dialog with an optional parent widget.

Syntax

Result = DIALOG_WRITE_IMAGE (*Image [*, *R*, *G*, *B]*
   [, DIALOG_PARENT=*widget_id*] [, FILE=*string*] [, /FIX_TYPE]
   [, /NOWRITE] [, OPTIONS=*variable*] [, PATH=*string*] [,TITLE=*string*]
   [, TYPE=*variable*] [, /WARN_EXIST])

Return Value

This routine returns 1 if the "Save" button was clicked, and 0 if the "Cancel" button was clicked.

Arguments

Image

The array to be written to the image file.

R, G, B

These are optional arguments defining the Red, Green, and Blue color tables to be associated with the image array.

Keywords

DIALOG_PARENT

The widget ID of a widget that calls DIALOG_WRITE_IMAGE. When this ID is specified, a death of the caller results in the death of the DIALOG_WRITE_IMAGE dialog. If DIALOG_PARENT is not specified, then the interface is created as a modal, top-level widget.

FILE

Set this keyword to a scalar string that contains the name of the initial file selection. This keyword is useful for specifying a default filename.

FIX_TYPE

When this keyword is set, only files that satisfy the type can be selected. The user has no ability to modify the type.

NOWRITE

Set this keyword to prevent the dialog from writing the file when "Save" is clicked. No data conversions will take place when the save type is chosen.

OPTIONS

Set this keyword to a named variable to contain a structure of the chosen options by the user, including the filename and image type chosen.

PATH

Set this keyword to a string that contains the initial path from which to select files. If this keyword is not set, the current working directory is used.

TITLE

Set this keyword to a scalar string to be used for the dialog title. If it is not specified, the default title is "Save Image File".

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

TYPE

Set this keyword to a scalar string containing the format type the "Save as type" field should begin with. The default is "TIFF". The user can modify the type unless the FIX_TYPE keyword is set. Valid values are obtained from the list of supported image types returned from QUERY_IMAGE. The "Save as type" field will reflect the type of the selected file (if one is selected).

WARN_EXIST

Set this keyword to produce a question dialog if the user selects a file that already exists. The default is to quietly overwrite the file.

Examples

The following statements create and write a simple image to a .tif file name
myimage.tif:

```
myimage = DIST(100)
result = DIALOG_WRITE_IMAGE(myimage, FILENAME='myimage.tif')
```

Using the Save Image File Dialog

When you issue the previous statements, the **Save Image File** dialog opens.

Figure 6-6: Same Image File Dialog

Use the following fields to configure how the image is saved.

Drive	Select the directory in which to save the image file
File name	Enter the file name
Save as	Select the image file format
Save	Save the image file
Cancel	Cancels the save function
Options	Brings up a dialog box of image format save options, which varies depending on image format

Version History

5.3	Introduced

See Also

DIALOG_READ_IMAGE

DIGITAL_FILTER

The DIGITAL_FILTER function returns the coefficients of a non-recursive, digital filter for evenly spaced data points. Frequencies are expressed in terms of the Nyquist frequency, 1/2T, where T is the time between data samples. Highpass, lowpass, bandpass and bandstop filters may be constructed with this function.

This routine is written in the IDL language. Its source code can be found in the file `digital_filter.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = DIGITAL_FILTER(*Flow*, *Fhigh*, *A*, *Nterms* [, /DOUBLE])

Return Value

This function returns a vector of coefficients with $(2 \times Nterms + 1)$ elements.

Arguments

Flow

The lower frequency of the filter as a fraction of the Nyquist frequency

Fhigh

The upper frequency of the filter as a fraction of the Nyquist frequency. The following conditions are necessary for various types of filters:

No Filtering	$Flow = 0$, $Fhigh = 1$
Low Pass	$Flow = 0$, $0 < Fhigh < 1$
High Pass	$0 < Flow < 1$, $Fhigh = 1$
Band Pass	$0 < Flow < Fhigh < 1$
Band Stop	$0 < Fhigh < Flow < 1$

A

The filter power relative to the Gibbs phenomenon wiggles in decibels. 50 is a good choice.

Nterms

The number of terms used to construct the filter.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision result. Set DOUBLE=0 to use single-precision for computations and to return a single-precision result. The default is /DOUBLE if the *Flow* input is double precision, otherwise the default is DOUBLE=0.

Examples

```
; Get coefficients:
Coeff = DIGITAL_FILTER(Flow, Fhigh, A, Nterms)
; Apply the filter:
Yout = CONVOL(Yin, Coeff)
```

Version History

Original	Introduced
5.6	Added DOUBLE keyword

See Also

CONVOL, LEEFILT, MEDIAN, SMOOTH

DILATE

The DILATE function implements the morphologic dilation operator on both binary and grayscale images. For details on using DILATE, see "Using DILATE" on page 650.

Using DILATE

Mathematical morphology is a method of processing digital images on the basis of shape. A discussion of this topic is beyond the scope of this manual. A suggested reference is: Haralick, Sternberg, and Zhuang, "Image Analysis Using Mathematical Morphology," *IEEE Transactions on Pattern Analysis and Machine Intelligence*, Vol. PAMI-9, No. 4, July, 1987, pp. 532-550. Much of this discussion is taken from that article.

Briefly, the DILATE function returns the dilation of *Image* by the structuring element *Structure*. This operator is commonly known as "fill", "expand", or "grow." It can be used to fill "holes" of a size equal to or smaller than the structuring element.

Used with binary images, where each pixel is either 1 or 0, dilation is similar to convolution. Over each pixel of the image, the origin of the structuring element is overlaid. If the image pixel is nonzero, each pixel of the structuring element is added to the result using the "or" operator.

Letting $A \oplus B$ represent the dilation of an image A by structuring element B, dilation can be defined as:

$$C = A \oplus B = \bigcup_{b \in B} (A)_b$$

where $(A)_b$ represents the translation of A by b. Intuitively, for each nonzero element $b_{i,j}$ of B, A is translated by i,j and summed into C using the "or" operator. For example:

$$
\begin{matrix}
0100 & & & 0110 \\
0100 & & & 0110 \\
0110 & \oplus\ 11\ = & 0111 \\
1000 & & & 1100 \\
0000 & & & 0000 \\
\end{matrix}
$$

In this example, the origin of the structuring element is at (0,0).

Used with grayscale images, which are always converted to byte type, the DILATE function is accomplished by taking the maximum of a set of sums. It can be used to conveniently implement the neighborhood maximum operator with the shape of the neighborhood given by the structuring element.

Openings and Closings

The *opening* of image *B* by structuring element *K* is defined as $(B \otimes K) \oplus K$. The *closing* of image *B* by *K* is defined as $(B \oplus K) \otimes K$ where the $\otimes$ symbol represents the erosion operator implemented by the IDL ERODE function.

As stated by Haralick *et al*, the result of iteratively applied dilations and erosions is an elimination of specific image detail smaller than the structuring element without the global geometric distortion of unsuppressed features. For example, opening an image with a disk structuring element smooths the contour, breaks narrow isthmuses, and eliminates small islands and sharp peaks or capes.

Closing an image with a disk structuring element smooths the contours, fuses narrow breaks and long thin gulfs, eliminates small holes, and fills gaps on the contours.

Note ————————————————————————————

MORPH_OPEN and MORPH_CLOSE can also be used to perform these tasks.

Syntax

Result = DILATE(*Image*, *Structure* [, X_0 [, Y_0 [, Z_0]]] [, /CONSTRAINED [, BACKGROUND=*value*]] [, /GRAY [, /PRESERVE_TYPE | , /UINT | , /ULONG]] [, VALUES=*array*])

Return Value

The DILATE function returns the dilation of *Image* by the structuring element *Structure*.

Arguments

Image

A one-, two-, or three-dimensional array upon which the dilation is to be performed. If the parameter is not of byte type, a temporary byte copy is obtained. If neither of

the keywords GRAY or VALUES is present, the image is treated as a binary image with all nonzero pixels considered as 1.

Structure

A one-, two-, or three-dimensional array that represents the structuring element. Elements are interpreted as binary: values are either zero or nonzero. This argument must have the same number of dimensions as *Image*.

X_0, Y_0, Z_0

Optional parameters specifying the one-, two-, or three-dimensional coordinate of the structuring element's origin. If omitted, the origin is set to the center, ($[N_x/2]$, $[N_y/2]$, $[N_z/2]$), where N_x, N_y, and N_z are the dimensions of the structuring element array. The origin need not be within the structuring element.

Keywords

BACKGROUND

Set this keyword to the pixel value that is to be considered the background when dilation is being performed in constrained mode. The default value is 0.

CONSTRAINED

If this keyword is set and grayscale dilation has been selected, the dilation algorithm will operate in constrained mode. In this mode, a pixel is set to the value determined by normal grayscale dilation rules in the output image only if the current value destination pixel value matches the BACKGROUND pixel value. Once a pixel in the output image has been set to a value other than the BACKGROUND value, it cannot change.

GRAY

Set this keyword to perform grayscale, rather than binary, dilation. The nonzero elements of the *Structure* parameter determine the shape of the structuring element (neighborhood). If VALUES is not present, all elements of the structuring element are 0, yielding the neighborhood maximum operator.

PRESERVE_TYPE

Set this keyword to return the same type as the input array. This keyword only applies if the GRAY keyword is set.

UINT

Set this keyword to return an unsigned integer array. This keyword only applies if the GRAY keyword is set.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword only applies if the GRAY keyword is set.

VALUES

An array with the same dimensions as *Structure* providing the values of the structuring element. The presence of this parameter implies grayscale dilation. Each pixel of the result is the maximum of the sum of the corresponding elements of VALUE and the *Image* pixel value. If the resulting sum is greater than 255, the return value is 255.

Examples

Note —————————————————————————

Also see "Eroding and Dilating Image Objects" (Chapter 9, *Image Processing in IDL*).

Example 1

This example thresholds a gray scale image at the value of 100, producing a binary image. The result is then "opened" with a 3 pixel by 3 pixel square shape operator, using the DILATE and ERODE operators. The effect is to remove holes, islands, and peninsula smaller than the shape operator:

```
; Threshold and make binary image:
B = A GE 100

; Create the shape operator:
S = REPLICATE(1, 3, 3)

; "Opening" operator:
C = DILATE(ERODE(B, S), S)

; Show the result:
TVSCL, C
```

Example 2

For grayscale images, DILATE takes the neighborhood maximum, where the shape of the neighborhood is given by the structuring element. Elements for which the structuring element extends off the array are indeterminate. For example, assume you have the following image and structuring element:

```
image = BYTE([2,1,3,3,3,3,1,2])
s = [1,1]
```

If the origin of the structuring element is not specified in the call to DILATE, the origin defaults to one half the width of the structuring element, which is 1 in this case. Therefore, for the first element in the image array, the structuring element is aligned with the image as depicted below:

```
    [2,1,3,3,3,3,1,2]
     ↑
[1,1]
```

This will cause an indeterminate value for the first element in the DILATE result. If edge values are important, you must pad the image with as many zeros as there are elements in the structuring element that extend off the array, in all dimensions. In this case, you would need to pad the image with a single leading zero. If the structuring element were s=[1,1,1,1], and you specified an origin of 2, the structuring element would align with the image as follows:

```
       [2,1,3,3,3,3,1,2]
        ↑               ↑
  [1,1,1,1]        [1,1,1,1]
```

Therefore, you would need to pad the image with at least two leading zeros and at least one trailing zero. You would then perform the dilation operation on the padded image, and remove the padding from the result.

The following code illustrates this method:

```
image = BYTE([2,1,3,3,3,3,1,2])
s = [1,1] ; Structuring element
PRINT, 'Image: '
PRINT, image

PRINT, 'Dilation using no padding: '
PRINT, DILATE(image, s, /GRAY)

result = DILATE([0, image], s, /GRAY)
PRINT, 'Dilation using padding: '
PRINT, result[1:N_ELEMENTS(image)]
```

IDL prints:

```
Image:
   2   1   3   3   3   3   1   2
Dilation using no padding:
   1   3   3   3   3   3   2   2
Dilation using padding:
   2   3   3   3   3   3   2   2
```

Version History

Pre 4.0	Introduced

See Also

ERODE, MORPH_CLOSE, MORPH_DISTANCE, MORPH_GRADIENT, MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

DINDGEN

The DINDGEN function creates a double-precision, floating-point array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = DINDGEN(*D$_1$* [, ..., *D$_8$*])

Return Value

Returns a double-precision, floating-point array of the specified dimensions.

Arguments

D*$_i$*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create D, a 100-element, double-precision, floating-point array with each element set to the value of its subscript, enter:

```
D = DINDGEN(100)
```

Version History

Original	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, FINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

DISSOLVE

The DISSOLVE procedure provides a digital "dissolve" effect for images. The routine copies pixels from the image (arranged into square tiles) to the display in pseudo-random order. This routine is written in the IDL language. Its source code can be found in the file dissolve.pro in the lib subdirectory of the IDL distribution.

Syntax

DISSOLVE, *Image* [, DELAY=*seconds*] [, /ORDER] [, SIZ=*pixels*] [, X0=*pixels*] [, Y0=*pixels*]

Arguments

Image

The image to be displayed. It is assumed that the image is already scaled. Byte-valued images display most rapidly.

Keywords

DELAY

The wait between displaying tiles. The default is 0.01 second.

ORDER

The Image display order: 0 = bottom up (the default), 1 = top-down.

SIZ

Size of square tile. The default is 32 x 32 pixels.

X0

The X offset of the lower-left corner of the image on screen, in pixels.

Y0

The Y offset of the lower-left corner of the image on screen, in pixels.

Examples

Display an image using 16 x 16 pixel tiles:

```
DISSOLVE, DIST(200), SIZ=16
```

Version History

Pre 4.0	Introduced

See Also

ERASE, TV

DIST

The DIST function creates an array in which each array element value is proportional to its frequency. This array may be used for a variety of purposes, including frequency-domain filtering.

This routine is written in the IDL language. Its source code can be found in the file dist.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = DIST(*N* [, *M*])

Return Value

Returns a rectangular array in which the value of each element is proportional to its frequency.

Arguments

N

The number of columns in the resulting array.

M

The number of rows in the resulting array. If *M* is omitted, the resulting array will be *N* by *N*.

Keywords

None.

Examples

```
; Display the results of DIST as an image:
TVSCL, DIST(100)
```

Version History

Original	Introduced

See Also

FFT

DISTANCE_MEASURE

The DISTANCE_MEASURE function computes the pairwise distance between a set of items or observations. The DISTANCE_MEASURE function is designed to be used with the CLUSTER_TREE function.

This routine is written in the IDL language. Its source code can be found in the file distance_measure.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = DISTANCE_MEASURE(*Array* [, /DOUBLE] [, /MATRIX]
[, MEASURE=*value*] [, POWER_MEASURE=*value*])

Return Value

The *Result* is a vector of *m**(*m*-1)/2 elements containing the distance matrix in compact form. Given a distance between two items, $D_{i, j}$, the distances within Result are returned in the order: $[D_{0, 1}, \ D_{0, 2}, ..., D_{0, m-1}, D_{1, 2}, ..., D_{m-2, m-1}]$.

If MATRIX is set, then the *Result* is an *m*-by-*m* symmetric array containing the full distance matrix, with zeroes down the diagonal.

Arguments

Array

An *n*-by-*m* array representing the coordinates (in an *n*-dimensional space) of *m* items. For example, a set of *m* points in a two-dimensional Cartesian space would be passed in as a 2-by-*m* array.

Keywords

DOUBLE

Set this keyword to perform computations using double-precision arithmetic and to return a double-precision result. Set DOUBLE=0 to use single-precision for computations and to return a single-precision result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE=0.

MATRIX

Set this keyword to return the distance matrix as an *m*-by-*m* symmetric array. If this keyword is not set then the distance matrix is returned in compact vector form.

MEASURE

Set this keyword to an integer giving the distance measure (the metric) to use. Possible values are:

Value	Distance
0	(Default): Euclidean distance. The Euclidean distance is defined as: $$\sqrt{\Sigma \lvert x_i - y_i \rvert^2}$$
1	CityBlock (Manhattan) distance. The CityBlock distance is defined as: $$\Sigma \lvert x_i - y_i \rvert$$
2	Chebyshev distance. The Chebyshev distance is defined as: $$Max(\lvert x_i - y_i \rvert)$$
3	Correlative distance. The correlative distance, where *r* is the correlation coefficient between two items, is defined as: $$\sqrt{(1 - r)/2}$$
4	Percent disagreement. This distance is useful for categorical data and is defined as: $$(\text{Number of } x_i \neq y_i)/n$$

Table 6-5: MEASURE Values

Note

This keyword is ignored if POWER_MEASURE is set.

POWER_MEASURE

Set this keyword to a scalar or a two-element vector giving the parameters *p* and *r* to be used in the power distance, defined as:

$$(\Sigma |x_i - y_i|^p)^{1/r}$$

If POWER_MEASURE is a scalar then the same value is used for both *p* and *r* (this is also known as the Minkowski distance).

Note

POWER_MEASURE=1 is the same as the CityBlock distance, while POWER_MEASURE=2 is the same as Euclidean distance.

Example

```
; Given a set of points in two-dimensional space.

  DATA = [ $
  [1, 1], $
  [1, 3], $
  [2, 2.2], $
  [4, 1.75], $
  [4, 4], $
  [5, 1], $
  [5.5, 3]]

; Compute the Euclidean distance between each point.
DISTANCE = DISTANCE_MEASURE(data)

i1 = [0,0,0,0,0,0, 1,1,1,1,1, 2,2,2,2, 3,3,3, 4,4, 5]
i2 = [1,2,3,4,5,6, 2,3,4,5,6, 3,4,5,6, 4,5,6, 5,6, 6]
PRINT, 'Item#  Item#  Distance'
PRINT, TRANSPOSE([[i1],[i2],[distance]]), $
   FORMAT = '(I3, I7, F10.2)'

PLOT, data[0,*], data[1,*], PSYM = 6, SYMSIZE = 2, $
   XRANGE = [0,6], YRANGE = [0,5], $
   TITLE='Distance between each point'

FOR i = 0,N_ELEMENTS(distance)-1 DO $
   PLOTS, data[*, [i1[i], i2[i]]], linestyle = 1

; Midpoint of each pair.

AVG = 0.5*(data[*, i1] + data[*, i2])
```

```
XYOUTS, avg[0,*], avg[1,*], ALIGN = 0.5, $
   STRTRIM(STRING(distance, format = '(F7.2)'),2)
```

When this code is run, IDL prints:

```
Item#  Item#  Distance
0      1      2.00
0      2      1.56
0      3      3.09
0      4      4.24
0      5      4.00
0      6      4.92
1      2      1.28
1      3      3.25
1      4      3.16
1      5      4.47
1      6      4.50
2      3      2.05
2      4      2.69
2      5      3.23
2      6      3.59
3      4      2.25
3      5      1.25
3      6      1.95
4      5      3.16
4      6      1.80
5      6      2.06
```
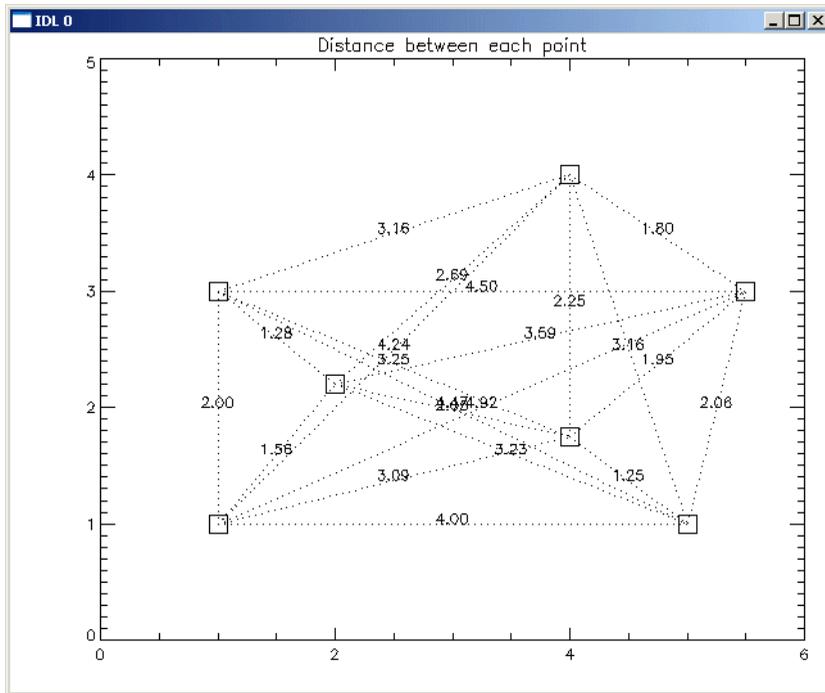
Figure 6-7: Distance Between Each Point Using DISTANCE_MEASURE

Version History

6.1	Introduced

See Also

CLUSTER_TREE, DENDROGRAM, DENDRO_PLOT

DLM_LOAD

Normally, IDL system routines that reside in dynamically loadable modules (DLMs) are automatically loaded on demand when a routine from a DLM is called. The DLM_LOAD procedure can be used to explicitly cause a DLM to be loaded.

Syntax

DLM_LOAD, *DLMNameStr$_1$* [, *DLMNameStr$_2$*,..., *DLMNameStr$_n$*]

Arguments

DLMNameStr*$_n$*

A string giving the name of the DLM to be loaded. DLM_LOAD causes each named DLM to be immediately loaded.

Keywords

None

Example

Force the JPEG DLM to be loaded:

```
DLM_LOAD, 'jpeg'
```

IDL prints:

```
% Loaded DLM: JPEG.
```

Version History

5.1	Introduced

DLM_REGISTER

The DLM_REGISTER procedure registers a Dynamically Loadable Module (DLM) in IDL that was not registered when starting IDL. This allows you to create DLMs using the MAKE_DLL procedure and register them in your current session without having to exit and restart IDL.

Warning
DLM_REGISTER intended as a convenience to be used when testing and debugging DLMs or when running demonstration code included in the IDL distribution. It is *not* the recommended way to make Dynamically Loadable Modules known to your IDL session. By design, DLMs are registered when IDL starts; among other things, this allows programs written in the IDL language that call the routines in a DLM to be compiled before the DLM itself is loaded into IDL. The mechanism involved is described in "Dynamically Loadable Modules" (Chapter 15, *External Development Guide*); you should read and understand this section before deciding to use DLM_REGISTER.

Syntax

DLM_REGISTER, *DLMDefFilePath$_1$* [, *DLMDefFilePath$_2$*, ..., *DLMDefFilePath$_n$*]

Arguments

DLMDefFilePath*$_n$*

The name of the DLM module definition file to read.

Keywords

None.

Version History

Introduced: 5.4

See Also

"Dynamically Loadable Modules" (Chapter 15, *External Development Guide*)

DOC_LIBRARY

The DOC_LIBRARY procedure extracts documentation headers from one or more IDL programs (procedures or functions). This command provides a standard interface to the operating-system specific DL_DOS and DL_UNIX procedures.

The documentation header of the .pro file in question must have the following format:

- The first line of the documentation block contains only the characters ;+, starting in column 1.

- The last line of the documentation block contains only the characters ;-, starting in column 1.

- All other lines in the documentation block contain a ; in column 1.

Example Code

The file template.pro in the general subdirectory of the examples subdirectory of the IDL distribution contains a template for creating your own documentation headers. Run the example procedure by entering template at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT template.pro.

This routine is supplied for users to view online documentation from their own IDL programs. Though it could be used to view documentation headers from the lib subdirectory of the IDL distribution, we do not recommend doing so. The documentation headers on the files in the lib directory are used for historical purposes—most do not contain the most current or accurate documentation for those routines. The most current documentation for IDL's built-in and library routines is found in IDL's online help system (enter ? at the IDL prompt).

This routine is written in the IDL language. Its source code can be found in the file doc_library.pro in the lib subdirectory of the IDL distribution.

Syntax

DOC_LIBRARY [, *Name*] [, /PRINT]

UNIX-Only Keywords: [, DIRECTORY=*string*] [, /MULTI]

Arguments

Name

A string containing the name of the IDL routine in question. Under Windows or UNIX, *Name* can be "*" to get information on all routines.

Keywords

DIRECTORY

This keyword is only available on UNIX platforms.

A string containing the name of the directory to search. If omitted, the current directory and !PATH are used.

MULTI

This keyword is only available on UNIX platforms.

Set this keyword to allow printing of more than one file if the requested module exists in more than one directory.

PRINT

Set this keyword to send the output of DOC_LIBRARY to the default printer. Under UNIX, if PRINT is a string, it is interpreted as a shell command used for output with the documentation from DOC_LIBRARY providing standard input (i.e., PRINT="cat > junk").

Examples

To view the documentation header for the library function DIST, enter:

```
DOC_LIBRARY, 'DIST'
```

Version History

Original	Introduced
Pre 6.1	Deprecated the FILE, PATH, and OUTPUTS keywords

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

MK_HTML_HELP

DOUBLE

The DOUBLE function converts *Expression* into a double-precision floating-point value.

Syntax

Result = DOUBLE(*Expression*[, *Offset* [, D_1 [, ..., D_8]]])

Return Value

Returns a double-precision floating-point value or array of the same dimensions as the result of the *Expression.* If *Expression* is a complex number, DOUBLE returns the real part.

Arguments

Expression

The expression to be converted to double-precision, floating-point.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as double-precision, floating-point data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D*i*

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Suppose that A contains the integer value 45. A double-precision, floating-point version of A can be stored in B by entering:

```
B = DOUBLE(A)
PRINT, B
```

IDL prints:

```
45.000000
```

Version History

Original	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, FIX, FLOAT, LONG, LONG64, STRING, UINT, ULONG, ULONG64

DRAW_ROI

The DRAW_ROI procedure draws a region or group of regions to the current Direct Graphics device. The primitives used to draw each ROI are based on the TYPE property of the given IDLanROI object. The TYPE property selects between points, polylines, and filled polygons.

Syntax

DRAW_ROI, *oROI* [, /LINE_FILL] [, SPACING=*value*]

Graphics Keywords: [, CLIP=*[X_0, Y_0, X_1, Y_1]*] [, COLOR=*value*] [, /DATA | , /DEVICE | , /NORMAL] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /NOCLIP] [, ORIENTATION=*ccw_degrees_from_horiz*] [, PSYM=*integer*{0 to 10}] [, SYMSIZE=*value*] [, /T3D] [, THICK=*value*]

Arguments

oROI

A reference to an IDLanROI object to be drawn.

Keywords

LINE_FILL

Set this keyword to indicate that polygonal regions are to be filled with parallel lines, rather than using the default solid fill. When using a line fill, the thickness, linestyle, orientation, and spacing of the lines may be specified by keywords.

SPACING

The spacing, in centimeters, between the parallel lines used to fill polygons.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, DATA, DEVICE, LINESTYLE, NOCLIP, NORMAL, ORIENTATION, PSYM, SYMSIZE, T3D, THICK

Examples

The following example displays an image and collects data for a region of interest.
The resulting ROI is displayed as a filled polygon.

```
PRO roi_ex
; Load and display an image.
img=READ_DICOM(FILEPATH('mr_knee.dcm',SUBDIR=['examples','data']))
TV, img

; Create a polygon region object.
oROI = OBJ_NEW('IDLanROI', TYPE=2)

; Print instructions.
PRINT,'To create a region:'
PRINT,' Left mouse: select points for the region.'
PRINT,' Right mouse: finish the region.'

; Collect first vertex for the region.
CURSOR, xOrig, yOrig, /UP, /DEVICE
oROI->AppendData, xOrig, yOrig
PLOTS, xOrig, yOrig, PSYM=1, /DEVICE

;Continue to collect vertices for region until right mouse button.
x1 = xOrig
y1 = yOrig
while !MOUSE.BUTTON ne 4 do begin
   x0 = x1
   y0 = y1
   CURSOR, x1, y1, /UP, /DEVICE
   PLOTS, [x0,x1], [y0,y1], /DEVICE
   oROI->AppendData, x1, y1
endwhile
PLOTS, [x1,xOrig], [y1,yOrig], /DEVICE

; Draw the the region with a line fill.
DRAW_ROI, oROI, /LINE_FILL, SPACING=0.2, ORIENTATION=45, /DEVICE
END
```

Note

Also see "Displaying ROI Objects in a Direct Graphics Window" (Chapter 6,
Image Processing in IDL).

Version History

5.3	Introduced
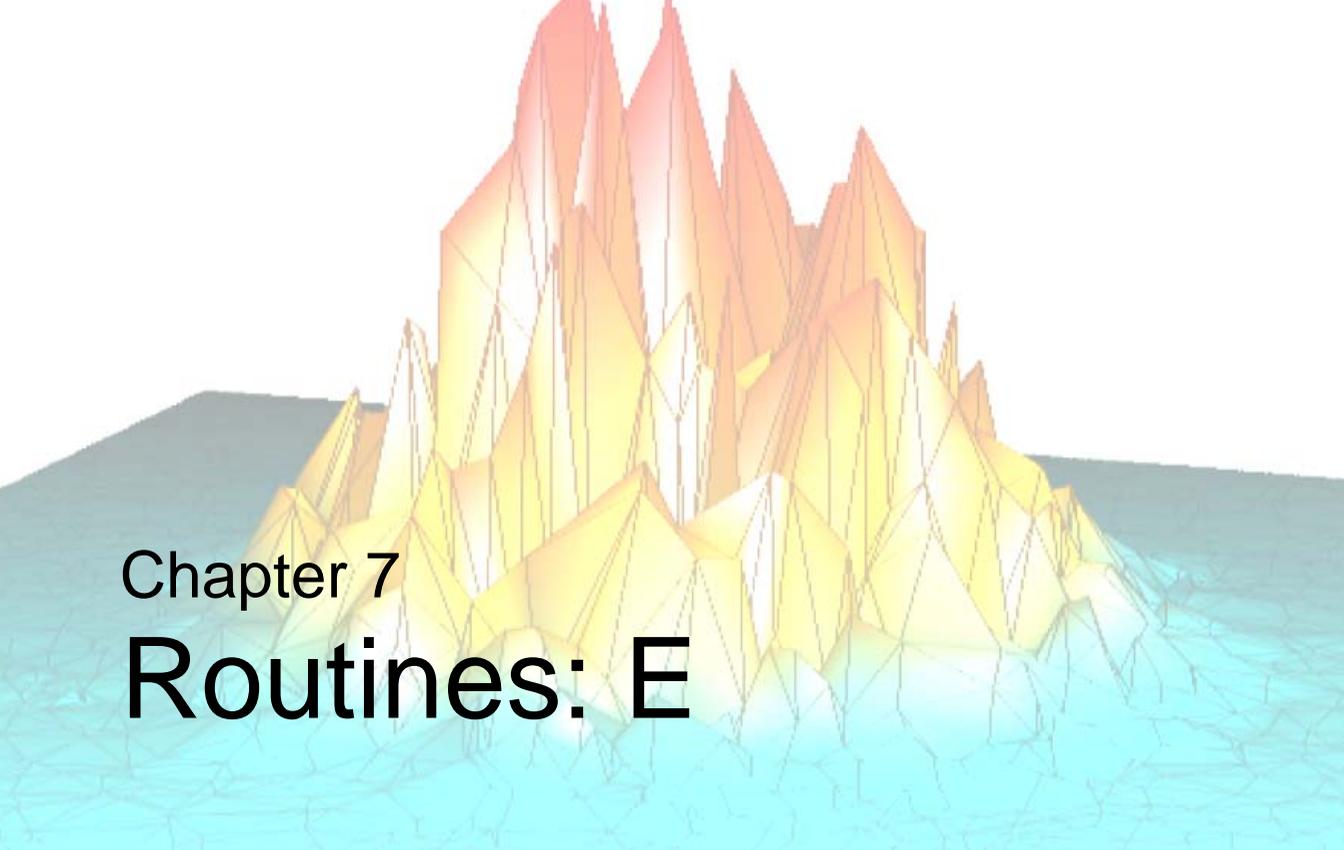
Chapter 7
Routines: E

EDGE_DOG

The EDGE_DOG function applies the Difference of Gaussians filter to a 2D image array to generate an array containing difference values that represent edges in the original image.

Syntax

Result = EDGE_DOG(*Array* [, RADIUS1=*value*] [, RADIUS2=*value*]
   [, THRESHOLD=*value*] [, ZERO_CROSSINGS=*value*])

Return Value

EDGE_DOG returns a signed difference array of the same shape as the input array. The input type is converted to an output type as follows:

Input	Output
BYTE	INT
INT	LONG
UINT	LONG
ULONG	LONG64
ULONG64	LONG64
Non-numeric types: not allowed	
All other types	Same as input type

Arguments

Array

A 2D array of any numeric type containing the image.

Keywords

RADIUS1

RADIUS2

Set these keywords equal to scalars giving the radius in pixels of the Gaussian smoothing filters. The defaults are RADIUS1=3.0 and RADIUS2=5.0. The difference between the two RADIUS values influences the size of the features detected by the filter.

THRESHOLD

Set this keyword equal to a non-negative integer (or a float if *Image* is floating point) giving the clipping threshold. Gaussian differences that are smaller than this threshold are replaced with zero. This has the effect of removing small features from the result. It can be used to prevent noise in the image from being detected as edges. The default value is zero, meaning no thresholding is applied.

ZERO_CROSSINGS

Set this keyword equal to a two-element vector containing the values used to replace array values less than or equal to 0 and greater than zero, respectively. This creates a binary image useful for visualizing the edges.

Examples

The EDGE_DOG function can be used to isolate certain structures in an image, based on their size. This example isolates some of the bone structures in a CT scan.

```
file = FILEPATH('ctbone157.jpg', SUBDIR=['examples','data'])
READ_JPEG, file, image
IIMAGE, image, VIEW_GRID=[2,1], DIMENSIONS = [800, 500]
result = EDGE_DOG(image, RADIUS1=6.0, RADIUS2=20.0, THRESHOLD=15,$
   ZERO_CROSSINGS=[0,255])
IIMAGE, result, /VIEW_NEXT
```

When working with a multi-channel image, it is sometimes advantageous to combine the channels into a single luminance channel with COLOR_CONVERT:

```
file = FILEPATH('rose.jpg', SUBDIR=['examples','data'])
READ_JPEG, file, rose
COLOR_CONVERT, rose, yuv, /RGB_YUV
y = BYTE(REFORM(yuv[0,*,*])*255)
IIMAGE, EDGE_DOG(y, THRESHOLD=3, ZERO_CROSSINGS=[0,255])
```

Note ———

Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

———

Version History

6.4	Introduced

See Also

EMBOSS, LAPLACIAN, PREWITT, ROBERTS, SHIFT_DIFF, SOBEL

EFONT

The EFONT procedure provides a simple widget-based vector font editor and display. Use this procedure to read and/or modify a local copy of the file hersh1.chr, located in the resource/fonts subdirectory of the main IDL directory, which contains the vector fonts used by IDL in plotting. This is a very rudimentary editor. Click the "Help" button on the EFONT main menu for more information.

This routine is written in the IDL language. Its source code can be found in the file efont.pro in the lib subdirectory of the IDL distribution.

Syntax

EFONT [, *Init_Font*] [, /BLOCK] [, GROUP=*widget_id*]

Arguments

Init_Font

The initial font index, from 3 to 29. The default is 3.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note
Only the outermost call to XMANAGER can block. Therefore, to have EFONT block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

GROUP

The widget ID of the widget that calls EFONT. If GROUP is set, the death of the caller results in the death of EFONT.

Version History

Pre 4.0	Introduced

See Also

SHOWFONT, XFONT

EIGENQL

The EIGENQL function computes the eigenvalues and eigenvectors of an *n*-by-*n* real, symmetric array using Householder reductions and the QL method with implicit shifts.

This routine is written in the IDL language. Its source code can be found in the file eigenql.pro in the lib subdirectory of the IDL distribution.

Note ――――――――――――――――――――――――――――――――――――――

If you are working with complex inputs, use the LA_EIGENQL function instead.

――

Syntax

Result = EIGENQL(*A* [, /ABSOLUTE] [, /ASCENDING] [, /DOUBLE]
    [, EIGENVECTORS=*variable*] [, /OVERWRITE | , RESIDUAL=*variable*])

Return Value

This function returns an *n*-element vector containing the eigenvalues.

Arguments

A

An *n*-by-*n* symmetric single- or double-precision floating-point array.

Keywords

ABSOLUTE

Set this keyword to sort the eigenvalues by their absolute value (their magnitude) rather than by their signed value.

ASCENDING

Set this keyword to return eigenvalues in ascending order (smallest to largest). If not set or set to zero, eigenvalues are returned in descending order (largest to smallest). The eigenvectors are correspondingly reordered.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EIGENVECTORS

Set this keyword equal to a named variable that will contain the computed eigenvectors in an *n*-by-*n* array. The ith row of the returned array contains the ith eigenvalue. If no variable is supplied, the array will not be computed.

OVERWRITE

Set this keyword to use the input array for internal storage and to overwrite its previous contents.

RESIDUAL

Use this keyword to specify a named variable that will contain the residuals for each eigenvalue/eigenvector (λ/x) pair. The residual is based on the definition Ax – (λ)x = 0 and is an array of the same size as A and the same type as *Result*. The rows of this array correspond to the residuals for each eigenvalue/eigenvector pair.

Note ──
  If the OVERWRITE keyword is set, the RESIDUAL keyword has no effect.
───

Examples

```
; Define an n-by-n real, symmetric array:
A = [[ 5.0,  4.0,  0.0, -3.0], $
[ 4.0,  5.0,  0.0, -3.0], $
[ 0.0,  0.0,  5.0, -3.0], $
[-3.0, -3.0, -3.0,  5.0]]

; Compute the eigenvalues and eigenvectors:
eigenvalues = EIGENQL(A, EIGENVECTORS = evecs, $
   RESIDUAL = residual)

;Print the eigenvalues and eigenvectors:
PRINT, 'Eigenvalues: '
PRINT, eigenvalues
PRINT, 'Eigenvectors: '
PRINT, evecs
```

IDL prints:

```
Eigenvalues:
12.0915    6.18662    1.00000    0.721870

Eigenvectors:
-0.554531    -0.554531    -0.241745     0.571446
-0.342981    -0.342981     0.813186    -0.321646
 0.707107    -0.707107    -6.13503e-008-6.46503e-008
 0.273605     0.273605     0.529422     0.754979
```

The accuracy of each eigenvalue/eigenvector (λ/x) pair may be checked by printing the residual array:

```
PRINT, residual
```

The RESIDUAL array has the same dimensions as the input array and the same type as the result. The residuals are contained in the rows of the RESIDUAL array. All residual values should be floating-point zeros.

Version History

5.0	Introduced

See Also

EIGENVEC, LA_EIGENQL, TRIQL

EIGENVEC

The EIGENVEC function computes the eigenvectors of an *n*-by-*n* real, non-symmetric array using Inverse Subspace Iteration. Use ELMHES and HQR to find the eigenvalues of an *n*-by-*n* real, nonsymmetric array.

This routine is written in the IDL language. Its source code can be found in the file eigenvec.pro in the lib subdirectory of the IDL distribution.

Note
If you are working with complex inputs, use the LA_EIGENVEC function instead.

Syntax

Result = EIGENVEC(*A*, *Eval* [, /DOUBLE] [, ITMAX=*value*]
   [, RESIDUAL=*variable*])

Return Value

This function returns a complex array with a column dimension equal to *n* and a row dimension equal to the number of eigenvalues.

Arguments

A

An *n*-by-*n* nonsymmetric, single- or double-precision floating-point array.

EVAL

An *n*-element complex vector of eigenvalues.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITMAX

The maximum number of iterations allowed in the computation of each eigenvector. The default value is 4.

RESIDUAL

Use this keyword to specify a named variable that will contain the residuals for each eigenvalue/eigenvector (λ/x) pair. The residual is based on the definition $Ax - \lambda x = 0$ and is an array of the same size and type as that returned by the function. The rows of this array correspond to the residuals for each eigenvalue/eigenvector pair.

Examples

```
; Define an n-by-n real, nonsymmetric array:
A = [[1.0, -2.0, -4.0,  1.0], $
     [0.0, -2.0,  3.0,  4.0], $
     [2.0, -6.0, -1.0,  4.0], $
     [3.0, -3.0,  1.0, -2.0]]

; Compute the eigenvalues of A using double-precision
; complex arithmetic and print the result:
eval = HQR(ELMHES(A), /DOUBLE)
PRINT, 'Eigenvalues: '
PRINT, eval

evec = EIGENVEC(A, eval, RESIDUAL = residual)

; Eigenvectors are not generally unique.
; Multiply each eigenvector by a complex scaling
; factor to force the initial term to be real.
; This normalization ensures a unique solution.
FOR i=0,3 DO evec[*,i] *= ABS(evec[0,i])/evec[0,i]

PRINT, 'Eigenvectors:'
PRINT, evec, FORMAT='(4("(",f8.5,",",f8.5,") "))'

PRINT, 'Residuals:'
FOR i=0,3 DO print, A ## evec[*,i] - eval[i]*evec[*,i], $
    FORMAT ='(4("(",g9.2,",",g9.2,") "))'
```

IDL prints:

```
Eigenvalues:
(0.26366252,-6.1925900)(0.26366252,6.1925900)
(-4.9384492,0.00000000)(0.411124050.00000000)
```

```
% Compiled module: EIGENVEC.
Eigenvectors:
( 0.42919, 0.00000) (-0.32241, 0.41235)
( 0.29827, 0.54013) ( 0.23222, 0.32739)
( 0.42919, 0.00000) (-0.32241,-0.41235)
( 0.29827,-0.54013) ( 0.23222,-0.32739)
( 0.54966, 0.00000) ( 0.18401, 0.00000)
( 0.58125, 0.00000) (-0.57111, 0.00000)
( 0.79297, 0.00000) ( 0.50289, 0.00000)
(-0.04962, 0.00000) ( 0.34035, 0.00000)
Residuals:
( 3.1e-008, 2.9e-008) (-5.1e-008, 7.8e-009)
(-1.5e-008, 5.9e-008) (-5.5e-009, 3.9e-008)
( 3.1e-008,-2.9e-008) (-5.1e-008,-7.8e-009)
(-1.5e-008,-5.9e-008) (-5.5e-009,-3.9e-008)
(-1.1e-007,     0.00) ( 7.9e-009,     0.00)
( 2.5e-008,     0.00) (-2.4e-008,     0.00)
(-5.0e-008,     0.00) (-6.1e-008,     0.00)
( 1.5e-010,     0.00) (-4.2e-008,     0.00)
```

You can check the accuracy of each eigenvalue/eigenvector (λ/x) pair by printing the residual array. All residual values should be floating-point zeros.

Note

Different machines may produce slightly different results.

Version History

4.0	Introduced

See Also

ELMHES, HQR, LA_EIGENVEC, TRIQL, TRIRED

ELMHES

The ELMHES function reduces a real, nonsymmetric *n* by *n* array *A* to upper Hessenberg form. ELMHES is based on the routine `elmhes` described in section 11.5 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ⎯⎯

If you are working with complex inputs, use the LA_ELMHES function instead.

⎯⎯⎯

Syntax

Result = ELMHES(*A* [, /COLUMN] [, /DOUBLE] [, /NO_BALANCE])

Return Value

The result is an upper Hessenberg array with eigenvalues that are identical to those of the original array *A*. The Hessenberg array is stored in the upper triangle and the first subdiagonal. Elements below the subdiagonal should be ignored but are not automatically set to zero.

Arguments

A

An *n* by *n* real, nonsymmetric array.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

NO_BALANCE

Set this keyword to disable balancing. By default, a balancing algorithm is applied to *A*. Balancing a nonsymmetric array is recommended to reduce the sensitivity of eigenvalues to rounding errors.

Examples

See the description of the HQR for an example using this function.

Version History

4.0	Introduced

See Also

EIGENVEC, HQR, LA_ELMHES, TRIQL, TRIRED

EMBOSS

The EMBOSS function applies a convolution operator to a 2D image array to generate an array containing difference values that represent edges in the original image. This process imparts an embossed appearance to the image.

Syntax

Result = EMBOSS (*Array* [, /ADD_BACK] [, AZIMUTH=*value*] [, BIAS=*value*]
   [, /CENTER] [, /EDGE_TRUNCATE] [, /EDGE_WRAP] [, /EDGE_ZERO]
   [, INVALID=*value*] [, MISSING=*value*] [, /NAN] [, /NORMALIZE])

Return Value

EMBOSS returns a signed difference array of the same shape as the input array. The input type is converted to an output type as follows:

Input	Output
BYTE	INT
INT	LONG
UINT	LONG
ULONG	LONG64
ULONG64	LONG64
Non-numeric types: not allowed	
All other types	Same as input type

Arguments

Array

A 2D array of any numeric type containing the image.

Keywords

ADD_BACK

Set this keyword to cause EMBOSS to add the original input array back into the computed difference array. This approach can be used to create an embossed image. The function returns the array with the same dimensions and type as the input array and clips the intermediate signed result to the data range of the input type.

AZIMUTH

Set this keyword equal to a scalar value to approximate the angular position (in degrees) of the light source used to create the embossing effect. The default is 0 degrees, which specifies that the light is coming from the right. The angular position increases in a counter-clockwise direction.

The light source calculations are much more precise if the input data is floating-point.

BIAS

Set this keyword equal to the bias offset to be added to each result value. If you have negative kernel values and a byte or unsigned integer input array, you can use this keyword to ensure that the result values are within the range of your data type.

Note

The same BIAS is added to each result value, regardless of any missing data specified by the INVALID or NAN keywords. It is usually not appropriate to add the full BIAS if portions of the kernel were not applied due to missing data. In this case, you might want to use the NORMALIZE keyword instead.

CENTER

Set or omit this keyword to center the kernel over each array point. If CENTER is explicitly set to zero, the EMBOSS function works in the conventional mathematical sense.

Note that for the kernel to be centered, it must be symmetric about the point K[FLOOR(*m*/2)], where *m* is the number of elements in the kernel. In many signal and image processing applications, it is useful to center a symmetric kernel over the data, thereby aligning the result with the original array.

EDGE_TRUNCATE

Set this keyword to make EMBOSS compute the values of elements at the edge of *Array* by repeating the subscripts of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor) at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k} A_{((t-i) > 0 < (n-1))} K_i$$

where *n* is the number of elements in *Array*.

If none of the EDGE_* keywords are set, EMBOSS sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_WRAP

Set this keyword to make EMBOSS compute the values of elements at the edge of *Array* by "wrapping" the subscripts of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor) at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k-1} A_{((t-i) \bmod (n))} K_i$$

where n is the number of elements in *Array*.

If none of the EDGE_* keywords are set, EMBOSS sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_ZERO

Set this keyword to make EMBOSS compute the values of elements at the edge of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the

scale factor) as if the array were padded with zeroes. For example, if CENTER is set to zero:

$$
R_t = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} A_{t-i}K_i & \text{if} \qquad t \geq k-1 \\[2em] \dfrac{1}{S} \displaystyle\sum_{i=0}^{t} A_{t-i}K_i & \text{otherwise} \end{cases}
$$

If none of the EDGE_* keywords are set, EMBOSS sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

INVALID

Set this keyword equal to a scalar value of the same type as *Array* that should be used to indicate missing or invalid data within *Array*. Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, the result at that point is given by the value of the MISSING keyword.

Tip ——————————————————————————————————
The INVALID keyword has the same effect as the NAN keyword, but is useful for byte or integer data that have missing values.
——————————————————————————————————————

Note —————————————————————————————————
The INVALID keyword uses a simple comparison to ignore values and should not be set to *NaN*. For floating-point data, you can use the INVALID and NAN keywords simultaneously to filter out both user-defined values and *NaN* or *Infinity* values.
——————————————————————————————————————

MISSING

Set this keyword equal to the numeric value to return for elements that contain no valid points within the kernel. The default is zero for byte or integer input, and NaN for floating-point input. This keyword is only used if the INVALID or NAN keyword is set.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.) Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, then the result at that point is given by the MISSING keyword.

Note ───
EMBOSS should never be called without the NAN keyword if the input array may possibly contain *NaN* or *Infinity* values.
──

NORMALIZE

Set this keyword to automatically compute a bias and apply it to the result values. If this keyword is set, the BIAS keyword is ignored.

For BYTE or UINT, the bias is defined as the sum of the absolute values of the negative *Kernel* values, multiplied by either (255/Scale) for BYTE or (65535/*Scale*) for UINT, where *Scale* is the computed scale factor. For all other types, the bias is zero.

Tip ──
If NORMALIZE is set and your input array has missing data (the INVALID or NAN keywords are set), for each result value the scale factor and bias are computed using only those kernel values that contributed to that result value. This ensures that all result values are comparable in magnitude, regardless of any missing data.
──

Threadpool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

The EMBOSS function can be used to enhance the appearance of edges by making
some regions of the image appear raised:

```
file = FILEPATH('mineral.png', SUBDIR=['examples','data'])
READ_PNG, file, image
iImage, image, VIEW_GRID=[2,1]
result = EMBOSS(image, /ADD_BACK, AZIMUTH=225)
iImage, result, /VIEW_NEXT
```

Note ───

  Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

───

Version History

6.4	Introduced

See Also

CONVOL, EDGE_DOG, LAPLACIAN, PREWITT, ROBERTS, SHIFT_DIFF,
SOBEL

EMPTY

The EMPTY procedure causes all buffered output for the current graphics device to be written. IDL uses buffered output on many display devices for reasons of efficiency. This buffering leads to rare occasions where a program needs to be certain that data are not waiting in a buffer, but have actually been output. EMPTY is a low-level graphics routine. IDL graphics routines generally handle flushing of buffered data transparently to the user, so the need for EMPTY is very rare.

Syntax

EMPTY

Arguments

None.

Keywords

None.

Version History

Original	Introduced

See Also

FLUSH

ENABLE_SYSRTN

The ENABLE_SYSRTN procedure enables/disables IDL system routines. This procedure is intended for use by runtime and callable IDL applications, and is not generally useful for interactive use.

Special Cases

The following is a list of cases in which ENABLE_SYSRTN is unable to enable or disable a requested routine. All such attempts are simply ignored without issuing an error, allowing the application to run without error in different IDL environments:

- Attempts to enable/disable non-existent system routines.

- Attempts to enable a system routine disabled due to the mode in which IDL is licensed, as opposed to being disabled via ENABLE_SYSRTN, are quietly ignored (e.g. demo mode).

- The routines CALL_FUNCTION, CALL_METHOD, CALL_PROCEDURE, and EXECUTE cannot be disabled via ENABLE_SYSRTN. However, anything that can be called from them *can* be disabled, so this is not a significant drawback.

Syntax

ENABLE_SYSRTN [, *Routines*] [, /DISABLE] [, /EXCLUSIVE] [, /FUNCTIONS]

Arguments

Routines

A string scalar or array giving the names of routines to be enabled or disabled. By default, these are procedures, but this can be changed by setting the FUNCTIONS keyword.

Keywords

DISABLE

By default, the Routines are enabled. Setting this keyword causes them to be disabled instead.

EXCLUSIVE

By default, ENABLE_SYSRTN does not alter routines not listed in Routines. If EXCLUSIVE is set, the specified routines are taken to be the only routines that should be enabled or disabled, and all other routines have the opposite action applied.

Therefore, setting EXCLUSIVE and not DISABLE means that the routines in the Routines argument are enabled and all other system routines of the same type (function or procedure) are disabled. Setting EXCLUSIVE and DISABLE means that all listed routines are disabled and all others are enabled.

FUNCTIONS

Normally, the Routines argument specifies the names of procedures. Set the FUNCTIONS keyword to manipulate functions instead.

Examples

To disable the PRINT procedure:

```
ENABLE_SYSRTN, /DISABLE, 'PRINT'
```

To enable the PRINT procedure and disable all other procedures:

```
ENABLE_SYSRTN, /EXCLUSIVE, 'PRINT'
```

To ensure all possible functions are enabled:

```
ENABLE_SYSRTN, /DISABLE, /EXCLUSIVE, /FUNCTIONS
```

In the last example, all named functions should be disabled and all other functions should be enabled. Since no *Routines* argument is provided, this means that all routines become enabled.

Version History

5.2.1	Introduced

EOF

The EOF function tests the specified file unit for the end-of-file condition.

Note ──

The EOF function cannot be used with files opened with the RAWIO keyword to the OPEN routines. Many of the devices commonly used with RAWIO signal their end-of-file by returning a zero transfer count to the I/O operation that encounters the end-of-file.

──

Syntax

Result = EOF(*Unit*)

Return Value

If the file pointer is positioned at the end of the file, EOF returns true (1), otherwise false (0) is returned.

Arguments

Unit

The file unit to test for end-of-file.

Keywords

None.

Examples

If file unit number 1 is open, the end-of-file condition can be checked by examining the value of the expression EOF(1). For example, the following IDL code reads and prints a text file:

```
; Open the file test.lis:
OPENR, 1, 'test.lis'
; Define a string variable:
A = ''
; Loop until EOF is found:
WHILE ~ EOF(1) DO BEGIN
```

```
      ; Read a line of text:
      READF, 1, A
      ; Print the line:
      PRINT,
ENDWHILE
; Close the file:
CLOSE, 1
```

Version History

Original	Introduced

See Also

POINT_LUN

EOS_* Routines

For information, see Chapter 5, "HDF-EOS" (*IDL Scientific Data Formats*).

ERASE

The ERASE procedure erases the screen of the currently selected graphics device (or starts a new page if the device is a printer). The device is reset to alphanumeric mode if it has such a mode (e.g., Tektronix terminals).

Syntax

ERASE [, *Background_Color*] [, CHANNEL=*value*] [, COLOR=*value*]

Arguments

Background_Color

The color index or 24-bit color value to which the screen will be erased. If this argument is omitted, ERASE resets the screen to the default background color stored in the system variable !P.BACKGROUND. Providing a value for *Background_Color* overrides the default.

If the display device supports 24-bit color, *Background_Color* can be a 24-bit integer color specification. When specifying a 24-bit color, the DECOMPOSED keyword to the DEVICE routine should be set equal to 1; if DECOMPOSED=0, the lower 8 bits of the color are used to index the current color table to determine the erase color.

Note ───

24-bit color values are commonly represented using hexadecimal notation. Generally speaking, a 24-bit color specification to ERASE takes the form `'BBGGRR'x`; in this scheme, a pure red is represented `'0000FF'x` and a pure blue `'FF0000'x`.

───

Warning ───

Not all devices have the ability to erase to a specific background color.

───

Keywords

CHANNEL

The channel or channel mask for the erase operation. This parameter has meaning only when used with devices that support TrueColor or multiple-display channels. The default value is !P.CHANNEL.

COLOR

Specifies the background color. Using this keyword is analogous to using the *Background_Color* argument.

Examples

Display a simple image in the current window, then erase it:

```
TV, DIST(255)

; Erase the image from the window:
ERASE
```

If the current display device uses decomposed color, the following will erase the screen using green, then plot in blue:

```
ERASE, '00FF00'x
PLOT, INDGEN(10), COLOR='FF0000'x, /NOERASE
```

With the plot still on screen, the following command will change just the green channel:

```
ERASE, '003300'x, CHANNEL=2
```

Version History

Original	Introduced

See Also

SET_PLOT, WINDOW, WSET

ERF

The ERF function returns the value of the error function:

$$erf(z) = \frac{2}{\sqrt{\pi}} \int_0^z e^{-t^2} dt$$

For real input, the error function is computed using rational functions, as described in "Rational Chebyshev approximations for the error function," W. J. Cody, Math. Comp., 1969, pp. 631-638. For complex input, the error function is computed as $Sign \times \text{IGAMMA}(0.5, Z^2)$, where *Sign* is taken from the real part of *Z*.

Syntax

Result = ERF(*Z*)

Return Value

The result is double-precision if the argument is double-precision, otherwise the result is floating-point. The result always has the same structure as *Z*. The ERF function also accepts complex arguments.

Arguments

Z

The expression for which the error function is to be evaluated. *Z* may be complex.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the error function of 0.4 and print the result, enter:

```
PRINT, ERF(0.4D)
```

IDL prints:

```
0.42839236
```

Version History

Pre 4.0	Introduced
5.6	Z argument accepts complex input

See Also

ERFC, ERFCX, EXPINT, GAMMA, IGAMMA

ERFC

The ERFC function returns the value of the complementary error function:

$$erfc(z) \;=\; 1 - erf(z) \;=\; \frac{2}{\sqrt{\pi}}\int_{z}^{\infty} e^{-t^2} dt$$

For real input, ERFC is computed using rational functions, as described in "Rational Chebyshev approximations for the error function," W. J. Cody, Math. Comp., 1969, pp. 631-638. For complex input, ERFC is computed as 1 - ERF(*Z*).

Syntax

Result = ERFC(*Z*)

Return Value

The result is double-precision if the argument is double-precision, otherwise the result is floating-point. The result always has the same structure as *Z*. The ERFC function also accepts complex arguments.

Arguments

Z

The expression for which the complementary error function is to be evaluated. *Z* may be complex.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the complementary error function of 0.4 and print the result, enter:

```
PRINT, ERFC(0.4D)
```

IDL prints:

```
0.57160764
```

Version History

Pre 4.0	Introduced
5.6	Z argument accepts complex input

See Also

ERFC, ERFCX

ERFCX

The ERFCX function returns the value of the scaled complementary error function:

$$erfcx(z) = e^{z^2} erfc(z)$$

For real input, ERFCX is computed using rational functions, as described in "Rational Chebyshev approximations for the error function," W. J. Cody, Math. Comp., 1969, pp. 631-638. For complex input, ERFCX is computed as $EXP(Z^2)ERFC(Z)$.

Syntax

Result = ERFCX(*Z*)

Return Value

The result is double-precision if the argument is double-precision, otherwise the result is floating-point. The result always has the same structure as *Z*. The ERFCX function also accepts complex arguments.

Arguments

Z

The expression for which the scaled complementary error function is to be evaluated. *Z* may be complex.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the scaled complementary error function of 0.4 and print the result, enter:

```
PRINT, ERFCX(0.4D)
```

IDL prints:

```
0.67078779
```

Version History

5.5	Introduced
5.6	Z argument accepts complex input

See Also

ERF, ERFC

ERODE

The ERODE function implements the erosion operator on binary and grayscale images and vectors. This operator is commonly known as "shrink" or "reduce".

Using ERODE

See the description of the DILATE function for background on morphological operators. Erosion is the dual of dilation. It does to the background what dilation does to the foreground. Briefly, given an *Image* and a structuring element, *Structure*, the ERODE function can be used to remove islands smaller than the structuring element.

Over each pixel of the image, the origin of the structuring element is overlaid. If each nonzero element of the structuring element is contained in the image, the output pixel is set to one. Letting $A \otimes B$ represent the erosion of an image *A* by structuring element *B*, erosion can be defined as:

$$C \,=\, A \otimes B \,=\, \bigcap_{b \,\in\, B} (A)_{-b}$$

where *(A)*$_{-b}$ represents the translation of *A* by *b*. The structuring element *B* can be visualized as a probe that slides across image *A*, testing the spatial nature of *A* at each point. If *B* translated by *i,j* can be contained in *A* (by placing the origin of *B* at *i,j*), then *i,j* belongs to the erosion of *A* by *B*. For example:

$$
\begin{array}{ll}
0100 & 0000 \\
0100 & 0000 \\
1110 \otimes 11 \,=\, 1100 \\
1000 & 0000 \\
0000 & 0000
\end{array}
$$

In this example, the origin of the structuring element is at (0, 0).

Used with grayscale images, which are always converted to byte type, the ERODE function is accomplished by taking the minimum of a set of differences. It can be used to conveniently implement the neighborhood minimum operator with the shape of the neighborhood given by the structuring element.

Syntax

$Result$ = ERODE(*Image*, *Structure* [, X_0 [, Y_0 [, Z_0]]] [, /GRAY
[, /PRESERVE_TYPE | , /UINT | , /ULONG]] [, VALUES=*array*])

Return Value

The ERODE function returns the erosion of *Image* by the structuring element
Structure.

Arguments

Image

A one-, two-, or three-dimensional array upon which the erosion is to be performed.
If this parameter is not of byte type, a temporary byte copy is obtained. If neither of
the keywords GRAY or VALUES is present, the image is treated as a binary image
with all nonzero pixels considered as 1.

Structure

A one-, two-, or three-dimensional array to be used as the structuring element. The
elements are interpreted as binary values—either zero or nonzero. The structuring
element must have the same number of dimensions as *Image*.

X_0, Y_0, Z_0

Optional parameters specifying the one-, two-, or three-dimensional coordinate of the
structuring element's origin. If omitted, the origin is set to the center, ($[N_x/2]$, $[N_y/2]$,
$[N_z/2]$), where N_x, N_y, and N_z are the dimensions of the structuring element array. The
origin need not be within the structuring element.

Keywords

GRAY

Set this keyword to perform grayscale, rather than binary, erosion. Nonzero elements
of the *Structure* parameter determine the shape of the structuring element
(neighborhood). If VALUES is not present, all elements of the structuring element are
0, yielding the neighborhood minimum operator.

PRESERVE_TYPE

Set this keyword to return the same type as the input array. This keyword only applies if the GRAY keyword is set.

UINT

Set this keyword to return an unsigned integer array. This keyword only applies if the GRAY keyword is set.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword only applies if the GRAY keyword is set.

VALUES

An array of the same dimensions as *Structure* providing the values of the structuring element. The presence of this keyword implies grayscale erosion. Each pixel of the result is the minimum of Image less the corresponding elements of VALUE. If the resulting difference is less than zero, the return value will be zero.

Examples

Note

Also see "Eroding and Dilating Image Objects" (Chapter 9, *Image Processing in IDL*).

Example 1

This example thresholds a grayscale image at the value of 100, producing a binary image. The result is then "opened" with a 3 pixel by 3 pixel square shape operator, using the ERODE and DILATE operators. The effect is to remove holes, islands, and peninsula smaller than the shape operator:

```
; Threshold and make binary image:
B = A GE 100

; Create the shape operator:
S = REPLICATE(1, 3, 3)

; "Opening" operator:
C = DILATE(ERODE(B, S), S)
```

```
; Show the result:
TVSCL, C
```

Example 2

For grayscale images, ERODE takes the neighborhood minimum, where the shape of the neighborhood is given by the structuring element. Elements for which the structuring element extends off the array are indeterminate. For example, assume you have the following image and structuring element:

```
image = BYTE([2,1,3,3,3,3,1,2])
s = [1,1]
```

If the origin of the structuring element is not specified in the call to ERODE, the origin defaults to one half the width of the structuring element, which is 1 in this case. Therefore, for the first element in the image array, the structuring element is aligned with the image as depicted below:

```
    [2,1,3,3,3,3,1,2]
     ↑
[1,1]
```

This will cause an indeterminate value for the first element in the ERODE result. If edge values are important, you must pad the image with as many elements as there are elements in the structuring element that extend off the array, in all dimensions. The value of the padding elements must be the maximum value in the image, since ERODE calculates a neighborhood minimum. In this case, you would need to pad the image with a single leading 3. If the structuring element were s=[1,1,1,1], and you specified an origin of 2, the structuring element would align with the image as follows:

```
        [2,1,3,3,3,3,1,2]
         ↑               ↑
  [1,1,1,1]       [1,1,1,1]
```

Therefore, you would need to pad the image with at least two leading 3s and at least one trailing 3. You would then perform the erosion operation on the padded image, and remove the padding from the result.

The following code illustrates this method:

```
image = BYTE([2,1,3,3,3,3,1,2])
s = [1,1] ; Structuring element
PRINT, 'Image: '
PRINT, image

PRINT, 'Erosion using no padding: '
PRINT, ERODE(image, s, /GRAY)
```

```
result = ERODE([MAX(image), image], s, /GRAY)
PRINT, 'Erosion using padding: '
PRINT, result[1:N_ELEMENTS(image)]
```

IDL prints:

```
Image:
   2   1   3   3   3   3   1   2
Erosion using no padding:
   0   1   1   3   3   3   1   1
Erosion using padding:
   2   1   1   3   3   3   1   1
```

Version History

Pre 4.0	Introduced

See Also

DILATE, MORPH_CLOSE, MORPH_DISTANCE, MORPH_GRADIENT, MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

ERRPLOT

The ERRPLOT procedure plots error bars over a previously drawn plot.

This routine is written in the IDL language. Its source code can be found in the file errplot.pro in the lib subdirectory of the IDL distribution.

Syntax

ERRPLOT, [*X*,] *Low*, *High* [, WIDTH=*value*]

Graphics Keywords: [, CLIP=*[X_0, Y_0, X_1, Y_1]*] [, COLOR=*value*] [, /DATA | , /DEVICE | , /NORMAL] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /NOCLIP] [, PSYM=*integer*{0 to 10}] [, SYMSIZE=*value*] [, /T3D] [, THICK=*value*] [, Z=*value*]

Arguments

X

A vector containing the abscissa values at which the error bars are to be plotted. *X* only needs to be provided if the abscissa values are not the same as the index numbers of the plotted points.

Low

A vector of lower estimates, equal to data - error.

High

A vector of upper estimates, equal to data + error.

Keywords

WIDTH

The width of the error bars. The default is 1% of plot width.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, DATA, DEVICE, LINESTYLE, NOCLIP, NORMAL, PSYM, SYMSIZE, T3D, THICK, Z

Examples

To plot symmetrical error bars where Y is a vector of data values and ERR is a symmetrical error estimate, enter:

```
; Plot data:
PLOT, Y

; Overplot error bars:
ERRPLOT, Y-ERR, Y+ERR
```

If error estimates are non-symmetrical, provide actual error estimates in the *upper* and *lower* arguments.

```
; Plot data:
PLOT,Y

; Provide custom lower and upper bounds:
ERRPLOT, lower, upper
```

To plot Y versus a vector of abscissas:

```
; Plot data (X versus Y):
PLOT, X, Y

; Overplot error estimates:
ERRPLOT, X, Y-ERR, Y+ERR
```

Version History

Original	Introduced

See Also

OPLOTERR, PLOT, PLOTERR

EXECUTE

The EXECUTE function compiles and executes one or more IDL statements contained in a string at run-time. EXECUTE is limited by two factors:

- The need to compile the string at runtime makes EXECUTE inefficient in terms of speed.

- The EXECUTE function cannot be used in code that runs in the IDL Virtual Machine.

Warning

Use of the EXECUTE function is not permitted when IDL is in Virtual Machine mode. The CALL_FUNCTION, CALL_METHOD, and CALL_PROCEDURE routines do not share this limitation; in many cases, uses of EXECUTE can be replaced with calls to these routines.

Like the CALL_PROCEDURE and CALL_FUNCTION routines, calls to EXECUTE can be nested. However, compiling the string at run-time is inefficient. CALL_FUNCTION and CALL_PROCEDURE provide much of the functionality of EXECUTE without imposing this limitation, and should be used instead of EXECUTE whenever possible.

Syntax

Result = EXECUTE(*String* [, *QuietCompile*] [, *QuietExecution*])

Return Value

EXECUTE returns *true* (1) if the string was successfully compiled and executed. If an error occurs during either phase, the result is *false* (0).

Arguments

String

A string containing the command(s) to be compiled and executed. Multiple statements in the string should be separated with the "&" character. GOTO statements and labels are not allowed.

QuietCompile

If this argument is set to a non-zero value, EXECUTE will not print compiler generated error messages (such as syntax errors) to the console or IDL Output Log. If *QuietCompile* is omitted or set to 0, EXECUTE will output such errors.

QuietExecution

If this argument is set to a non-zero value, EXECUTE will not print error messages generated during execution to the console or IDL Output Log. If *QuietExecution* is omitted or set to 0, EXECUTE will output such errors.

Keywords

None.

Examples

Create a string that holds a valid IDL command and execute the command by entering:

```
com = 'PLOT, [0,1]'
void = EXECUTE(com)
```

Execute the contents of the string by entering:

```
R = EXECUTE(com)
```

A plot should appear. You can confirm that the string was successfully compiled and executed by checking that the value of R is 1.

Version History

Original	Introduced
5.2	Added *QuietCompile* argument
6.1	Added *QuietExecution* argument

See Also

CALL_FUNCTION, CALL_METHOD, CALL_PROCEDURE

EXIT

The EXIT procedure quits IDL and exits back to the operating system. All buffers are flushed and open files are closed. The values of all variables that were not saved are lost.

Syntax

EXIT [, /NO_CONFIRM] [, STATUS=*code*]

Arguments

None.

Keywords

NO_CONFIRM

Set this keyword to suppress any confirmation dialog that would otherwise be displayed in a GUI version of IDL such as the IDL Workbench.

STATUS

Set this keyword equal to an exit status code that will be returned when IDL exits. For example, on a UNIX system using the Bourne shell:

Start IDL:

```
$ idl
```

Exit IDL specifying exit status 45:

```
IDL> exit, status=45
```

Display last exit status code:

```
$ echo $?
```

The following displays:

```
45
```

Version History

Original	Introduced

See Also

CLOSE, FLUSH, STOP, WAIT

EXP

The EXP function returns the natural exponential function of *Expression*.

Syntax

Result = EXP(*Expression*)

Return Value

Returns the natural exponential function of the given *Expression*.

Arguments

Expression

The expression to be evaluated. If *Expression* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. The definition of the exponential function for complex arguments is:

$$\text{EXP}(x) = \text{COMPLEX}(e^R \cos I, e^R \sin I)$$

where:

> R = real part of *x*, and I = imaginary part of *x*. If *Expression* is an array, the result has the same structure, with each element containing the result for the corresponding element of *Expression*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Plot a Gaussian with a 1/e width of 10 and a center of 50 by entering:

```
PLOT, EXP(-(FINDGEN(100)/10. - 5.0)^2)
```

Version History

Original	Introduced

See Also

ALOG

EXPAND

The EXPAND procedure shrinks or expands a two-dimensional array, using bilinear interpolation. It is similar to the CONGRID and REBIN routines.

This routine is written in the IDL language. Its source code can be found in the file expand.pro in the lib subdirectory of the IDL distribution.

Syntax

EXPAND, *A*, *Nx*, *Ny*, *Result* [, FILLVAL=*value*] [, MAXVAL=*value*]

Arguments

A

A two-dimensional array to be magnified.

Nx

Desired size of the X dimension, in pixels.

Ny

Desired size of the Y dimension, in pixels.

Result

A named variable that will contain the magnified array.

Keywords

FILLVAL

Set this keyword equal to the value to use when elements larger than MAXVAL are encountered. The default is -1.

MAXVAL

Set this keyword equal to the largest desired value. Elements greater than this value are set equal to the value of the FILLVAL keyword.

Version History

Pre 4.0	Introduced

See Also

CONGRID, REBIN

EXPAND_PATH

The EXPAND_PATH function is used to expand a simple path-definition string into a full path listing. The returned path can be useful for setting the !PATH, and !HELP_PATH system variables, for example.

- !PATH is a list of locations where IDL searches for currently undefined procedures and functions.

- !HELP_PATH is a list of locations where IDL searches for online help files when the online help facility is used.

Note ───

The mechanism used by EXPAND_PATH to expand the path-definition string is the same as that is used to expand the contents of the IDL_PATH, IDL_DLM_PATH, and IDL_HELP_PATH preferences at startup. See "The Path Definition String" below for more information.

───

The Path Definition String

EXPAND_PATH accepts a single argument, a scalar string that contains a simple path-definition string. EXPAND_PATH expands the path-definition string into a list of directories that can be assigned to the !PATH, !DLM_PATH, or !HELP_PATH system variables.

Note ───

The syntax of the path definition string describe here can also be used when setting the IDL_PATH, IDL_DLM_PATH, and IDL_HELP_PATH preferences. When IDL starts, it will treat the value of the preference in the same way EXPAND_PATH treats the path definition string.

───

IDL supports the following special notations within the path definition string:

- **Using "+"** — When IDL encounters a "+" in front of a directory name, it searches the directory and all of its subdirectories for files of the appropriate type for the given path:

  - IDL program files (.pro or .sav) if neither the DLM nor the HELP keywords to EXPAND_PATH are present.

  - Dynamically Loadable Module files (.dlm) if the DLM keyword to EXPAND_PATH is present.

- Files that can be used by IDL's online help system, if the HELP keyword to EXPAND_PATH is present. On UNIX platforms, help files are Adobe Portable Document Format (`.pdf`) files, HTML format (`.html` or `.htm`) files, or have the file extension `.help` . On Windows systems, help files can be either HTML Help (`.chm`), WinHelp (`.hlp`), PDF (`.pdf`), or HTML (`.html` or `.htm`) files.

Any directory containing one or more of the appropriate type of file is added to the path.

If the "+" is *not* present, the specified directory is added to the path regardless of its contents.

Order of Expanded Directories

When expanding a path segment starting with "+", IDL ensures that all directories containing the appropriate type files are placed in the path string. The order in which the directories in such an expanded path segment appear is completely unspecified, and does not necessarily correspond to any specific order (such as top-down alphabetized). This allows IDL to construct the path in the fastest possible way and speeds the process of loading paths at startup. This is only a problem if two subdirectories in such a hierarchy contain a file with the same name.

If the order in which "+" expands directories is a problem for your application, you should add the directories to the path explicitly and not use "+". Only the order of the files within a given "+" entry are determined by IDL. It never reorders !PATH (or !DLM_PATH or !HELP_PATH) in any other way. You can therefore obtain any search order you desire by writing the path explicitly.

- **Using "<IDL_DEFAULT>"** — IDL replaces any occurrence of the token <IDL_DEFAULT> in a path definition string with the default value IDL would have used if no environment variable or preference were set. The actual value of this placeholder depends on where IDL has been installed. Hence, to view IDL's default path:

```
PRINT, EXPAND_PATH('<IDL_DEFAULT>')
```

To append your own directory after IDL's default DLM path using the IDL_DLM_PATH environment variable (under UNIX):

```
% setenv IDL_DLM_PATH "<IDL_DEFAULT>:/your/path/here"
```

(Setting the Windows environment variable IDL_DLM_PATH to a similar string would produce the same result on a Windows system.) This substitution allows you to set up your paths without having to hard-code IDL's defaults into your startup scripts or environment variables.

Note that the actual path that the token <IDL_DEFAULT> expands to depends on the context in which it is used. The default path for .pro and .sav files is different from the default path for .dlm files or help files. To see this, enter the following statements into IDL:

```
PRINT, EXPAND_PATH('<IDL_DEFAULT>')
PRINT, EXPAND_PATH('<IDL_DEFAULT>', /DLM)
PRINT, EXPAND_PATH('<IDL_DEFAULT>', /HELP)
```

Three variations of the <IDL_DEFAULT> token eliminate this dependence on context:

- <IDL_DEFAULT_PATH> defines the default path to .pro and .sav files.

- <IDL_DEFAULT_DLM> defines the default path to .dlm files.

- <IDL_DEFAULT_HELP> defines the default path to help (.pdf, .html, and .chm) files.

- **Using "<IDL_BIN_DIRNAME>"** — IDL replaces any occurrence of the token <IDL_BIN_DIRNAME> in a path definition string with the name of the subdirectory within the installed IDL distribution where binaries for the current system are kept. This feature is useful for distributing packages of DLMs (Dynamically Loadable Modules) with support for multiple operating system and hardware combinations.

- **Using "<IDL_VERSION_DIRNAME>"** — IDL replaces any occurrence of the token <IDL_VERSION_DIRNAME> in a path definition string with a unique name for the IDL version that is currently running. This feature can be combined with <IDL_BIN_DIRNAME> to easily distribute packages of DLMs with support for multiple IDL versions, operating systems, and hardware platforms.

Note
See "!DLM_PATH" on page 5501 for examples using the <IDL_BIN_DIRNAME> and <IDL_VERSION_DIRNAME> tokens.

Syntax

Result = EXPAND_PATH(*String* [, /ALL_DIRS] [, /ARRAY] [, COUNT=*variable*] [, /DLM] [, /HELP])

Return Value

Returns a list of directories that can be assigned to the !PATH, !DLM_PATH, or !HELP_PATH system variables given a string path to be expanded.

Arguments

String

A scalar string containing the path-definition string to be expanded. See "The Path Definition String" for details.

Keywords

ALL_DIRS

Set this keyword to return all directories without concern for their contents, otherwise, EXPAND_PATH only returns those directories that contain .pro or .sav files.

ARRAY

Set this keyword to return the result as a string array with each element containing one path segment. In this case, there is no need for a separator character and none is supplied. Normally, the result is a string array with the path segments separated with the correct special delimiter character for the current operating system.

COUNT

Set this keyword to a named variable which returns the number of path segments contained in the result.

DLM

Set this keyword to return those directories that contain IDL Dynamically Loadable Module (.dlm) description files.

HELP

Set this keyword to return directories that contain help files. On UNIX platforms, help files are in Adobe Portable Document Format (.pdf), HTML format (.html or .htm), or have the file extension .help . On Windows systems, help files can be

either HTML Help (`.chm`), WinHelp (`.hlp`), PDF (`.pdf`), or HTML (`.html` or `.htm`) files.

Examples

Example 1

Assume you have the following directory structure:

```
/home
   myfile.txt
   /programs
      /pro
         myfile.pro
```

Search the `/home` directory and all its subdirectories, and return the directories containing `.pro` and `.sav` files:

```
PRINT, EXPAND_PATH('+/home')
```

IDL prints:

```
/home/programs/pro
```

Example 2

Search the same directory, but this time return all directories, not just those containing `.pro` and `.sav` files:

```
PRINT, EXPAND_PATH('+home', /ALL_DIRS)
```

IDL prints:

```
/home/programs/pro:/home/programs
```

Example 3

Print the default value of the !DLM_PATH system variable:

```
PRINT, EXPAND_PATH('<IDL_DEFAULT>', /DLM)
```

Version History

Pre 4.0	Introduced
5.6	Modified to use the `<IDL_*_PATH>` syntax

See Also

"IDL Environment System Variables" on page 5499.

EXPINT

The EXPINT function returns the value of the exponential integral $E_n(x)$.

EXPINT is based on the routine `expint` described in section 6.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = EXPINT(*N*, *X* [, /DOUBLE] [, EPS=*value*] [, ITER=*variable*]
   [, ITMAX=*value*])

Return Value

Returns the exponential integral $E_n(x)$.

Arguments

N

An integer specifying the order of $E_n(x)$. *N* can be either a scalar or an array.

Note ———————————————————————————————
  If EXPINT is complex then only the real part is used for the computation.
———————————————————————————————————————

X

The value at which $E_n(x)$ is evaluated. *X* can be either a scalar or an array.

Note: If an array is specified for both *N* and *X*, then EXPINT evaluates $E_n(x)$ for each N_i and X_i. If either *N* or *X* is a scalar and the other an array, the scalar is paired with each array element in turn.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic. Set this keyword to zero to return a single-precision result.

Note ───

All internal computations are done using double-precision arithmetic.

───

EPS

Use this keyword to specify a number close to the desired relative error. The default value is 3.0×10^{-12}.

ITER

Set this keyword equal to a named variable that will contain the actual number of iterations performed.

ITMAX

An input integer specifying the maximum allowed number of iterations. The default value is 100000.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To compute the value of the exponential integral at the following X values:

```
; Define the parametric X values:
X = [1.00, 1.05, 1.27, 1.34, 1.38, 1.50]

; Compute the exponential integral of order 1:
result = EXPINT(1, X)

; Print the result:
PRINT, result
```

IDL prints:

```
0.219384 0.201873 0.141911 0.127354 0.119803 0.100020
```

This is the exact solution vector to six-decimal accuracy.

Version History

4.0	Introduced
5.6	Added ITER keyword

See Also

ERF

EXTRAC

The EXTRAC function returns a defined portion of an array or vector. The main advantage to EXTRAC is that, when parts of the specified subsection lie outside the bounds of the array, zeros are returned for these outlying elements. It is usually more efficient to use the array subscript ranges (the ":" operator; see "Subscript Ranges" (Chapter 15, *Application Programming*)) to perform such operations.

EXTRAC was originally a built-in system procedure in the PDP-11 version of IDL, and was retained in that form in the original VAX/VMS IDL for compatibility. Most applications of the EXTRAC function are more concisely written using subscript ranges (e.g., X(10:15)). EXTRAC has been rewritten as a library function that provides the same interface as the previous versions.

Note ——

If you know that the subarray will never lie beyond the edges of the array, it is more efficient to use array subscript ranges (the ":" operator) to extract the data instead of EXTRAC.

———

This routine is written in the IDL language. Its source code can be found in the file extrac.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = EXTRAC(*Array*, C_1, C_2, ..., C_n, S_1, S_2, ..., S_n)

Return Value

Returns any rectangular sub-matrix or portion of the parameter array.

Arguments

Array

The array from which the subarray will be copied.

C_i

The starting subscript in *Array* for the subarray. There should be one C_i for each dimension of *Array*. These arguments must be integers.

S*i*

The size of each dimension. The result will have dimensions of (S_1, S_2, ..., S_n). There should be one S_i for each dimension of *Array*. These arguments must be non-negative.

Keywords

None.

Examples

Extracting elements from a vector:

```
; Create a 1000 element floating-point vector with each element set
; to the value of its subscript:
A = FINDGEN(1000)
; Extract 300 points starting at A[200] and extending to A[499]:
B = EXTRAC(A, 200, 300)
```

In the next example, the first 50 elements extracted — B[0] to B[49] — lie outside the bounds of the vector and are set to 0. The value of B[50] is the same as the value of A[0], and the value of B[51] is equal to A[1] which is 1. Enter:

```
; Create a 1000 element vector:
A = FINDGEN(1000)
; Extract 50 elements, 49 of which lie outside the bounds of A:
B = EXTRAC(A, -50, 100)
```

The following commands illustrate the use of EXTRAC with multi-dimensional arrays:

```
; Make a 64 by 64 array:
A = INTARR(64,64)
; Extract a 32 by 32 portion starting at A(20,30):
B = EXTRAC(A, 20, 30, 32, 32)
```

As suggested in the discussion above, a better way to perform the same operation as the previous line is:

```
; Use the array subscript operator instead of EXTRAC:
B = A(20:51, 30:61)
```

Extract the 20th column and 32nd row of A:

```
; Extract 20th column of A:
B = EXTRAC(A, 19, 0, 1, 64)
; Extract 32nd row of A:
B = EXTRAC(A, 0, 31, 64, 1)
```

Take a 32 BY 32 matrix from A starting at A(40,50):

```
; Note that those points beyond the boundaries of A are set to 0:
B = EXTRAC(A, 40, 50, 32, 32)
```

Version History

Pre 4.0	Introduced

See Also

"Subscript Ranges" (Chapter 15, *Application Programming*).

EXTRACT_SLICE

The EXTRACT_SLICE function extracts a specified planar slice of volumetric data. This function allows for a rotation or vector form of the slice equation. In the vector form, the slice plane is governed by the plane equation (ax+by+cz+d = 0) and a single vector which defines the x direction. This form is more common throughout the IDL polygon interface. In the rotation form, the slicing plane can be oriented at any angle and can pass through any desired location in the volume.

This function allows for a vertex grid to be generated without sampling the data. In this form, the vertices could be used to sample additional datasets or used to form polygonal meshes. It would also be useful to return the planar mesh connectivity in this case.

Support for anisotropic data volumes is included via an ANISOTROPY keyword. This is an important feature in the proper interpolation of common medical imaging data.

This routine is written in the IDL language. Its source code can be found in the file extract_slice.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = EXTRACT_SLICE(*Vol*, *Xsize*, *Ysize*, *Xcenter*, *Ycenter*, *Zcenter*, *Xrot*, *Yrot*, *Zrot* [, ANISOTROPY=*[xspacing*, *yspacing*, *zspacing]*]] [, OUT_VAL=*value*] [, /RADIANS] [, /SAMPLE] [, VERTICES=*variable*])

or

Result = EXTRACT_SLICE(*Vol*, *Xsize*, *Ysize*, *Xcenter*, *Ycenter*, *Zcenter*, *PlaneNormal*, *Xvec* [, ANISOTROPY=*[xspacing*, *yspacing*, *zspacing]*]] [, OUT_VAL=*value*] [, /SAMPLE] [, VERTICES=*variable*])

Return Value

Returns a two-dimensional planar slice extracted from 3-D volumetric data or returns a vertex grid in the form of a [3,n] array of vertices.

Arguments

PlaneNormal

Set this input argument to a 3 element array. The values are interpreted as the normal of the slice plane.

Xvec

Set this input argument to a 3 element array. The three values are interpreted as the 0 dimension directional vector. This should be a unit vector.

Vol

The volume of data to slice. This argument is a three-dimensional array of any type except string or structure. The planar slice returned by EXTRACT_SLICE has the same data type as *Vol*.

Xsize

The desired X size (dimension 0) of the returned slice. To preserve the correct aspect ratio of the data, Xsize should equal Ysize. For optimal results, set Xsize and Ysize to be greater than or equal to the largest of the three dimensions of *Vol*.

Ysize

The desired Ysize (dimension 1) of the returned slice. To preserve the correct aspect ratio of the data, Ysize should equal Xsize. For optimal results, set Xsize and Ysize to be greater than or equal to the largest of the three dimensions of *Vol*.

Xcenter

The X coordinate (index) of the point within the volume that the slicing plane passes through. The center of the slicing plane passes through *Vol* at the coordinate (*Xcenter, YCenter, Zcenter*).

Ycenter

The Y coordinate (index) of the point within the volume that the slicing plane passes through. The center of the slicing plane passes through *Vol* at the coordinate (*Xcenter, YCenter, Zcenter*).

Zcenter

The Z coordinate (index) of the point within the volume that the slicing plane passes through. The center of the slicing plane passes through *Vol* at the coordinate (*Xcenter, YCenter, Zcenter*).

Xrot

The X-axis rotation of the slicing plane, in degrees. Before transformation, the slicing plane is parallel to the X-Y plane. The slicing plane transformations are performed in the following order:

- Rotate Z_rot degrees about the Z axis.
- Rotate Y_rot degrees about the Y axis.
- Rotate X_rot degrees about the X axis.
- Translate the center of the plane to Xcenter, Ycenter, Zcenter.

Yrot

The Y-axis rotation of the slicing plane, in degrees.

Zrot

The orientation Z-axis rotation of the slicing plane, in degrees.

Keywords

ANISOTROPY

Set this keyword to a three-element array. This array specifies the spacing between the planes of the input volume in grid units of the (isotropic) output image.

OUT_VAL

Set this keyword to a value that will be assigned to elements of the returned slice that lie outside of the original volume.

RADIANS

Set this keyword to indicate that Xrot, Yrot, and Zrot are in radians. The default is degrees.

SAMPLE

Set this keyword to perform nearest neighbor sampling when computing the returned slice. The default is to use bilinear interpolation. A small reduction in execution time results when SAMPLE is set and the OUT_VAL keyword is *not* used.

VERTICES

Set this output keyword to a named variable in which to return a [3,Xsize,Ysize] floating point array. This is an array of the x, y, z sample locations for each pixel in the normal output.

Examples

Display an oblique slice through volumetric data:

```
; Create some data:
vol = RANDOMU(s, 40, 40, 40)

; Smooth the data:
FOR i=0, 10 DO vol = SMOOTH(vol, 3)

; Scale the smoothed part into the range of bytes:
vol = BYTSCL(vol[3:37, 3:37, 3:37])

; Extract a slice:
slice = EXTRACT_SLICE(vol, 40, 40, 17, 17, 17, 30.0, 30.0, 0.0, $
   OUT_VAL=0B)

; Display the 2D slice as a magnified image:
TVSCL, REBIN(slice, 400, 400)
```

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯
Also see "Planar Slicing of Volumetric Data" (Chapter 2, *Image Processing in IDL*) for a more extensive example.
⎯⎯⎯

Version History

Pre 4.0	Introduced
Pre 6.1	Deprecated the CUBIC keyword

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

SLICER3
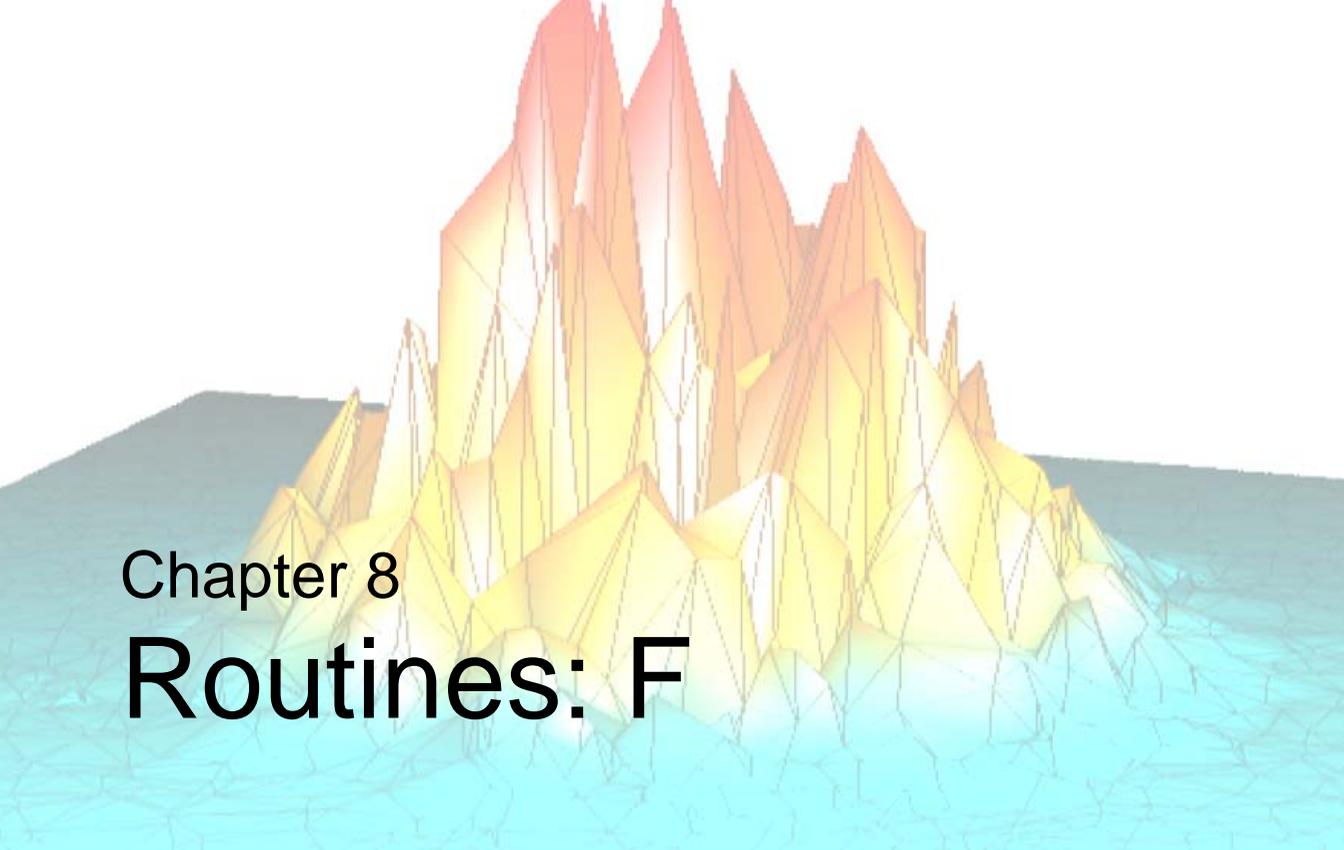
Chapter 8
Routines: F

F_CVF

The F_CVF function computes the cutoff value *V* in an F distribution with degrees of freedom in the numerator and degrees of freedom in the denominator such that the probability that a random variable *X* is greater than *V* is equal to a user-supplied probability *P*.

This routine is written in the IDL language. Its source code can be found in the file f_cvf.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = F_CVF(*P*, *Dfn*, *Dfd*)

Return Value

Returns the cutoff value *V*, given a distribution *F*, with specified degrees of freedom in the numerator and denominator.

Arguments

P

A non-negative single- or double-precision floating-point scalar, in the interval [0.0, 1.0], that specifies the probability of occurrence or success.

Dfn

A positive integer, single- or double-precision floating-point scalar that specifies the number of degrees of freedom of the F distribution numerator.

Dfd

A positive integer, single- or double-precision floating-point scalar that specifies the number of degrees of freedom of the F distribution denominator.

Keywords

None.

Examples

Use the following command to compute the cutoff value in an F distribution with ten degrees of freedom in the numerator and six degrees of freedom in the denominator such that the probability that a random variable X is greater than the cutoff value is 0.01. The result should be 7.87413:

```
PRINT, F_CVF(0.01, 10, 6)
```

Version History

4.0	Introduced

See Also

CHISQR_CVF, F_PDF, GAUSS_CVF, T_CVF

F_PDF

The F_PDF function computes the probability *P* that, in an F distribution with defined degrees of freedom in the numerator and denominator, a random variable *X* is less than or equal to a user-specified cutoff value *V*.

This routine is written in the IDL language. Its source code can be found in the file f_pdf.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = F_PDF(*V*, *Dfn*, *Dfd*)

Return Value

If all arguments are scalar, the function returns a scalar. If all arguments are arrays, the function matches up the corresponding elements of *V*, *Dfn*, and *Dfd*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other arguments are arrays, the function uses the scalar value with each element of the arrays, and returns an array with the same dimensions as the smallest input array.

If any of the arguments are double-precision, the result is double-precision, otherwise the result is single-precision.

Arguments

V

A scalar or array that specifies the cutoff value(s).

Dfn

A positive scalar or array that specifies the number of degrees of freedom of the F distribution numerator.

Dfd

A positive scalar or array that specifies the number of degrees of freedom of the F distribution denominator.

Keywords

None.

Examples

Use the following command to compute the probability that a random variable X, from the F distribution with five degrees of freedom in the numerator and 24 degrees of freedom in the denominator, is less than or equal to 3.90. The result should be 0.990059:

```
PRINT, F_PDF(3.90, 5, 24)
```

Version History

4.0	Introduced

See Also

BINOMIAL, CHISQR_PDF, F_CVF, GAUSS_PDF, T_PDF

FACTORIAL

The FACTORIAL function computes the factorial *N*! For integers, the factorial is computed as $(N) \cdot (N-1) \cdot (N-2) \cdot ... \cdot 3 \cdot 2 \cdot 1$. For non-integers the factorial is computed using GAMMA(*N*+1).

This routine is written in the IDL language. Its source code can be found in the file factorial.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = FACTORIAL(*N* [, /STIRLING] [, /UL64])

Return Value

Returns the product of the non-negative scalar value or array of values.

Arguments

N

A non-negative scalar or array of values.

Note ───

Large values of *N* will cause floating-point overflow errors. The maximum size of *N* varies with machine architecture. On machines that support the IEEE standard for floating-point arithmetic, the maximum value of *N* is 170. See MACHAR for a discussion of machine-specific parameters affecting floating-point arithmetic.

───

Keywords

STIRLING

Set this keyword to use Stirling's asymptotic formula to approximate *N*!:

$$N! = \sqrt{2\pi N}\left[\frac{N}{e}\right]^N$$

where *e* is the base of the natural logarithm.

UL64

Set this keyword to return the results as unsigned 64-bit integers. This keyword is ignored if STIRLING is set.

Note —————————————————————————————————
Unsigned 64-bit integers will overflow for values of *N* greater than 20.

Examples

Compute 20!:

```
PRINT, FACTORIAL(20)
```

IDL prints:

```
2.4329020e+18
```

Version History

Pre 4.0	Introduced

See Also

BINOMIAL, TOTAL

FFT

The FFT function returns a result equal to the complex, discrete Fourier transform of *Array*. The result of this function is a single- or double-precision complex array.

The discrete Fourier transform, *F(u)*, of an *N*-element, one-dimensional function, *f(x)*, is defined as:

$$F(u) \ = \ \frac{1}{N} \sum_{x = 0}^{N - 1} f(x) \exp[-j2\pi ux/N]$$

And the inverse transform, (*Direction* > 0), is defined as:

$$f(x) \ = \ \sum_{u = 0}^{N - 1} F(u) \exp[j2\pi ux/N]$$

If the keyword OVERWRITE is set, the transform is performed in-place, and the result overwrites the original contents of the array.

Running Time

For a one-dimensional FFT, running time is roughly proportional to the total number of points in *Array* times the sum of its prime factors. Let *N* be the total number of elements in *Array*, and decompose *N* into its prime factors:

$$N \ = \ 2^{K_2} \cdot 3^{K_3} \cdot 5^{K_5}...$$

Running time is proportional to:

$$T_0 + N(T_1 + 2K_2 T_2 + T_3(3K_3 + 5K_5 + ...))$$

where $T_3 \sim 4T_2$. For example, the running time of a 263 point FFT is approximately 10 times longer than that of a 264 point FFT, even though there are fewer points. The sum of the prime factors of 263 is 264 (1 + 263), while the sum of the prime factors of 264 is 20 (2 + 2 + 2 + 3 + 11).

Syntax

Result = FFT(*Array* [, *Direction*] [, DIMENSION=*scalar*] [, /DOUBLE]
    [, /INVERSE] [, /OVERWRITE])

Return Value

FFT returns a complex array that has the same dimensions as the input array. The output array is ordered in the same manner as almost all discrete Fourier transforms. Element 0 contains the zero frequency component, F_0. The array element F_1 contains the smallest, nonzero positive frequency, which is equal to $1/(N_i T_i)$, where N_i is the number of elements and T_i is the sampling interval of the ith dimension. F_2 corresponds to a frequency of $2/(N_i T_i)$. Negative frequencies are stored in the reverse order of positive frequencies, ranging from the highest to lowest negative frequencies.

Note ————————————————————————————————

The FFT function can be performed on functions of up to eight (8) dimensions. If a function has *n* dimensions, IDL performs a transform in each dimension separately, starting with the first dimension and progressing sequentially to dimension *n*. For example, if the function has two dimensions, IDL first does the FFT row by row, and then column by column.

——

For an even number of points in the ith dimension, the frequencies corresponding to the returned complex values are:

$$0, 1/(N_iT_i), 2/(N_iT_i), ..., (N_i/2-1)/(N_iT_i), 1/(2T_i), -(N_i/2-1)/(N_iT_i), ..., -1/(N_iT_i)$$

where $1/(2T_i)$ is the Nyquist critical frequency.

For an odd number of points in the ith dimension, the frequencies corresponding to the returned complex values are:

$$0, 1/(N_iT_i), 2/(N_iT_i), ..., (N_i/2-0.5)/(N_iT_i), -(N_i/2-0.5)/(N_iT_i), ..., -1/(N_iT_i)$$

Arguments

Array

The array to which the Fast Fourier Transform should be applied. If *Array* is not of complex type, it is converted to complex type. The dimensions of the result are identical to those of *Array*. The size of each dimension may be any integer value and does not necessarily have to be an integer power of 2, although powers of 2 are certainly the most efficient.

Direction

Direction is a scalar indicating the direction of the transform, which is negative by convention for the forward transform, and positive for the inverse transform. If *Direction* is not specified, the forward transform is performed.

A normalization factor of 1/*N*, where *N* is the number of points, is applied during the forward transform.

Note ──

When transforming from a real vector to complex and back, it is slightly faster to set *Direction* to 1 in the real to complex FFT.

──

Note also that the value of *Direction* is ignored if the INVERSE keyword is set.

Keywords

DIMENSION

Set this keyword to a scalar indicating the dimension across which to calculate the FFT. If this keyword is not present or is zero, then the FFT is computed across all dimensions of the input array. If this keyword is present, then the FFT is only calculated only across a single dimension. For example, if the dimensions of *Array* are N1, N2, N3, and DIMENSION is 2, the FFT is calculated only across the second dimension.

DOUBLE

Set this keyword to a value other than zero to force the computation to be done in double-precision arithmetic, and to give a result of double-precision complex type. If DOUBLE is set equal to zero, computation is done in single-precision arithmetic and the result is single-precision complex. If DOUBLE is not specified, the data type of the result will match the data type of *Array*.

INVERSE

Set this keyword to perform an inverse transform. Setting this keyword is equivalent to setting the *Direction* argument to a positive value. Note, however, that setting INVERSE results in an inverse transform even if *Direction* is specified as negative.

OVERWRITE

If this keyword is set, and the *Array* parameter is a variable of complex type, the transform is done "in-place". The result overwrites the previous contents of the variable.

For example, to perform a forward, in-place FFT on the variable a:

```
a = FFT(a, -1, /OVERWRITE)
```

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Note —————————————————————————————
Specifically, FFT will use the thread pool to overlap the inner loops of the computation when used on data with dimensions which have factors of 2, 3, 4, or 5. The prime-number DFT does not use the thread pool, as doing so would yield a relatively small benefit for the complexity it would introduce. Our experience shows that the improvement in performance from using the thread pool for FFT is highly dependent upon many factors (data length and dimensions, single *vs.* double precision, operating system, and hardware) and can vary between platforms.
————————————————————————————————————

Examples

Note —————————————————————————————
Also see "Transforming Between Domains with FFT" (Chapter 7, *Image Processing in IDL*).
————————————————————————————————————

Display the log of the power spectrum of a 100-element index array by entering:

```
PLOT, /YLOG, ABS(FFT(FINDGEN(100), -1))
```

As a more complex example, display the power spectrum of a 100-element vector sampled at a rate of 0.1 seconds per point. Show the 0 frequency component at the center of the plot and label the abscissa with frequency:

```
; Define the number of points and the interval:
N = 100
T = 0.1

; Midpoint+1 is the most negative frequency subscript:
N21 = N/2 + 1
; The array of subscripts:
F = INDGEN(N)
; Insert negative frequencies in elements F(N/2 +1), ..., F(N-1):
F[N21] = N21 -N + FINDGEN(N21-2)
```

```
; Compute T0 frequency:
F = F/(N*T)

; Shift so that the most negative frequency is plotted first:
PLOT, /YLOG, SHIFT(F, -N21), SHIFT(ABS(FFT(F, -1)), -N21)
```

Compute the FFT of a two-dimensional image by entering:

```
; Create a cosine wave damped by an exponential.
n = 256
x = FINDGEN(n)
y = COS(x*!PI/6)*EXP(-((x - n/2)/30)^2/2)

; Construct a two-dimensional image of the wave.
z = REBIN(y, n, n)
; Add two different rotations to simulate a crystal structure.
z = ROT(z, 10) + ROT(z, -45)
WINDOW, XSIZE=540, YSIZE=540
LOADCT, 39
TVSCL, z, 10, 270

; Compute the two-dimensional FFT.
f = FFT(z)
logpower = ALOG10(ABS(f)^2)   ; log of Fourier power spectrum.
TVSCL, logpower, 270, 270

; Compute the FFT only along the first dimension.
f = FFT(z, DIMENSION=1)
logpower = ALOG10(ABS(f)^2)   ; log of Fourier power spectrum.
TVSCL, logpower, 10, 10

; Compute the FFT only along the second dimension.
f = FFT(z, DIMENSION=2)
logpower = ALOG10(ABS(f)^2)   ; log of Fourier power spectrum.
TVSCL, logpower, 270, 10
```

Version History

Original	Introduced

See Also

HILBERT

FILE_BASENAME

The FILE_BASENAME function returns the *basename* of a *file path*. A file path is a string containing one or more segments consisting of names separated by directory delimiter characters (slash (/) under UNIX, or backslash (\) under Microsoft Windows). The basename is the final rightmost segment of the file path; it is usually a file, but can also be a directory name. See "Rules used by FILE_BASENAME" on page 756 for additional information.

Note

FILE_BASENAME operates on strings based strictly on their syntax. The *Path* argument need not refer to actual or existing files.

FILE_BASENAME is based on the standard UNIX basename(1) utility.

Note

To retrieve the leftmost portion of the file path (the *dirname*), use the FILE_DIRNAME function.

Syntax

Result = FILE_BASENAME(*Path* [, *RemoveSuffix*] [, /FOLD_CASE])

Return Value

A scalar string or string array containing the basename for each element of the *Path* argument.

Arguments

Path

A scalar string or string array containing paths for which the basename is desired.

Note

Under Microsoft Windows, the backslash (\) character is used to separate directories within a path. For compatibility with UNIX, and general convenience, the forward slash (/) character is also accepted as a directory separator in the *Path* argument.

RemoveSuffix

An optional scalar string or 1-element string array specifying a filename suffix to be removed from the end of the basename, if present.

Note ──

If the entire basename string matches the suffix, the suffix is *not* removed.

──

Keywords

FOLD_CASE

By default, FILE_BASENAME follows the case sensitivity policy of the underlying operating system when attempting to match a string specified by the *RemoveSuffix* argument. By default, matches are case sensitive on UNIX platforms, and case insensitive on Microsoft Windows platforms. The FOLD_CASE keyword is used to change this behavior. Set it to a non-zero value to cause FILE_BASENAME to do all string matching case insensitively. Explicitly set FOLD_CASE equal to zero to cause all string matching to be case sensitive.

Note ──

The value of the FOLD_CASE keyword is ignored if the *RemoveSuffix* argument is not present.

──

Rules used by FILE_BASENAME

FILE_BASENAME makes a copy of the input file path string, then modifies the copy according to the following rules:

- If *Path* is a NULL string, then FILE_BASENAME returns a NULL string.

- If *Path* consists entirely of directory delimiter characters, the result of FILE_BASENAME is a single directory delimiter character.

- If there are any trailing directory delimiter characters, they are removed.

- Under Microsoft Windows, remove any of the following, if present:

  - The drive letter and colon (for file paths of the form
    c:\directory\file).

  - The initial double-backslash and host name (for UNC file paths of the
    form \\host\share\directory\file).

- If any directory delimiter characters remain, all characters up to and including the last directory delimiter are removed.

- If the *RemoveSuffix* argument is present, is not identical to the characters remaining, and matches the *suffix* of the characters remaining, the suffix is removed. Otherwise, the *Result* is not modified by this step. The case sensitivity of the string comparison used in this step is controlled by the FOLD_CASE keyword.

Examples

The following command prints the basename of an IDL .pro file, removing the .pro suffix:

```
PRINT, FILE_BASENAME('/usr/local/itt/idl/lib/dist.pro', '.pro')
```

IDL prints:

```
dist
```

Similarly, the following command prints the basenames of all .pro files in the lib subdirectory of the IDL distribution that begin with the letter "I," performing a case insensitive match for the suffix:

```
PRINT, FILE_BASENAME(FILE_SEARCH(FILEPATH('lib')+'/i*.pro'),
    '.pro', /FOLD_CASE)
```

Version History

6.0	Introduced

See Also

FILE_DIRNAME, PATH_SEP, STREGEX, STRMID, STRPOS, STRSPLIT

FILE_CHMOD

The FILE_CHMOD procedure allows you to change the current access permissions (sometimes known as modes on UNIX platforms) associated with a file or directory. File modes are specified using the standard Posix convention of three protection classes (user, group, other), each containing three attributes (read, write, execute). These permissions can be specified as an octal bitmask in which desired permissions have their associated bit set and unwanted ones have their bits cleared. This is the same format familiar to users of the UNIX chmod(1) command).

Keywords are available to specify permissions without the requirement to specify a bitmask, providing a simpler way to handle many situations. All of the keywords share a similar behavior: Setting them to a non-zero value adds the specified permission to the *Mode* argument. Setting the keyword to 0 removes that permission.

To find the current protection settings for a given file, you can use the GET_MODE keyword to the FILE_TEST function.

Syntax

FILE_CHMOD, *File* [, *Mode*] [, /A_EXECUTE |, /A_READ |, /A_WRITE]
    [, /G_EXECUTE | /G_READ | , /G_WRITE] [, /NOEXPAND_PATH]
    [, /O_EXECUTE | /O_READ | , /O_WRITE]
    [, /U_EXECUTE | /U_READ | , /U_WRITE]

UNIX-Only Keywords: [, /SETGID] [, /SETUID] [, /STICKY_BIT]

Arguments

File

A scalar or array of file or directory names for which protection modes will be changed.

Mode

An optional bit mask specifying the absolute protection settings to be applied to the files. If *Mode* is not supplied, FILE_CHMOD looks up the current modes for the file and uses it instead. Any additional modes specified via keywords are applied relative to the value in *Mode*. Setting a keyword adds the necessary mode bits to *Mode*, and clearing it by explicitly setting a keyword to 0 removes those bits from *Mode*.

The values of the bits in these masks correspond to those used by the UNIX chmod(2) system call and chmod(1) user command, and are given in the following table. Since these bits are usually manipulated in groups of three, octal notation is commonly used when referring to them. When constructing a mode, the following platform specific considerations should be kept in mind:

- The setuid, setgid, and sticky bits are specific to the UNIX operating system, and have no meaning elsewhere. FILE_CHMOD ignores them on non-UNIX systems. The UNIX kernel may quietly refuse to set the sticky bit if you are not the root user. Consult the chmod(2) man page for details.

- The Microsoft Windows operating system does not have 3 permission classes like UNIX does. Therefore, setting for all three classes are combined into a single request.

- The Microsoft Windows operating system always allows read access to any files visible to a program. FILE_CHMOD therefore ignores any requests to remove read access.

- The Microsoft Windows operating system does not maintain an execute bit for files, but instead uses the file suffix to decide if a file is executable. FILE_CHMOD cannot change the execution status of a file in the Windows environment; such requests are quietly ignored.

Bit	Octal Mask	Meaning
12	'4000'o	Setuid: Set user ID on execution.
11	'2000'o	Setgid: Set group ID on execution.
10	'1000'o	Turn on sticky bit. See the UNIX documentation on chmod(2) for details.
9	'0400'o	Allow read by owner.
8	'0200'o	Allow write by owner.
7	'0100'o	Allow execute by owner.
6	'0040'o	Allow read by group.
5	'0020'o	Allow write by group.
4	'0010'o	Allow execute by group.

Table 8-1: UNIX chmod(2) mode bits

Bit	Octal Mask	Meaning
3	'0004'o	Allow read by others.
2	'0002'o	Allow write by others.
1	'0001'o	Allow execute by others.

Table 8-1: UNIX chmod(2) mode bits (Continued)

Keywords

A_EXECUTE

Execute access for all three (user, group, other) categories.

A_READ

Read access for all three (user, group, other) categories.

A_WRITE

Write access for all three (user, group, other) categories.

G_EXECUTE

Execute access for the group category.

G_READ

Read access for the group category.

G_WRITE

Write access for the group category.

NOEXPAND_PATH

Set this keyword to cause FILE_CHMOD to use the *File* argument exactly as specified, without applying the usual file path expansion.

O_EXECUTE

Execute access for the other category.

O_READ

Read access for the other category.

O_WRITE

Write access for the other category.

SETGID

This keyword is only available on UNIX platforms.

The Set Group ID bit.

SETUID

This keyword is only available on UNIX platforms.

The Set User ID bit.

STICKY_BIT

This keyword is only available on UNIX platforms.

Sets the sticky bit.

U_EXECUTE

Execute access for the user category.

U_READ

Read access for the user category.

U_WRITE

Write access for the user category.

Examples

In the first example, we make the file moose.dat read only to everyone except the owner of the file, but not change any other settings:

```
FILE_CHMOD, 'moose.dat', /U_WRITE, G_WRITE=0, O_WRITE=0
```

In the next example, we make the file readable and writable to the owner and group, but read-only to anyone else, and remove any other modes:

```
FILE_CHMOD, 'moose.dat', '664'o
```

Note ———
> To find the current protection settings for a given file, you can use the GET_MODE
> keyword to the FILE_TEST function.

Version History

5.4	Introduced

FILE_COPY

The FILE_COPY procedure copies files, or directories of files, to a new location. See "Rules Used By FILE_COPY" on page 765 for additional information.

FILE_COPY copies files based on their names. To copy data between open files, see the COPY_LUN procedure.

Syntax

FILE_COPY, *SourcePath*, *DestPath* [, /ALLOW_SAME] [, /NOEXPAND_PATH]
   [, /OVERWRITE] [, /RECURSIVE] [, /REQUIRE_DIRECTORY]
   [, /VERBOSE]

UNIX-Only Keywords: [, /COPY_NAMED_PIPE] [, /COPY_SYMLINK]
   [, /FORCE]

Arguments

SourcePath

A scalar string or string array containing the names of the files or directories to be copied.

Note ───
   If *SourcePath* contains a directory, the RECURSIVE keyword must be set.
───

DestPath

A scalar string or string array containing the names of the destinations to which the files and directories specified by *SourcePath* are to be copied. If more than one file is to be copied to a given destination, that destination must exist and be a directory.

Keywords

ALLOW_SAME

Attempting to copy a file on top of itself by specifying the same file for *SourcePath* and *DestPath* is usually considered to be an error. If the ALLOW_SAME keyword is set, no copying is done and the operation is considered successful.

COPY_NAMED_PIPE

This keyword is only available on UNIX platforms.

When FILE_COPY encounters a UNIX *named pipe* (also called a *fifo*) in *SourcePath*, it usually opens it as a regular file and attempts to copy data from it to the destination file. If COPY_NAMED_PIPE is set, FILE_COPY will instead replicate the pipe, creating a new named pipe at the destination using the system `mkfifo()` function.

COPY_SYMLINK

This keyword is only available on UNIX platforms.

When FILE_COPY encounters a UNIX *symbolic link* in *SourcePath*, it attempts to copy the file or directory pointed to by the link. If COPY_SYMLINK is set, FILE_COPY will instead create a symbolic link at the destination with the same name as the source symbolic link, and pointing to the same path as the source.

FORCE

This keyword is only available on UNIX platforms.

Even if the OVERWRITE keyword is set, FILE_COPY does not overwrite files that have their file permissions set to prevent it. If the FORCE keyword is set, such files are quietly removed to make way for the overwrite operation to succeed.

Note

FORCE does not imply OVERWRITE; both must be specified to overwrite a protected file.

NOEXPAND_PATH

Set this keyword to cause FILE_COPY to use *SourcePath* and *DestPath* exactly as specified, without expanding any wildcard characters or environment variable names included in the paths. See FILE_SEARCH for details on path expansion.

OVERWRITE

Set this keyword to allow FILE_COPY to overwrite an existing file.

RECURSIVE

Set this keyword to cause directories specified by *SourcePath* to be copied to *DestPath* recursively, preserving the hierarchy and names of the files from the source. If *SourcePath* includes one or more directories, the RECURSIVE keyword *must* be set.

Note

On a UNIX system, when performing a recursive copy on a directory hierarchy that includes files that are links to other files, the destination files will be copies, not links. Setting the COPY_SYMLINK keyword will cause files that are *symbolic* links to be copied as symbolic links, but FILE_COPY does not include a similar facility for copying *hard* links. See the description of the FILE_LINK for more information on UNIX file links.

REQUIRE_DIRECTORY

Set this keyword to cause FILE_COPY to require that *DestPath* exist and be a directory.

VERBOSE

Set this keyword to cause FILE_COPY to issue an informative message for every file copy operation it carries out.

Rules Used By FILE_COPY

The following rules govern how FILE_COPY operates:

- The arguments to FILE_COPY can be scalar or array. If both arguments are arrays, the arrays must contain the same number of elements; in this case, the files are copied pairwise, with each file from *SourcePath* being copied to the corresponding file in the *DestPath*. If *SourcePath* is an array and *DestPath* is a scalar, all files in *SourcePath* are copied to the single location given by *DestPath*, which must exist and be a directory.

- Elements of *SourcePath* may use wildcard characters (as accepted by the FILE_SEARCH function) to specify multiple files. All the files matched for a given element of *SourcePath* are copied to the location specified by the corresponding element of *DestPath*. If multiple files are copied to a single element of *DestPath*, that element must exist and be a directory.

- If a file specified in *DestPath* does not exist, the corresponding file from *SourcePath* is copied using the name specified by *DestPath*. Any parent

directories to the file specified by *DestPath* must already exist. The permission settings of the source file will also be copied, and the destination file will belong to the user that performed the copy.

- If *DestPath* names an existing regular file, FILE_COPY will not overwrite it, unless the OVERWRITE keyword is specified. If the OVERWRITE keyword is specified, FILE_COPY will attempt to quietly copy the permission settings of the source file, but will not attempt to change the owner.

- If *DestPath* names an existing directory and *SourcePath* names a regular (non-directory) file, then FILE_COPY creates a file with the same name as the file given by *SourcePath* within the *DestPath* directory.

- If *DestPath* specifies an existing directory and *SourcePath* also names a directory, and the RECURSIVE keyword is set, FILE_COPY checks for the existence of a subdirectory of *DestPath* with the same name as the source directory. If this subdirectory does not exist, it is created using the same permissions as the directory being copied. Then, all the files and directories underneath the source directory are copied to this subdirectory. FILE_COPY will refuse to overwrite existing files within the destination subdirectory unless the OVERWRITE keyword is in effect.

Examples

Make a backup copy of a file named myroutine.pro in the current working directory:

```
FILE_COPY, 'myroutine.pro', 'myroutine.pro.backup'
```

Create a subdirectory named BACKUP in the current working directory and copy all .pro files, makefile, and mydata.dat into it:

```
FILE_MKDIR, 'BACKUP'
FILE_COPY, ['*.pro', 'makefile', 'mydata.dat'], 'BACKUP'
```

Version History

5.6	Introduced

See Also

COPY_LUN, FILE_LINK, FILE_MOVE

FILE_DELETE

The FILE_DELETE procedure deletes a file or empty directory, if the process has the necessary permissions to remove the file as defined by the current operating system. FILE_CHMOD can be used to change file protection settings.

Note ──

On UNIX, if a file to be deleted is a symbolic link, FILE_DELETE deletes the link itself, and not the file that the link points to.

──

Syntax

FILE_DELETE, *File$_1$ [,... File$_n$]* [, /ALLOW_NONEXISTENT]
    [, /NOEXPAND_PATH] [, /QUIET] [, /RECURSIVE] [, /VERBOSE]

Arguments

File$_i$

A scalar or array of file or directory names to be deleted, one name per string element. Directories must be specified in the native syntax for the current operating system.

Keywords

ALLOW_NONEXISTENT

If set, FILE_DELETE will quietly ignore attempts to delete a non-existent file. Other errors will still be reported. The QUIET keyword can be used instead to suppress all errors.

NOEXPAND_PATH

Set this keyword to cause FILE_DELETE to use the *File* argument exactly as specified, without applying the usual file path expansion.

QUIET

FILE_DELETE will normally issue an error if it is unable to remove a requested file or directory. If QUIET is set, no error is issued and FILE_DELETE simply moves on to the next requested item.

RECURSIVE

By default, FILE_DELETE will refuse to delete directories that are not empty. If RECURSIVE is set, FILE_DELETE will instead quietly delete all files contained within that directory and any subdirectories below it, and then remove the directory itself.

Warning ——

Recursive delete is a very powerful and useful operation. However, it is a relatively dangerous command with the ability to rapidly destroy a great deal of data. Once deleted, files cannot be recovered unless you have a separate backup, so a mistaken recursive delete can be very damaging. Be very careful to specify correct arguments to FILE_DELETE when using the RECURSIVE keyword.

——

VERBOSE

The VERBOSE keyword causes FILE_DELETE to issue an informative message for every file it deletes.

Examples

In this example, we remove an empty directory named moose:

```
FILE_DELETE, 'moose'
```

Version History

5.4	Introduced
5.6	Added ALLOW_NONEXISTANT and VERBOSE keywords

FILE_DIRNAME

The FILE_DIRNAME function returns the *dirname* of a *file path*. A file path is a string containing one or more segments consisting of names separated by directory delimiter characters (slash (/) under UNIX, or backslash (\) under Microsoft Windows). The dirname is all of the file path except for the final rightmost segment, which is usually a file name, but can also be a directory name. See "Rules used by FILE_DIRNAME" on page 770 for additional information.

Note ───
FILE_DIRNAME operates on strings based strictly on their syntax. The *Path* argument need not refer to actual or existing files.
───

FILE_DIRNAME is based on the standard Unix dirname(1) utility.

Note ───
To retrieve the rightmost portion of the file path (the *basename*), use the FILE_BASENAME function.
───

Syntax

Result = FILE_DIRNAME(*Path* [, /MARK_DIRECTORY])

Return Value

A scalar string or string array containing the dirname for each element of the *Path* argument.

Note ───
By default, the dirname does not include a final directory separator character; this behavior can be changed using the MARK_DIRECTORY keyword.
───

Note ───
On Windows platforms, the string returned by FILE_DIRNAME always uses the backslash (\) as the directory separator character, even if the slash (/) was used in the *Path* argument.
───

Arguments

Path

A scalar string or string array containing paths for which the dirname is desired.

Note ──

Under Microsoft Windows, the backslash (\ ) character is used to separate directories within a path. For compatibility with UNIX, and general convenience, the forward slash (/) character is also accepted as a directory separator in the *Path* argument. However, all *results* produced by FILE_DIRNAME on Windows platforms use the standard backslash for this purpose, regardless of the separator character used in the input *Path* argument.

──

Keywords

MARK_DIRECTORY

Set this keyword to include a directory separator character at the end of the returned directory name string. Including the directory character allows you to concatenate a file name to the end of the directory name string without having to supply the separator character manually. This is convenient for cross platform programming, as the separator characters differ between operating systems.

Rules used by FILE_DIRNAME

FILE_DIRNAME makes a copy of the input path string, and then modifies the copy according to the following rules:

- If *Path* is a NULL string, then FILE_DIRNAME returns a single dot (.) character, representing the current working directory of the IDL process.

- Under Microsoft Windows, a file path can start with either of the following:

  - A drive letter and a colon (for file paths of the form c:\directory\file).

  - An initial double-backslash and a host name (for UNC file paths of the form \\host\share\directory\file).

If either of these are present in *Path*, they are considered to be part of the dirname, and are copied to the result *without interpretation by the remaining steps below.*

• If *Path* consists entirely of directory delimiter characters, the result of FILE_DIRNAME is a single directory delimiter character (prefixed by a Windows drive letter and colon or a UNC prefix, if necessary).

• All characters to the right of the rightmost directory delimiter character are removed.

• All trailing directory delimiter characters are removed.

• If the MARK_DIRECTORY keyword is set, a single directory delimiter character is appended to the end.

Examples

The following statements print the directory in which IDL locates the file dist.pro when it needs a definition for the DIST function. (DIST is part of the standard IDL user library, included with IDL):

```
temp = DIST(4) ; Ensure that DIST is compiled
PRINT, FILE_DIRNAME((ROUTINE_INFO('DIST', $
   /FUNCTION, /SOURCE)).path)
```

Depending on the platform and location where IDL is installed, IDL prints something like:

```
/usr/local/itt/idl/lib
```

Version History

6.0	Introduced

See Also

FILE_BASENAME, PATH_SEP, STREGEX, STRMID, STRPOS, STRSPLIT

FILE_EXPAND_PATH

The FILE_EXPAND_PATH function expands a given file or partial directory name to its fully qualified name and returns it regardless of the current working directory.

Note ───

This routine should be used only to make sure that file paths are fully qualified, but not to expand wildcard characters (e.g. *). The behavior of FILE_EXPAND_PATH when it encounters a wildcard is platform dependent, and should not be depended on. These differences are due to the underlying operating system, and are beyond the control of IDL. To expand wildcards and obtain fully qualified paths, use the FILE_SEARCH function with the FULLY_QUALIFY_PATH keyword:

```
A = FILE_SEARCH('*.pro', /FULLY_QUALIFY_PATH)
```

Alternatively, you can use the FULLY_QUALIFY_PATH keyword to FILE_SEARCH:

```
A = FILE_SEARCH('*.pro', /FULLY_QUALIFY_PATH)
```

───

Syntax

Result = FILE_EXPAND_PATH (*Path*)

Return Value

FILE_EXPAND_PATH returns a fully qualified file path that completely specifies the location of *Path* without the need to consider the user's current working directory. If *Path* is a NULL string, FILE_EXPAND_PATH returns the fully qualified path to the current working directory.

Arguments

Path

A scalar or array of file or directory names to be fully qualified.

Keywords

None.

Examples

In this example, we change directories to the IDL lib directory and expand the file path for the DIST function:

```
cd, FILEPATH('', SUBDIRECTORY=['lib'])
print, FILE_EXPAND_PATH('dist.pro')
```

This results in the following if run on a UNIX system:

```
/usr/local/itt/idl_6.2/lib/dist.pro
```

Version History

5.4	Introduced

See Also

FILE_SEARCH

FILE_INFO

The FILE_INFO function returns status information about a specified file.

Syntax

Result = FILE_INFO(*Path* [, /NOEXPAND_PATH])

Return Value

The FILE_INFO function returns a structure expression of type FILE_INFO containing status information about the specified file or files. The result will contain one structure for each element in the *Path* argument.

Fields of the FILE_INFO Structure

The FILE_INFO structure consists of the following fields:

Field Name	Meaning
NAME	The name of the file.
EXISTS	True (1) if the file exists. False (0) if it does not exist.
READ	True (1) if the file is exists and is readable by the user. False (0) if it is not readable.
WRITE	True (1) if the file exists and is writable by the user. False (0) if it is not writable.
EXECUTE	True (1) if the file exists and is executable by the user. False (0) if it is not executable. The source of this information differs between operating systems: **UNIX**: IDL checks the execute bit maintained by the operating system. **Microsoft Windows**: The determination is made on the basis of the file name extension (e.g. .exe).

Table 8-2: Fields of the FILE_INFO Structure

Field Name	Meaning
REGULAR	True (1) if the file exists and is a regular disk file and not a directory, pipe, socket, or other special file type. False (0) if it is not a regular disk file (it maybe a directory, pipe, socket, or other special file type).
DIRECTORY	True (1) if the file exists and is a directory. False (0) if it is not a directory.
BLOCK_SPECIAL	True (1) if the file exists and is a UNIX block special device. On non-UNIX operating systems, this field will always be False (0).
CHARACTER_SPECIAL	True (1) if the file exists and is a UNIX character special device. On non-UNIX operating systems, this field will always be False (0).
NAMED_PIPE	True (1) if the file exists and is a UNIX named pipe (fifo) device. On non-UNIX operating systems, this field will always be False (0).
SETGID	True (1) if the file exists and has its Set-Group-ID bit set. On non-UNIX operating systems, this field will always be False (0).
SETUID	True (1) if the file exists and has its Set-User-ID bit set. On non-UNIX operating systems, this field will always be False (0).
SOCKET	True (1) if the file exists and is a UNIX domain socket. On non-UNIX operating systems, this field will always be False (0).
STICKY_BIT	True (1) if the file exists and has its sticky bit set. On non-UNIX operating systems, this field will always be False (0).
SYMLINK	True (1) if the file exists and is a UNIX symbolic link. On non-UNIX operating systems, this field will always be False (0).

Table 8-2: Fields of the FILE_INFO Structure (Continued)

Field Name	Meaning
DANGLING_SYMLINK	True (1) if the file exists and is a UNIX symbolic link that points at a non-existent file. On non-UNIX operating systems, this field will always be False (0).
ATIME, CTIME, MTIME	The date of last access, date of creation, and date of last modification given in seconds since 1 January 1970 UTC. Use the SYSTIME function to convert these dates into a textual representation.
	Note that some file systems do not maintain all of these dates (e.g. MS DOS FAT file systems), and may return 0. On some non-UNIX operating systems, access time is not maintained, and ATIME and MTIME will always return the same date.
SIZE	The current length of the file in bytes. If *Path* is not to a regular file (possibly to a directory, pipe, socket, or other special file type), the value of SIZE will not contain any useful information.

Table 8-2: Fields of the FILE_INFO Structure (Continued)

Arguments

Path

A string or string array containing the path or paths to the file or files about which information is required.

Note

Windows platforms have a file name length limit of 260 characters, while Unix platforms have a limit of 1024 characters. File names longer than this limit will return a structure with the EXISTS field set to zero.

Keywords

NOEXPAND_PATH

If specified, FILE_INFO uses *Path* exactly as specified, without applying the usual file path expansion.

Examples

To get information on the file dist.pro within the IDL User Library:

```
HELP,/STRUCTURE, FILE_INFO(FILEPATH('dist.pro', $
    SUBDIRECTORY = 'lib'))
```

Executing the above command will produce output similar to:

```
** Structure FILE_INFO, 21 tags, length=72:
NAME               STRING   '/usr/local/itt/idl/lib/dist.pro'
EXISTS             BYTE          1
READ               BYTE          1
WRITE              BYTE          0
EXECUTE            BYTE          0
REGULAR            BYTE          1
DIRECTORY          BYTE          0
BLOCK_SPECIAL      BYTE          0
CHARACTER_SPECIAL  BYTE          0
NAMED_PIPE         BYTE          0
SETGID             BYTE          0
SETUID             BYTE          0
SOCKET             BYTE          0
STICKY_BIT         BYTE          0
SYMLINK            BYTE          0
DANGLING_SYMLINK   BYTE          0
MODE               LONG       420
ATIME              LONG64      970241431
CTIME              LONG64      970241595
MTIME              LONG64      969980845
SIZE               LONG64      1717
```

Version History

5.5	Introduced

See Also

FILE_TEST, FSTAT

FILE_LINES

The FILE_LINES function reports the number of lines of text contained within the specified file or files.

Text files containing data are very common. To read such a file usually requires knowing how many lines of text it contains. Under UNIX and Windows, there is no special text file type, and it is not possible to tell how many lines are contained in a file from basic file attributes. Rather, lines are encoded using a special character or characters at the end of each line:

- UNIX operating systems use an ASCII linefeed (LF) character at the end of each line.

- Older Macintosh systems (prior to the UNIX-based Mac OS X) use a carriage return (CR).

- Microsoft Windows uses a two character CR/LF sequence.

The only way to determine the number of lines of text contained within a file is to open it and count lines while reading and skipping over them until the end of the file is encountered. Since files are often copied from one type of system to another without going through the proper line termination conversion, portable software needs to be able to recognize any of these terminations, regardless of the system being used. FILE_LINES performs this operation in an efficient and portable manner, handling all three of the line termination conventions listed above.

This routine works by opening the file and reading the data contained within. It is therefore only suitable for regular disk files, and only when access to that file is fast enough to justify reading it more than once. For other types of files, other approaches are necessary, such as:

- Reading the file once, using an adaptive (expandable) data structure, counting the number of lines as they are input, and growing the data structure as necessary.

- Building a header into your file format that includes the necessary information, or somehow embedding the number of lines into the file data.

- Maintaining file information in a separate file associated with each file.

- Using a self describing data format that avoids these issues.

This routine assumes that the specified file or files contain only lines of text. It is unable to correctly count lines in files that contain binary data, or which do not use the standard line termination characters. Results are undefined for such files.

Note that FILE_LINES is equivalent to the following IDL code:

```
FUNCTION file_lines, filename
   OPENR, unit, filename, /GET_LUN
   str = ''
   count = 0ll
   WHILE ~ EOF(unit) DO BEGIN
      READF, unit, str
      count = count + 1
   ENDWHILE
   FREE_LUN, unit
   RETURN, count
END
```

The primary advantage of FILE_LINES over the IDL version shown here is efficiency. FILE_LINES is able to avoid the overhead of the WHILE loop as well as not having to create an IDL string for each line of the file.

Syntax

Result = FILE_LINES(*Path* [, /COMPRESS] [, /NOEXPAND_PATH])

Return Value

Returns the number of lines of text contained within the specified file or files. If an array of file names is specified via the *Path* parameter, the return value is an array with the same number of elements as *Path*, with each element containing the number of lines in the corresponding file.

Arguments

Path

A scalar string or string array containing the names of the text files for which the number of lines is desired.

Keywords

COMPRESS

If this keyword is set, FILE_LINES assumes that the files specified in *Path* contain data compressed in the standard GZIP format, and decompresses the data in order to count the number of lines. See the description of the COMPRESS keyword to the OPENR/OPENU/OPENW procedure for additional information.

NOEXPAND_PATH

If this keyword is set, FILE_LINES uses *Path* exactly as specified, without expanding any wildcard characters or environment variable names included in the path. See FILE_SEARCH for details on path expansion.

Examples

Read the contents of the text file mydata.dat into a string array.

```
nlines = FILE_LINES('mydata.dat')
sarr = STRARR(nlines)
OPENR, unit, 'mydata.dat',/GET_LUN
READF, unit, sarr
FREE_LUN, unit
```

Version History

5.6	Introduced
6.0	Added COMPRESS keyword

See Also

OPENR/OPENU/OPENW, READ/READF

FILE_LINK

The FILE_LINK procedure creates UNIX file links, both regular (hard) and symbolic. FILE_LINK is available only under UNIX.

A hard link is a directory entry that references a file. UNIX allows multiple such links to exist simultaneously, meaning that a given file can be referenced by multiple names. All such links are fully equivalent references to the same file (there are no concepts of primary and secondary names). All files carry a reference count that contains the number of hard links that point to them; deleting a link to a file does not remove the actual file from the filesystem until the last hard link to the file is removed. The following limitations on hard links are enforced by the operating system:

- Hard links may not span filesystems, as hard linking is only possible within a single filesystem.

- Hard links may not be created between directories, as doing so has the potential to create infinite circular loops within the hierarchical UNIX filesystem. Such loops will confuse many system utilities, and can even cause filesystem damage.

A symbolic link is an indirect pointer to a file; its directory entry contains the name of the file to which it is linked. Symbolic links may span filesystems and may refer to directories.

Many users find symbolic links easier to understand and use. Due to their generality and lack of restriction, use symbolic links over hard links for most purposes. FILE_LINK creates symbolic links by default.

See "Rules Used by FILE_LINK" on page 783 for information on how FILE_LINK interprets its arguments.

Syntax

FILE_LINK, *SourcePath*, *DestPath* [, /ALLOW_SAME] [, /HARDLINK]
   [, /NOEXPAND_PATH] [, /VERBOSE]

Arguments

SourcePath

A scalar string or string array containing the names of the files or directories to be linked.

DestPath

A scalar string or string array containing the names of the destinations to which the files and directories given by *SourcePath* are to be linked. If more than one file is to be linked to a given destination, that destination must exist and be a directory.

Keywords

ALLOW_SAME

Attempting to link a file to itself by specifying the same file for *SourcePath* and *DestPath* is usually considered to be an error. If the ALLOW_SAME keyword is set, no link is created and the operation is considered to be successful.

HARDLINK

Set this keyword to create hard links. By default, FILE_LINK creates symbolic links.

NOEXPAND_PATH

Set this keyword to cause FILE_LINK to use *SourcePath* and *DestPath* exactly as specified, without expanding any wildcard characters or environment variable names included in the paths. See FILE_SEARCH for details on path expansion.

VERBOSE

Set this keyword to cause FILE_LINK to issue an informative message for every file link operation it carries out.

Rules Used by FILE_LINK

The following rules govern how FILE_LINK operates:

• The arguments to FILE_LINK can be scalar or array. If both arguments are arrays, they must contain the same number of elements, and the files are paired, with each file from *SourcePath* being linked to the corresponding file in the *DestPath*. If *SourcePath* is an array and *DestPath* is a scalar, all links are created in the single location given by *DestPath*, which must exist and be a directory.

- Elements of *SourcePath* may use wildcard characters (as accepted by the FILE_SEARCH function) to specify multiple files. All the files matched for a given element of *SourcePath* are linked to the corresponding element of *DestPath*. If multiple files are linked to a single element of *DestPath*, that element must exist and be a directory.

- If a file specified in *DestPath* does not exist, the corresponding file from *SourcePath* is linked using the name specified by *DestPath*. Any parent directories to the filename specified by *DestPath* must already exist.

- If *DestPath* names an existing regular file, FILE_LINK will not overwrite it.

- If *DestPath* names an existing directory, a link with the same name as the source file is created in the directory. This is primarily of interest with hard links.

Examples

Create a symbolic link named current.dat in the current working directory, pointing to the file /master/data/saturn7.dat:

```
FILE_LINK, '/master/data/saturn7.dat', 'current.dat'
```

Version History

5.6	Introduced

See Also

COPY_LUN, FILE_COPY, FILE_MOVE, FILE_READLINK

FILE_MKDIR

The FILE_MKDIR procedure creates a new directory, or directories, with the default access permissions for the current process.

Note
Use the FILE_CHMOD procedure to alter access permissions.

If a specified directory has non-existent parent directories, FILE_MKDIR automatically creates all the intermediate directories as well.

Syntax

FILE_MKDIR, *File1* [,... *FileN*] [, /NOEXPAND_PATH]

Arguments

FileN

A scalar or array of directory names to be created, one name per string element. Directories must be specified in the native syntax for the current operating system.

Keywords

NOEXPAND_PATH

Set this keyword to cause FILE_MKDIR to use the *File* argument exactly as specified, without applying the usual file path expansion.

Examples

To create a subdirectory named moose in the current working directory:

```
FILE_MKDIR, 'moose'
```

Version History

5.4	Introduced

FILE_MOVE

The FILE_MOVE procedure renames files and directories, effectively moving them to a new location. The moved files retain their permission and ownership attributes. Within a given filesystem or volume, FILE_MOVE does not copy file data. Rather, it simply changes the file names by updating the directory structure of the filesystem. This operation is fast and safe, but is only possible within a single filesystem. Attempts to move a regular file from one filesystem to another are carried out by copying the file using FILE_COPY, and then deleting the original file. It is an error to attempt to use FILE_MOVE to move a directory from one filesystem to another.

See "Rules Used by FILE_MOVE" on page 787 for information on how FILE_MOVE interprets its arguments.

Syntax

FILE_MOVE, *SourcePath*, *DestPath* [, /ALLOW_SAME] [, /NOEXPAND_PATH] [, /OVERWRITE] [, /REQUIRE_DIRECTORY] [, /VERBOSE]

Arguments

SourcePath

A scalar string or string array containing the names of the files or directories to be moved.

DestPath

A scalar string or string array containing the names of the destinations to which the files and directories specified by *SourcePath* are to be moved. If more than one file is to be moved to a given destination, that destination must exist and be a directory.

Keywords

ALLOW_SAME

Attempting to move a file on top of itself by specifying the same file for *SourcePath* and *DestPath* is usually considered to be an error. If the ALLOW_SAME keyword is set, no renaming is done and the operation is considered to be successful.

NOEXPAND_PATH

Set this keyword to cause FILE_MOVE to use *SourcePath* and *DestPath* exactly as specified, without expanding any wildcard characters or environment variable names included in the paths. See FILE_SEARCH for details on path expansion.

OVERWRITE

Set this keyword to allow FILE_MOVE to overwrite an existing file.

REQUIRE_DIRECTORY

Set this keyword to cause FILE_MOVE to require that *DestPath* exist and be a directory.

VERBOSE

Set this keyword to cause FILE_MOVE to issue an informative message for every file move operation it carries out.

Rules Used by FILE_MOVE

The following rules govern how FILE_MOVE operates:

- The arguments to FILE_MOVE can be scalar or array. If both arguments are arrays, they must contain the same number of elements, and the files are moved in pairs, with each file from *SourcePath* being renamed to the corresponding file in the *DestPath*. If *SourcePath* is an array and *DestPath* is a scalar, all files in *SourcePath* are renamed to the single location given by *DestPath*, which must exist and be a directory.

- Elements of *SourcePath* may use wildcard characters (as accepted by the FILE_SEARCH function) to specify multiple files. All the files matched for that element of *SourcePath* are renamed to the location specified by the corresponding element of *DestPath*. If multiple files are renamed to a single element of *DestPath*, that element must exist and be a directory.

- If a file specified in *DestPath* does not exist, the corresponding file from *SourcePath* is moved using the name specified by *DestPath*. Any parent directories to the filename specified by *DestPath* must already exist.

- If *DestPath* names an existing regular file, FILE_MOVE will not overwrite it, unless the OVERWRITE keyword is specified.

- If *DestPath* names an existing directory and *SourcePath* names a regular (non-directory) file, the source file is moved into the specified directory.

- • If *DestPath* specifies an existing directory and *SourcePath* also names a directory, FILE_MOVE checks for the existence of a subdirectory of *DestPath* with the same name as the source directory. If this subdirectory does not exist, the source directory is moved to the specified location. If the subdirectory does exist, an error is issued, and the rename operation is not carried out.

Examples

Rename the file `backup.dat` to `primary.dat` in the current working directory:

```
FILE_MOVE, 'backup.dat', 'primary.dat'
```

Create a subdirectory named `BACKUP` in the current working directory and move all `.pro` files, `makefile`, and `mydata.dat` into it:

```
FILE_MKDIR, 'BACKUP'
FILE_MOVE, ['*.pro', 'makefile', 'mydata.dat'], 'BACKUP'
```

Version History

5.6	Introduced

See Also

COPY_LUN, FILE_COPY, FILE_LINK

FILE_POLL_INPUT

Given a list of file logical units (LUNs), the FILE_POLL_INPUT function will *block* (not return) until it detects that a read operation for a byte of data from at least one of the specified files will succeed. On return, FILE_POLL_INPUT reports True (1) for each file for which a read operation will succeed, or False (0) for those that will not succeed.

This operation is of particular interest when using internet socket files opened with the SOCKET procedure. If a program opens multiple sockets and reads from any one of them, the read operation will block until data becomes available from the server on the other end of the connection. While blocked in an input operation, the program is unable to respond to data that might become available on any of the other sockets. This can be a serious problem, since latencies on internet connections can be large, and response times inconsistent. The solution to this problem is to block in FILE_POLL_INPUT, giving it the file LUNs of all the open socket files. FILE_POLL_INPUT will wait until one or more of the specified files has data available, and then return the blocking status of each file.

If FILE_POLL_INPUT returns False for a given file, your program can safely assume that a read operation on that file will block for an arbitrary amount of time until data becomes available. If it returns True, the current situation is one of the following:

- There is at least one byte of data immediately available

- An input operation on that file will immediately generate an error. For example, a file that is at EOF (end of file) will be reported as True

In other words, a True value from FILE_POLL_INPUT ensures that an input operation will not block, not that it will necessarily succeed.

In the case where a True value from FILE_POLL_INPUT means that there is data available, the guarantee only applies to a single byte of data. If your program is expecting to read more than a single byte, the possibility exists that your program will still block while waiting for data beyond the first byte. In cases where this is a critical concern, you may need to use repeated calls to FILE_POLL_INPUT, reading your data one byte at a time. In the vast majority of cases this is unnecessary — the presence of the first byte of data is a strong indication that the rest of the data is either present or will be present in the very near future. For example, if you are reading a 4-byte integer, the presence of the 1st byte is a fairly safe indication that the following 3 bytes are also available.

FILE_POLL_INPUT will return immediately if used with any of the following types of files:

- A regular disk file (even if it physically resides on network based storage)

- The standard input LUN, if IDL is running with the workbench graphical user interface

Since these file types always return True, there is no reason to ever pass one to FILE_POLL_INPUT. FILE_POLL_INPUT is therefore of primary interest when used with sockets. Under UNIX operating systems, it can also be used with ttys, pipes, and other device special files.

Syntax

Result = FILE_POLL_INPUT(*Units* [, COUNT=*variable*] [, TIMEOUT=*value*])

Return Value

The result is an array of byte values with the same structure as *Units*. Each element of the returned array is set to True (1) or False (0), reflecting whether an input operation on the corresponding LUN in *Units* will succeed or not.

Arguments

Units

A scalar or array of IDL logical file units (LUNs) to be tested. All specified files must be open for input.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of True results. If none of the specified files returns True, the variable will contain zero (0).

TIMEOUT

By default, FILE_POLL_INPUT does not return until at least one of the specified files will yield a True value. To change this behavior, set the TIMEOUT keyword equal to a double-precision floating-point value specifying the number of seconds to

wait (at most) before the function will return. If TIMEOUT is specified, its value is interpreted as follows:

< 0	Do not return until at least one file yields True (the default behavior).
0	Test the files and return immediately.
> 0	Wait until at least one file yields True *or* until the specified timeout period expires. In this form, the TIMEOUT keyword places a worst-case bound on the amount of time that will elapse before FILE_POLL_INPUT returns.

Version History

6.2	Introduced

See Also

SOCKET

FILE_READLINK

The FILE_READLINK function returns the path pointed to by UNIX symbolic links.

Syntax

Result = FILE_READLINK(*Path* [, /ALLOW_NONEXISTENT]
   [, /ALLOW_NONSYMLINK] [, /NOEXPAND_PATH])

Return Value

Returns the path associated with a symbolic link.

Arguments

Path

A scalar string or string array containing the names of the symbolic links to be translated.

Keywords

ALLOW_NONEXISTENT

Set this keyword to return a NULL string rather than throwing an error if *Path* contains a non-existent file.

ALLOW_NONSYMLINK

Set this keyword to return a NULL string rather than throwing an error if *Path* contains a path to a file that is not a symbolic link.

NOEXPAND_PATH

Set this keyword to cause FILE_READLINK to use *Path* exactly as specified, without expanding any wildcard characters or environment variable names included in the path. See FILE_SEARCH for details on path expansion.

Examples

Under Mac OS X, the /etc directory is actually a symbolic link. The following statement reads it and returns the location to which the link points:

```
path = FILE_READLINK('/etc')
```

It is possible to have chains of symbolic links, each pointing to another. The following function uses FILE_READLINK to iteratively translate such links until it finds the actual file:

```
FUNCTION RESOLVE_SYMLINK, path

  savepath = path       ; Remember last successful translation
  WHILE (path NE '') DO BEGIN
    path = FILE_READLINK(path, /ALLOW_NONEXISTENT, $
      /ALLOW_NONSYMLINK)
    IF (path NE '') THEN BEGIN
      ; If returned path is not absolute, use it to replace the
      ; last path segment of the previous path.
      IF (STRMID(path, 0, 1) NE '/') THEN BEGIN
        last = STRPOS(savepath, '/', /REVERSE_SEARCH)
        IF (last NE -1) THEN path = STRMID(savepath, 0, last) $
          + '/' + path
      ENDIF
      savepath = path
    ENDIF
  ENDWHILE

  ; FILE_EXPAND_PATH removes redundant things like /./ from
  ; the result.
  RETURN, FILE_EXPAND_PATH(savepath)

END
```

Version History

5.6	Introduced

See Also

FILE_LINK

FILE_SAME

It is common for a given file to be accessible via more than one name. For example, a relative path and a fully-qualified path to the same file are considered different names, since the strings that make up the paths are not lexically identical. In addition, under UNIX, the widespread use of links (hard and symbolic) makes multiple names for the same file very common.

The FILE_SAME function is used to determine if two different file names refer to the same underlying file.

The mechanism used to determine whether two names refer to the same file depends on the operating system in use:

UNIX: Under UNIX, all files are uniquely identified by two integer values: the filesystem that contains the file and the *inode number*, which identifies the file within the filesystem. If the input arguments are lexically identical, FILE_SAME will return True, regardless of whether the file specified actually exists. Otherwise, FILE_SAME compares the device and inode numbers of the two files, and returns True if they are identical, or False otherwise.

Windows: Unlike UNIX, Microsoft Windows identifies files solely by their names. FILE_SAME therefore expands the two supplied paths to their fully qualified forms, converts any "8.3 short names" to their real names, and then performs a simple case insensitive string comparison to determine if the paths are identical. (See "Microsoft Windows "8.3 Short Names"" on page 809 for more information on this subject). This is reliable for local disk files, but can produce incorrect results under some circumstances:

- UNC network paths can expand to different, but equivalent, paths. For example, a network server may be referred to by either a name or an IP address.

- Network attached storage can have mechanisms for giving multiple names to the same file, but to the Windows client system the names will appear to refer to different files. For example, a UNIX server using Samba software to serve files to machines on a Windows network can use symbolic links to produce two names for the same file, but these will appear as two distinct files to a Windows machine.

For these reasons, FILE_SAME is primarily of interest on UNIX systems. Under Windows, use it only on local files.

Syntax

Result = FILE_SAME(*Path1*, *Path2* [, /NOEXPAND_PATH])

Return Value

FILE_SAME returns True (1) if two filenames refer to the same underlying file, or False (0) otherwise. If either or both of the input arguments are arrays of file names, the result is an array, following the same rules as standard IDL operators.

Arguments

Path1, Path2

Scalar or array string values containing the two file paths to be compared.

Keywords

NOEXPAND_PATH

Set this keyword to cause FILE_SAME to use the *Path* arguments exactly as specified, without expanding any wildcard characters or environment variable names included in the paths. See FILE_SEARCH for details on path expansion. The utility of doing this depends on the operating system in use:

UNIX: Under UNIX, path expansion is not necessary unless the *Path* arguments use shell meta characters or environment variables.

Windows: By default, FILE_SAME expands the supplied paths to their fully qualified forms in order to be able to compare them. Preventing this path expansion cripples its ability to make a useful comparison, and is not recommended.

Examples

UNIX command shells often provide the HOME environment variable to point at the user's home directory. Many shells also expand the '~' character to point at the home directory. The following IDL statement determines if these two mechanisms refer to the same directory:

```
PRINT, FILE_SAME('~', '$HOME')
```

On a UNIX system, the following statement determines if the current working directory is the same as your home directory:

```
PRINT, FILE_SAME('.', '$HOME')
```

On some BSD-derived UNIX systems, the three commands /bin/cp, /bin/ln, and /bin/mv are actually three hard links to the same binary file. The following statement will print the number 1 if this is true on your system:

```
PRINT, TOTAL(FILE_SAME('/bin/cp', ['/bin/ln', '/bin/mv'])) EQ 2
```

Under Mac OS X, the /etc directory is actually a symbolic link to /private/etc. As a result, the following lines of code provide a simple test to determine whether Mac OS X is the current platform:

```
IF FILE_SAME('/etc', '/private/etc') THEN $
    PRINT, 'Running Mac OS X' ELSE $
    PRINT, 'Not Running Mac OS X'
```

Note —————————————————————————————

The above lines are shown simply as an example; checking the value of !VERSION.OS_FAMILY is a more reliable method of determining which operating system is in use.

Version History

5.6	Introduced

See Also

FILE_EXPAND_PATH, FILE_INFO, FILE_SEARCH, FILE_TEST

FILE_SEARCH

The FILE_SEARCH function returns a string array containing the names of all files matching the input path specification. Input path specifications may contain wildcard characters, enabling them to match multiple files. FILE_SEARCH's interpretation of wildcard characters in the path specification is described in "Supported Wildcards and Expansions" on page 806.

A *relative path* is a path specification that can only be unambiguously interpreted by basing it relative to some other known location. Usually, this location is the current working directory for the process. A *fully qualified path* is a complete and unambiguous path that can be interpreted directly. For example, `bin/idl` is a relative path, while `/usr/local/itt/idl/bin/idl` is a fully qualified path. By default, FILE_SEARCH follows the format of the input to decide whether to return relative or fully-qualified paths.

Note

In most cases, the operation of FILE_SEARCH is straightforward. There are, however, numerous options available; while these options make the routine more powerful, they may also make its behavior less intuitive. Read the keyword descriptions for additional details.

In addition, there are platform-specific behaviors of which you should be aware, especially if you work in a multiplatform environment. See "Platform-Specific Filename Matching Issues" on page 808 for details.

Syntax

Result = FILE_SEARCH(*Path_Specification*)

or for recursive searching,

Result = FILE_SEARCH(*Dir_Specification*, *Recur_Pattern*)

Keywords: [, COUNT=*variable*] [, /EXPAND_ENVIRONMENT]
   [, /EXPAND_TILDE] [, /FOLD_CASE] [, /FULLY_QUALIFY_PATH]
   [, /ISSUE_ACCESS_ERROR] [, /MARK_DIRECTORY]
   [, /MATCH_ALL_INITIAL_DOT | /MATCH_INITIAL_DOT] [, /NOSORT]
   [, /QUOTE] [, /TEST_DIRECTORY] [, /TEST_EXECUTABLE]
   [, /TEST_READ] [, /TEST_REGULAR] [, /TEST_WRITE]
   [, /TEST_ZERO_LENGTH] [, /WINDOWS_SHORT_NAMES]

UNIX-Only Keywords: [, /TEST_BLOCK_SPECIAL]
   [, /TEST_CHARACTER_SPECIAL] [, /TEST_DANGLING_SYMLINK]
   [, /TEST_GROUP] [, /TEST_NAMED_PIPE] [, /TEST_SETGID]
   [, /TEST_SETUID] [, /TEST_SOCKET] [, /TEST_STICKY_BIT]
   [, /TEST_SYMLINK] [, /TEST_USER]

Return Value

Returns all matched filenames in a string array, one file name per array element. If no files exist with names matching the input arguments, a null scalar string is returned instead of a string array.

If the input path is relative, the results will be relative. If the input is fully qualified, the results will also be fully qualified. If you specify the FULLY_QUALIFY_PATH keyword, the results will be fully qualified no matter which form of input is used. FILE_SEARCH returns results based on standard and recursive searches:

-   **Standard:** When called with a single *Path_Specification* argument, FILE_SEARCH returns all files that match that specification. This is the same operation, sometimes referred to as *file globbing*, performed by most operating system command interpreters when wildcard characters are used in file specifications.

-   **Recursive:** When called with two arguments, FILE_SEARCH performs recursive searching of directory hierarchies. In a recursive search, FILE_SEARCH looks recursively for any and all subdirectories in the file hierarchy rooted at the *Dir_Specification* argument. Within each of these subdirectories, it returns the names of all files that match the pattern in the *Recur_Pattern* argument. This operation is similar to that performed by the UNIX find(1) command.

Note

To avoid going into an infinite loop, the FILE_SEARCH routine does not follow symbolic links.

Arguments

Any of the arguments described in this section can contain wildcard characters, as described in "Supported Wildcards and Expansions" on page 806.

Note

Windows platforms have a file name length limit of 260 characters, while Unix platforms have a limit of 1024 characters. *Path_Specification* or *Dir_Specification* values longer than this limit will return a null string.

Path_Specification

A scalar or array variable of string type, containing file paths to match. If *Path_Specification* is not supplied, or if it is supplied as a null string, FILE_SEARCH uses a default pattern of `'*'`, which matches all files in the current directory.

Dir_Specification

A scalar or array variable of string type, containing directory paths within which FILE_SEARCH will perform recursive searching for files matching the *Recur_Pattern* argument. FILE_SEARCH examines *Dir_Specification*, and any directory found below it, and returns the paths of any files in those directories that match *Recur_Pattern*. If *Dir_Specification* is supplied as a null string, FILE_SEARCH searches the current directory.

Recur_Pattern

A scalar string containing a pattern for files to match in any of the directories specified by the *Dir_Specification* argument. If *Recur_Pattern* is supplied as a null string, FILE_SEARCH uses a default pattern of `'*'`, which matches all files in the specified directories.

Keywords

COUNT

A named variable into which the number of files found is placed. If no files are found, a value of 0 (zero) is returned.

EXPAND_ENVIRONMENT

By default, FILE_SEARCH follows the conventions of the underlying operating system to determine whether it should expand environment variable references in input file specification patterns. The default is to do such expansions under UNIX, and not to do them under Microsoft Windows. The EXPAND_ENVIRONMENT keyword is used to change this behavior. Set it to a non-zero value to cause FILE_SEARCH to perform environment variable expansion on all platforms. Set it to zero to disable such expansion.

The syntax for expanding environment variables in an input file pattern is based on that supported by the standard UNIX shell (`/bin/sh`), as described in "Supported Wildcards and Expansions" on page 806.

EXPAND_TILDE

Users of the UNIX C-shell (`/bin/csh`), and other tools influenced by it, are familiar with the use of a tilde (~) character at the beginning of a path to denote a home directory. A tilde by itself at the beginning of the path (e.g. `~/directory/file`) is equivalent to the home directory of the user executing the command, while a tilde followed by the name of a user (e.g. `~user/directory/file`) is expanded to the home directory of the named user.

By default, FILE_SEARCH follows the conventions of the underlying operating system in deciding whether to expand a leading tilde or to treat it as a literal character. Hence, the default is to expand the leading tilde under UNIX, and not under Microsoft Windows. The EXPAND_TILDE keyword is used to change this behavior.

Set EXPAND_TILDE to 0 (zero) to disable tilde expansion on all platforms. Set it to a non-zero value to enable tilde expansion.

Note

Under Microsoft Windows, only the plain form of tilde is recognized. Attempts to use the ~user form will cause IDL to issue an error. IDL uses the HOME and HOMEPATH environment variables to obtain a home directory for the current Windows user.

FOLD_CASE

By default, FILE_SEARCH follows the case sensitivity policy of the underlying operating system. By default, matches are case sensitive on UNIX platforms, and case insensitive on Microsoft Windows platforms. The FOLD_CASE keyword is used to change this behavior. Set it to a non-zero value to cause FILE_SEARCH to do all file matching case insensitively. Explicitly set FOLD_CASE equal to zero to cause all file matching to be case sensitive.

Maintain the default value of FOLD_CASE, for the following reasons:

- Under UNIX, case-insensitive file searching (that is, setting FOLD_CASE=1) can lead to confusing behavior, since files with the same name in different combinations of upper- and lower-case letters are actually distinct files that can exist simultaneously in the same directory. However, case insensitivity can be useful under UNIX when combined with wildcards in order to find all instances of a given file type without regard to case.

For example, the following will find all files in the current directory that end with a `.dat` extension without regard to the case of the extension:

```
datafiles = FILE_SEARCH('*.dat', /FOLD_CASE)
```

• Under Windows, case-sensitive file searching (that is, setting FOLD_CASE=0) is rarely useful, since files with the same name in different combinations of upper- and lower-case letters cannot exist simultaneously in the same directory, and a case-insensitive search will return any version.

FULLY_QUALIFY_PATH

If set, FILE_SEARCH expands all returned file paths so that they are complete. Under UNIX, this means that all files are specified relative to the root of the file system. On Windows platforms, it means that all files are specified relative to the drive on which they are located. By default, FILE_SEARCH returns fully qualified paths when the input specification is fully qualified, and returns relative paths otherwise. For example:

```
CD, '/usr/local/itt/idl/bin'
PRINT, FILE_SEARCH('idl')
idl
PRINT, FILE_SEARCH('idl',/FULLY_QUALIFY_PATH)
/usr/local/itt/idl/bin/idl
```

Under Microsoft Windows, any use of a drive letter colon (:) character implies full qualification, even if the path following the colon does not start with a slash character.

ISSUE_ACCESS_ERROR

If the IDL process lacks the necessary permission to access a directory included in the input specification, FILE_SEARCH will normally skip over it quietly and not include it in the generated results. Set ISSUE_ACCESS_ERROR to cause an error to be issued instead.

MARK_DIRECTORY

If set, all directory paths are returned with a path separator character appended to the end. This allows the caller to concatenate a file name directly to the end without having to supply a separator character first. This is convenient for cross-platform programming, as the separator characters differ between operating systems:

```
PRINT, FILE_SEARCH(!DIR)
/usr/local/itt/idl
PRINT, FILE_SEARCH(!DIR, /MARK_DIRECTORY)
/usr/local/itt/idl/
```

MATCH_ALL_INITIAL_DOT

By default, wildcards do not match leading dot (.) characters, and FILE_SEARCH does not return the names of files that start with the dot (.) character unless the leading dot is actually contained within the search string. Set MATCH_ALL_INITIAL_DOT to change this policy so that wildcards will match all files starting with a dot, including the special "." (current directory) and ".." (parent directory) entries. Use the MATCH_INITIAL_DOT keyword instead of MATCH_ALL_INITIAL_DOT for most purposes.

MATCH_INITIAL_DOT

MATCH_INITIAL_DOT serves the same function as MATCH_ALL_INITIAL_DOT, except that the special "." (current directory) and ".." (parent directory) directories are not included.

NOSORT

Normally, FILE_SEARCH sorts the list of files returned by the operating system in a case-sensitive manner. If the NOSORT keyword is set, FILE_SEARCH will not perform the sort, instead returning exactly what is returned by the underlying operating system calls. On some operating systems, this can make FILE_SEARCH execute faster. The order of the results returned when NOSORT is set depends on the implementation of the operating system, and should not be relied upon.

QUOTE

FILE_SEARCH usually treats all wildcards found in the input specification as having the special meanings described in "Supported Wildcards and Expansions" on page 806. This means that such characters cannot normally be used as plain literal characters in file names. For example, it is not possible to match a file that contains a literal asterisk character in its name because asterisk is interpreted as the "match zero or more characters" wildcard.

If the QUOTE keyword is set, the backslash character can be used to escape any character so that it is treated as a plain character with no special meaning. In this mode, FILE_SEARCH replaces any two-character sequence starting with a backslash with the second character of the pair. In the process, any special wildcard meaning that character might have had disappears, and the character is treated as a literal.

If QUOTE is set, any literal backslash characters in your path must themselves be escaped with a backslash character. This is especially important for Microsoft Windows users, because the directory separator character for that platform is the

backslash. Windows IDL also accepts UNIX-style forward slashes for directory separators, so Windows users have two choices in handling this issue:

```
Result = FILE_SEARCH('C:\\home\\bob\\\*.dat', /QUOTE)
Result = FILE_SEARCH('C:/home/bob/\*.dat', /QUOTE)
```

On a Windows system, either of these options gives the path to a file named `*.dat`.

TEST_BLOCK_SPECIAL

This keyword is only available on UNIX platforms.

Only include a matching file if it is a block special device.

TEST_CHARACTER_SPECIAL

This keyword is only available on UNIX platforms.

Only include a matching file if it is a character special device.

TEST_DANGLING_SYMLINK

This keyword is only available on UNIX platforms.

Only include a matching file if it is a symbolic link that points at a non-existent file.

TEST_DIRECTORY

Only include a matching file if it is a directory.

TEST_EXECUTABLE

Only include a matching file if it is executable. The source of this information differs between operating systems:

UNIX: IDL checks the per-file information (the execute bit) maintained by the operating system.

Microsoft Windows: The determination is made on the basis of the file name extension (e.g. `.exe`).

TEST_GROUP

This keyword is only available on UNIX platforms.

Only include a matching file if it belongs to the same effective group ID (GID) as the IDL process.

TEST_NAMED_PIPE

This keyword is only available on UNIX platforms.

Only include a matching file if it is a named pipe (fifo) device.

TEST_READ

Only include a matching file if it is readable by the user.

Note
This keyword does not support Access Control List (ACL) settings for files.

TEST_REGULAR

Only include a matching file if it is a regular disk file and not a directory, pipe, socket, or other special file type.

TEST_SETGID

This keyword is only available on UNIX platforms.

Only include a matching file if it has its Set-Group-ID bit set.

TEST_SETUID

This keyword is only available on UNIX platforms.

Only include a matching file if it has its Set-User-ID bit set.

TEST_SOCKET

This keyword is only available on UNIX platforms.

Only include a matching file if it is a UNIX domain socket.

TEST_STICKY_BIT

This keyword is only available on UNIX platforms.

Only include a matching file if it has its sticky bit set.

TEST_SYMLINK

This keyword is only available on UNIX platforms.

Only include a matching file if it is a symbolic link that points at an existing file.

TEST_USER

This keyword is only available on UNIX platforms.

Only include a matching file if it belongs to the same effective user ID (UID) as the IDL process.

TEST_WRITE

Only include a matching file if it is writable by the user.

Note ─────────────────────────────────────

This keyword does not support Access Control List (ACL) settings for files.

─────────────────────────────────────

TEST_ZERO_LENGTH

Only include a matching file if it has zero length.

Note ─────────────────────────────────────

The length of a directory is highly system-dependent and does not necessarily correspond to the number of files it contains. In particular, it is possible for an empty directory to report a non-zero length. Avoid using the TEST_ZERO_LENGTH keyword on directories, as the information returned cannot be used in a meaningful way.

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TEST_* Keywords

The keywords with names that start with the TEST_ prefix allow you to filter the list of resulting file paths based on various criteria. If you remove the TEST_ prefix from these keywords, they correspond directly to the same keywords to the FILE_TEST function, and are internally implemented by the same test code. One could therefore use FILE_TEST instead of the TEST_ keywords to FILE_SEARCH. For example, the following statement locates all subdirectories of the current directory:

```
Result = FILE_SEARCH(/TEST_DIRECTORY)
```

It is equivalent to the following statements, using FILE_TEST:

```
result = FILE_SEARCH()
idx = where(FILE_TEST(result, /DIRECTORY), count)
result = (count eq 0) ? '' : result[idx]
```

The TEST_* keywords are more succinct, and can be more efficient in the common case in which FILE_SEARCH generates a long list of results, only to have FILE_TEST discard most of them.

WINDOWS_SHORT_NAMES

By default, FILE_SEARCH ignores Microsoft Windows 8.3 short names when performing file matching and only considers the real file names. Set the WINDOWS_SHORT_NAMES keyword to change this policy. If this keyword is set, FILE_SEARCH looks at both the real and 8.3 short names associated with each file as it checks for a match. See "Microsoft Windows "8.3 Short Names"" on page 809 for more information on this subject. This keyword is quietly ignored on non-Windows platforms.

You should be aware that turning on short name support can lead to confusing results. Such use should be considered carefully. For example, consider running the following IDL statement in a directory containing a single file named `file_search.html`:

```
PRINT, FILE_SEARCH('*.htm')
```

Because this statement does not enable short name support, no files matching the specified pattern are found, and IDL does not print any filenames. This is the result most people would expect. If short name support is enabled, however:

```
PRINT, FILE_SEARCH('*.htm', /WINDOWS_SHORT_NAMES)
```

IDL prints:

```
file_search.html
```

In this case, IDL checks the short names as well as the real names. The 8.3 short name for `file_search.html` will be similar to `FILE_S~1.HTM`, which matches the *Path_Specification*. As such, FILE_SEARCH reports the real name for the matched file. This is the correct answer, but probably not the expected result.

Supported Wildcards and Expansions

The wildcards understood by FILE_SEARCH are based on those used by the standard UNIX shell `/bin/sh` (the `?`, `*`, `[`, and `]`, characters, and environment variables) with some enhancements commonly found in the C-shell `/bin/csh` (the `~`, `{`, and `}` characters). These wildcards are processed identically across all IDL supported platforms. The supported wildcards are shown in the following table:

Wildcard	Description
*	Matches any string, including the null string.
?	Matches any single character.

Table 8-3: Supported Wildcards and Expansions

Wildcard	Description
[...]	Matches any one of the enclosed characters. A pair of characters separated by "–" matches any character lexically between the pair, inclusive. If the first character following the opening bracket ([ ) is a ! or ^, any character not enclosed is matched.
{*str*, *str*, ...}	Expand to each string (or filename-matching pattern) in the comma-separated list.
~ *~user*	If used at start of input file specification, is replaced with the path to the appropriate home directory. See the description of the EXPAND_TILDE keyword for details.
$*var*	Replace with value of the named environment variable. See the description of the EXPAND_ENVIRONMENT keyword for full details.
${*var*}	Replace ${*var*} with the value of the *var* environment variable. If *var* is not found in the environment, ${*var*} is replaced with a null string. This format is useful when the environment variable reference sits directly next to unrelated text, as the use of the { } brackets make it possible for IDL to determine where the environment variable ends and the remaining text starts (e.g. ${mydir}other_text).
${*var*:-*alttext*}	If environment variable *var* is present in the environment and has a non-NULL value, then substitute that value. If *var* is not present, or has a NULL value, then substitute the alternative text (*alttext*) provided instead.
${*var*-*alttext*}	If environment variable *var* is present in the environment (even if it has a NULL value) then substitute that value. If *var* is not present, then substitute the alternative text (*alttext*) provided instead.

Table 8-3: Supported Wildcards and Expansions (Continued)

These wildcards can appear anywhere in an input file specification, with the following exceptions:

Tilde (~)

The tilde character is only considered to be a wildcard if it is the first character in the input file specification and the EXPAND_TILDE keyword is set. Otherwise, it is treated as a regular character.

Initial Dot Character

The default is for wildcards not to match the dot (.) character if it occurs as the first character of a directory or file name. This follows the convention of UNIX shells, which treat such names as hidden files. In order to match such files, you can take any of the following actions:

- Explicitly include the dot character at the start of your pattern (e.g. ".*").

- Specify the MATCH_INITIAL_DOT keyword, which changes the dot matching policy so that wildcards will match any names starting with dot (except for the special "." and ".." directories).

- Specify the MATCH_ALL_INITIAL_DOT keyword, which changes the dot matching policy so that wildcards will match any names starting with dot (including the special "." and ".." directories).

Microsoft Windows UNC Paths

On a local area network, Microsoft Windows offers an alternative to the drive letter syntax for accessing files. The *Universal Naming Convention* (UNC) allows for specification of paths on other hosts using the syntax:

```
\\hostname\sharename\dir\dir\...\file
```

UNC paths are distinguished from normal paths by the use of two initial slashes in the path. FILE_SEARCH can process such paths, but wildcard characters are not allowed in the `hostname` or `sharename` segments. Wildcards are allowed for specifying directories and files. For performance reasons, avoid using the recursive form of FILE_SEARCH with UNC paths on very large directory trees.

Platform-Specific Filename Matching Issues

When using FILE_SEARCH, you should be aware of the following platform-specific issues.

File Path Syntax

The syntax allowed for file paths differs between operating systems. FILE_SEARCH always processes file paths using the syntax rules for the platform on which the IDL

session is running. As a convenience for Microsoft Windows users, Windows IDL accepts UNIX style forward slashes as well as the usual backslashes as path separators.

Differing Defaults Between Platforms

The different operating systems supported by IDL have some conventions for processing file paths that are inherently incompatible. If FILE_SEARCH attempted to force an identical default policy for these features across all platforms, the resulting routine would be inconvenient to use on all platforms. FILE_SEARCH resolves this inherent tension between convenience and control in the following way:

- These features are controlled by keywords which are listed in the table below. If a keyword is not explicitly specified, FILE_SEARCH will determine an appropriate default for that feature based on the conventions of the underlying operating system. Hence, FILE_SEARCH will by default behave in a way that is reasonable on the platform on which it is used.

- If one of these keywords is explicitly specified, FILE_SEARCH will use its value to determine support for that feature. Hence, if the keyword is used, FILE_SEARCH will behave identically on all platforms. If maximum cross-platform control is desired, you can achieve it by specifying all the relevant keywords.

The keywords that have different defaults on different platforms are listed in the following table:

Wildcard	Keyword	Default UNIX	Default Win
$*var* ${*var*} ${*var*:*-alttext*} ${*var-alttext*}	EXPAND_ENVIRONMENT	yes	no
~	EXPAND_TILDE	yes	no
	FOLD_CASE	no	yes

Table 8-4: FILE_SEARCH Defaults that Differ Between Platforms

Microsoft Windows "8.3 Short Names"

Older versions of Microsoft operating systems limited files to very short names: up to eight characters were allowed for the file name, followed by a dot (.), followed by an

extension of up to three characters. This scheme is often referred to as "8.3 short names" or just "8.3". Newer releases of the Windows operating system have moved past the 8.3 limits, and allow much longer names. In order to allow old programs from older systems to run on newer systems without first being rebuilt, these newer versions of Windows actually maintain two separate and distinct file names for each file. Every file has, in addition to its real (potentially long) name, an automatically generated "8.3 short name". If the real name fits within the 8.3 limits, the real and short names are the same. If the real name does not fit within the 8.3 limits, the operating system constructs an 8.3 short name for it by applying a set of heuristic rules (See Microsoft's documentation for more detail on how these names are constructed). For example, the file `file_search.html` will be given a short name that looks something like `FILE_S~1.HTM`.

Note
8.3 short names are strictly a Windows backwards compatibility feature, and are not generally useful in newer software.

8.3 short names are an issue for FILE_SEARCH if the *Path_Specification* argument includes them. FILE_SEARCH handles this situation using the following rules:

1. Before starting the process of file name matching, FILE_SEARCH examines the portion of *Path_Specification* between the first character and the first wildcard character (or the entire string if there are no wildcards) for non-wildcarded short names. Any such names are replaced by their real names.

2. By default, FILE_SEARCH only considers the real name during the process of matching *Path_Specification* with files, ignoring the 8.3 short names. The WINDOWS_SHORT_NAMES keyword can be set to change this policy. If WINDOWS_SHORT_NAMES is set, FILE_SEARCH looks at *both* the real and 8.3 short names associated with each file as it checks for a match.

3. If WINDOWS_SHORT_NAMES is set and FILE_SEARCH matches the 8.3 short name for a file, the real file name is returned. For instance, in the above example if FILE_SEARCH matches `FILE_S~1.HTM`, it will return `file_search.html`.

Warning
Windows 8.3 short names can be very confusing to understand. Avoid them unless absolutely necessary. Most modern applications will not encounter a need to match 8.3 short names.

Examples

Example 1

Find all files in the current working directory:

```
Result = FILE_SEARCH()
```

Example 2

Find all IDL program (`*.pro`) files in the current working directory:

```
Result = FILE_SEARCH('*.pro')
```

To determine the number of IDL procedure files that exist in the current directory, use the following statement:

```
PRINT, '# IDL pro files:',N_ELEMENTS(FILE_SEARCH('*.pro'))
```

Example 3

Under Microsoft Windows, find all files in the top level directories of all drives other than the floppy drives:

```
Result=FILE_SEARCH('[!ab]:*')
```

This example relies on the following:

- FILE_SEARCH allows wildcards within the drive letter part of an input file specification.

- Drives A and B are always floppies, and are not used by Windows for any other type of drive.

Example 4

Find all files in the user's home directory that start with the letters A-D. Match both upper and lowercase letters:

```
Result = FILE_SEARCH('~/[a-d]*', /EXPAND_TILDE, /FOLD_CASE)
```

Example 5

Find all directories in the user's home directory that start with the letters A-D. Match both upper and lowercase letters:

```
Result = FILE_SEARCH('~/[a-d]*', /EXPAND_TILDE, /FOLD_CASE, $
    /TEST_DIRECTORY)
```

Example 6

Recursively find all subdirectories found underneath the user's home directory that do not start with a dot character:

```
Result = FILE_SEARCH('$HOME', '*', /EXPAND_ENVIRONMENT, $
     /TEST_DIRECTORY)
```

Example 7

Recursively find all subdirectories found underneath the user's home directory, including those that start with a dot character, but excluding the special "." and ".." directories:

```
Result = FILE_SEARCH('$HOME', '*', /MATCH_INITIAL_DOT, $
     /EXPAND_ENVIRONMENT, /TEST_DIRECTORY)
```

Example 8

Find all `.pro` and `.sav` files in an IDL library search path, sorted by directory, in the order IDL searches for them:

```
Result = FILE_SEARCH(STRSPLIT(!PATH, PATH_SEP(/SEARCH_PATH), $
    /EXTRACT) + '/*.{pro,sav}')
```

Colon (:) is the UNIX path separator character, so the call to STRSPLIT breaks the IDL search path into an array of directories. To each directory name, we concatenate the wildcards necessary to match any .pro or .sav files in that directory. When this array is passed to FILE_SEARCH, it locates all files that match these specifications. FILE_SEARCH sorts all of the files found by each input string. The files for each string are then placed into the output array in the order they were searched for.

Example 9

Recursively find all directories in your IDL distribution:

```
Result = FILE_SEARCH(!DIR, '*', /TEST_DIRECTORY)
```

Example 10

Under Microsoft Windows, FILE_SEARCH can be used to convert a path that uses 8.3 short names into an equivalent path that uses the real names. For example, Windows provides a directory for each user where applications are expected to create temporary files. Consider a user of Windows 2000 named Scott. The short name for Scott's temporary directory (which is usually available via the Windows "Temp" environment variable) will typically be something like

C:\DOCUME~1\scott\LOCALS~1\Temp. This can be converted to real names using a statement like the following:

```
PRINT, FILE_SEARCH(GETENV('Temp'))
```

IDL prints:

```
C:\Documents and Settings\scott\Local Settings\Temp
```

There are some noteworthy facts about this example:

1. Short names are relatively rare in modern Windows systems. Environment variables are one of the few ways in which they are still seen.

2. It was not necessary to specify the WINDOWS_SHORT_NAMES keyword in this example, although it would have been harmless to do so, because the path being converted contains no wildcard characters. FILE_SEARCH will always attempt to convert any non-wildcarded path components at the beginning of the path to their long names before it begins searching.

3. The GETENV function supports a special token (IDL_TMPDIR) that should be used to obtain the directory where temporary files go. This provides a portable cross platform way to find a good temporary directory. Under Windows, GETENV automatically converts the result of translating the IDL_TMPDIR preference to real names in a manner similar to that shown in this example.

4. People find the 8.3 short names confusing, and you may wish to translate them to real names for display purposes. However, most file handling functions and procedures in IDL will accept either without issue. There is little reason to translate them before using them in programs.

Version History

5.5	Introduced
6.1	Added WINDOWS_SHORT_NAMES keyword

See Also

FILE_TEST, FILEPATH, GETENV

FILE_TEST

The FILE_TEST function checks files for existence and other attributes without having to first open the file.

Syntax

Result = FILE_TEST(*File* [, /DIRECTORY | , /EXECUTABLE | , /READ | , /REGULAR | , /WRITE | , /ZERO_LENGTH] [, GET_MODE=*variable*] [, /NOEXPAND_PATH])

UNIX-Only Keywords: [, /BLOCK_SPECIAL | , /CHARACTER_SPECIAL | , /DANGLING_SYMLINK | , /GROUP | , /NAMED_PIPE | , /SETGID | , /SETUID | , /SOCKET | , /STICKY_BIT | , /SYMLINK | , /USER]

Return Value

FILE_TEST returns 1 (true), if the specified file exists and all of the attributes specified by the keywords are also true. If no keywords are present, a simple test for existence is performed. If the file does not exist or one of the specified attributes is not true, then FILE_TEST returns 0 (false).

Arguments

File

A scalar or array of file names to be tested. The result is of type integer with the same number of elements as *File*.

Note
Windows platforms have a file name length limit of 260 characters, while Unix platforms have a limit of 1024 characters. File names longer than this limit will return 0 (false).

Keywords

BLOCK_SPECIAL

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and is a block special device.

CHARACTER_SPECIAL

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and is a character special device.

DANGLING_SYMLINK

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* is a symbolic link that points at a non-existent file.

DIRECTORY

Set this keyword to return 1 (true) if *File* exists and is a directory.

EXECUTABLE

Set this keyword to return 1 (true) if *File* exists and is executable. The source of this information differs between operating systems:

- UNIX: IDL checks the per-file information (the execute bit) maintained by the operating system.

- Microsoft Windows: The determination is made on the basis of the file name extension (e.g. .exe).

GET_MODE

Set this keyword to a named variable to receive the UNIX style mode (permission) mask for the specified file. The bits in these masks correspond to those used by the UNIX chmod(2) system call, and are explained in detail in the description of the *Mode* argument to the FILE_CHMOD procedure. When interpreting the value returned by this keyword, the following platform specific details should be kept in mind:

- The setuid, setgid, and sticky bits are specific to the UNIX operating system, and will never be returned on any other platform. Consult the chmod(2) man page and/or other UNIX programming documentation for more details.

- The Microsoft Windows operating system does not have 3 permission classes like UNIX does. Therefore, IDL returns the same settings for all three classes.

- The Microsoft Windows operating system does not maintain an execute bit for files, but instead uses the file suffix to decide if a file is executable.

GROUP

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and belongs to the same effective group ID (GID) as the IDL process.

NAMED_PIPE

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and is a named pipe (fifo) device.

NOEXPAND_PATH

Set this keyword to cause FILE_TEST to use the *File* argument exactly as specified, without applying the usual file path expansion.

READ

Set this keyword to return 1 (true) if *File* exists and is readable by the user.

REGULAR

Set this keyword to return 1 (true) if *File* exists and is a regular disk file and not a directory, pipe, socket, or other special file type.

SETGID

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and has its Set-Group-ID bit set.

SETUID

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and has its Set-User-ID bit set.

SOCKET

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and is a UNIX domain socket.

STICKY_BIT

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and has its sticky bit set.

SYMLINK

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and is a symbolic link that points at an existing file.

USER

This keyword is only available on UNIX platforms.

Set this keyword to return 1 (true) if *File* exists and belongs to the same effective user ID (UID) as the IDL process.

WRITE

Set this keyword to return 1 (true) if *File* exists and is writable by the user.

ZERO_LENGTH

Set this keyword to return 1 (true) if *File* exists and has zero length.

Note

The length of a directory is highly system dependent and does not necessarily correspond to the number of files it contains. In particular, it is possible for an empty directory to report a non-zero length. Avoid using the ZERO_LENGTH keyword on directories, as the information returned cannot be used in a meaningful way.

Examples

To determine whether your IDL distribution supports the Intel-based Macintosh operating system:

```
result = FILE_TEST(!DIR + '/bin/bin.darwin.i386', /DIRECTORY)
PRINT, 'Intel-Mac Installed: ', result ? 'yes' : 'no'
```

Version History

5.4	Introduced

See Also

FILE_INFO, FILE_SEARCH, FSTAT

FILE_WHICH

The FILE_WHICH function separates a specified file path into its component directories, and searches each directory in turn for a specific file. This command is modeled after the UNIX which(1) command, but is written in the IDL language and is available on all platforms. Its source code can be found in the file file_which.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = FILE_WHICH([*Path*,] *File* [, /INCLUDE_CURRENT_DIR])

Return Value

Returns the path for the first file for the given name found by searching the specified path. If FILE_WHICH does not find the desired file, a NULL string is returned.

Arguments

Path

A search path to be searched. If *Path* is not present, the value of the IDL !PATH system variable is used.

File

The file to look for in the directories given by *Path*.

Keywords

INCLUDE_CURRENT_DIR

If set, FILE_WHICH looks in the current directory before starting to search *Path* for *File*. When IDL searches for a routine to compile, it looks in the current working directory before searching !PATH. The INCLUDE_CURRENT_DIR keyword allows FILE_WHICH to mimic this behavior.

Examples

To find the location of the file_which.pro file:

```
Result = FILE_WHICH('file_which.pro')
```

To find the location of the UNIX `ls` command:

```
Result = FILE_WHICH(getenv('PATH'), 'ls')
```

Version History

5.4	Introduced

FILEPATH

The FILEPATH function returns the fully-qualified path to a file contained in the IDL distribution. Operating system dependencies are taken into consideration. This routine is used to make the library routines portable. This routine is written in the IDL language. Its source code can be found in the file `filepath.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = FILEPATH(*Filename* [, ROOT_DIR=*string*]
   [, SUBDIRECTORY=*string/string_array*] [, /TERMINAL] [, /TMP])

Return Value

Returns the fully-qualified path to a specified file.

Arguments

Filename

A string containing the name of the file to be found. The file should be specified in all lowercase characters. No device or directory information should be included.

Keywords

ROOT_DIR

A string containing the name of the directory from which the resulting path should be based. If not present, the value of !DIR is used. This keyword is ignored if TERMINAL or TMP are specified.

SUBDIRECTORY

The name of the subdirectory in which the file should be found. If this keyword is omitted, the main IDL directory is used. This variable can be either a scalar string or a string array with the name of each level of subdirectory depth represented as an element of the array.

For example, to get a path to the file `filepath.pro` in IDL's `lib` subdirectory, enter:

```
path = FILEPATH('filepath.pro',SUBDIR=['lib'])
```

TERMINAL

Set this keyword to return the filename of the user's terminal.

TMP

Set this keyword to indicate that the specified file is a scratch file. Returns a path to the proper place for temporary files under the current operating system.

Under Microsoft Windows, FILEPATH checks to see if the following environment variables are set—TMP, TEMP, WINDIR—and uses the value of the first one it finds. If none of these environment variables exists, \TMP is used as the temporary directory.

Examples

Open the IDL distribution file people.dat:

```
OPENR, 1, FILEPATH('people.dat', SUBDIRECTORY=['examples','data'])
```

Version History

Pre 4.0	Introduced

See Also

FILE_SEARCH, PATH_SEP

FINDGEN

The FINDGEN function creates a floating-point array of the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

$Result = \text{FINDGEN}(D_1 [, ..., D_8])$

Return Value

Returns a single-precision, floating-point array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create F, a 6-element vector of single-precision, floating-point values where each element is set to the value of its subscript, enter:

```
F = FINDGEN(6)
```

The value of F[0] is 0.0, F[1] is 1.0, and so on.

Version History

Original	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

FINITE

The FINITE function identifies whether or not a given argument is finite.

Syntax

Result = FINITE(*X* [, /INFINITY] [, /NAN] [, SIGN=*value*])

Return Value

Returns 1 (True) if its argument is finite. If the argument is infinite or not a defined number (*NaN*), the FINITE function returns 0 (False). The result is a byte expression of the same structure as the argument *X*.

Note

See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.

Arguments

X

A floating-point, double-precision, or complex scalar or array expression. Strings are first converted to floating-point. This function is meaningless for byte, integer, or longword arguments.

Keywords

INFINITY

Set this keyword to cause FINITE to return True if the *X* argument is the IEEE special floating-point value *Infinity* (either positive or negative), or False otherwise.

NAN

Set this keyword to cause FINITE to return True if the *X* argument is the IEEE special floating-point value "Not A Number" (*NaN*), or False otherwise.

SIGN

If the INFINITY or NAN keyword is set, then set this keyword to one of the following values:

Value	Description
> 0	If the INFINITY keyword is set, return True (1) if *X* is positive infinity, False (0) otherwise. If the NAN keyword is set, return True (1) if *X* is +NaN (negative sign bit is not set), False (0) otherwise.
0 (the default)	The sign of *X* (positive or negative) is ignored.
< 0	If the INFINITY is set, return True (1) if *X* is negative infinity, False (0) otherwise. If the NAN keyword is set, return True (1) if *X* is -NaN (negative sign bit is set), False (0) otherwise.

Table 8-5: SIGN Keyword Values

If neither the INFINITY nor NAN keyword is set, then this keyword is ignored.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Example 1

To find out if the logarithm of 5.0 is finite, enter:

```
PRINT, FINITE(ALOG(5.0))
```

IDL prints "1" because the argument is finite.

Example 2

To determine which elements of an array are infinity or NaN (Not a Number) values:

```
A = FLTARR(10)

; Set some values to +/-NaN and positive or negative Infinity:
A[3] = !VALUES.F_NAN
A[4] = -!VALUES.F_NAN
A[6] = !VALUES.F_INFINITY
A[7] = -!VALUES.F_INFINITY
```

Find the location of values in A that are positive or negative

```
Infinity:
PRINT, WHERE(FINITE(A, /INFINITY))
```

IDL prints:

```
          6              7
```

Find the location of values in A that are NaN:

```
PRINT, WHERE(FINITE(A, /NAN))
```

IDL prints:

```
          3              4
```

Find the location of values in A that are negative Infinity:

```
PRINT, WHERE(FINITE(A, /INFINITY, SIGN=-1))
```

IDL prints:

```
          7
```

Find the location of values in A that are +NaN:

```
PRINT, WHERE(FINITE(A, /NAN, SIGN=1))
```

IDL prints:

```
          3
```

Note ——
On some platforms, there is no distinction between +NaN and -NaN.

Version History

Original	Introduced

See Also

CHECK_MATH, MACHAR, !VALUES, "Special Floating-Point Values" (Chapter 8, *Application Programming*).

FIX

The FIX function converts a given expression to an integer type. Optionally, the conversion type can be specified at runtime, allowing flexible runtime type-conversion to arbitrary types.

Syntax

Result = FIX(*Expression [*, *Offset [*, *D$_1$ [*, ..., *D$_8$]]]* [, /PRINT]
   [, TYPE=*type code*{1 to 15}])

Return Value

Returns an integer value or array of the same dimensions as the *Expression.* If *Expression* is a complex number, FIX returns the real part.

Arguments

Expression

The expression to be converted.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as integer data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

The *Offset* and *Dim$_i$* arguments are not allowed when converting to or from the string type.

D$_i$

When extracting fields of data, the *D$_i$* arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The *D$_i$* arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

The *Offset* and D_i arguments are not allowed when converting to or from the string type.

Keywords

PRINT

Set this keyword to specify that any special-case processing when converting between string and byte data, or the reverse, should be suppressed. The PRINT keyword is ignored unless the TYPE keyword is used to convert to these types.

TYPE

FIX normally converts *Expression* to the integer type. If TYPE is specified, *Expression* is converted to the specified type. (See "IDL Type Codes and Names" on page 2277 for a list of type codes.) When TYPE is specified, FIX behaves as if the appropriate type conversion routine for the desired type had been called. See the "See Also" list below for the complete list of such routines.

When using the TYPE keyword to convert BYTE data to STRING or the reverse, you should be aware of the special-case processing that the BYTE and STRING functions do in this case. To prevent this, and get a simple type conversion in these cases, you must specify the PRINT keyword.

Attempts to convert to TYPE=0 (Undefined) are quietly ignored.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Convert the floating-point array [2.2, 3.0, 4.5] to integer type and store the new array in the variable I by entering:

```
I = FIX([2.2, 3.0, 4.5])
```

Version History

Original	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FLOAT, LONG, LONG64, STRING, UINT, ULONG, ULONG64

FLICK

The FLICK procedure causes the display to flicker between two output images at a given rate.

This routine is written in the IDL language. Its source code can be found in the file flick.pro in the lib subdirectory of the IDL distribution.

Syntax

FLICK, *A*, *B* [, *Rate*]

Arguments

A

Byte image number 1, scaled from 0 to 255.

B

Byte image number 2, scaled from 0 to 255.

Rate

The flicker rate. The default is 1.0 sec/frame

Keywords

None.

Version History

Original	Introduced

See Also

CW_ANIMATE, XINTERANIMATE

FLOAT

The FLOAT function converts a given *Expression* into a single-precision floating-point value.

Syntax

Result = FLOAT(*Expression [, Offset [, D$_1$ [, ..., D$_8$]]]*)

Return Value

Returns a single-precision floating-point value or array of the same dimensions as the *Expression.* If *Expression* is a complex number, FLOAT returns the real part.

Arguments

Expression

The expression to be converted to single-precision floating-point.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as single-precision floating point data.

D$_i$

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If *A* contains the integer value 6, it can be converted to floating-point and stored in the variable *B* by entering:

```
B = FLOAT(A)
```

Version History

Original	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, LONG, LONG64, STRING, UINT, ULONG, ULONG64

FLOOR

The FLOOR function returns the closest integer less than or equal to its argument.

Syntax

Result = FLOOR(*X* [, /L64])

Return Value

If the input argument *X* is an integer type, *Result* has the same value and type as *X*. Otherwise, *Result* is a 32-bit longword integer with the same structure as *X*.

Arguments

X

The value for which the FLOOR function is to be evaluated. This value can be any numeric type (integer, floating, or complex).

Keywords

L64

If set, the result type is 64-bit integer regardless of the input type. This is useful for situations in which a floating point number contains a value too large to be represented in a 32-bit integer.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To print the floor function of 5.9, enter:

```
PRINT, FLOOR(5.9)
; IDL prints:
5
```

To print the floor function of 3000000000.1, the result of which is too large to represent in a 32-bit integer:

```
PRINT, FLOOR(3000000000.1D, /L64)
; IDL prints:
3000000000
```

Version History

Pre 4.0	Introduced

See Also

CEIL, COMPLEXROUND, ROUND

FLOW3

The FLOW3 procedure draws lines representing a 3D flow/velocity field. Note that the 3D scaling system must be in place before calling FLOW3. This procedure works best with Z buffer output device.

This routine is written in the IDL language. Its source code can be found in the file flow3.pro in the lib subdirectory of the IDL distribution.

Syntax

FLOW3, *Vx*, *Vy*, *Vz* [, ARROWSIZE=*value*] [, /BLOB] [, LEN=*value*]
  [, NSTEPS=*value*] [, NVECS=*value*] [, SX, SY, SZ=*vector*]

Arguments

Vx, Vy, Vz

3D arrays containing X, Y, and Z components of the field.

Keywords

ARROWSIZE

Size of arrowheads (default = 0.05).

BLOB

Set this keyword to draw a blob at the beginning of each flow line and suppress the arrows.

LEN

Length of each step used to follow flow lines (default = 2.0). Expressed in units of largest field vector (i.e., the length of the longest step is set to len times the grid spacing.

NSTEPS

Number of steps used to follow the flow lines (default = largest dimension of *Vx* / 5).

NVECS

Number of random flow lines to draw (default = 200). Only used if Sx, Sy, Sz are not present.

SX

SY

SZ

Optional vectors containing the starting coordinates of the flow lines. If any of SX, SY, and SZ are specified, all three vectors must be specified. If omitted random starting points are chosen.

Examples

```
; Create a set of random three-dimensional arrays to represent
; the field:
vx = RANDOMU(seed, 5, 5, 5)
vy = RANDOMU(seed, 5, 5, 5)
vz = RANDOMU(seed, 5, 5, 5)

; Set up the 3D scaling system:
SCALE3, xr=[0,4], yr=[0,4], zr = [0,4]

; Plot the vector field:
FLOW3, vx, vy, vz
```

Version History

Pre 4.0	Introduced

See Also

VEL, VELOVECT

FLTARR

The FLTARR function creates a floating-point vector or array of the specified dimensions.

Syntax

Result = FLTARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns a single-precision, floating-point vector or array.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, FLTARR sets every element of the result to zero. Set this keyword to inhibit zeroing of the array elements and cause FLTARR to execute faster.

Examples

Create F, a 3-element by 3-element floating-point array with each element set to 0.0 by entering:

```
F = FLTARR(3, 3)
```

Version History

Original	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

FLUSH

The FLUSH procedure causes all buffered output on the specified file units to be written. IDL uses buffered output for reasons of efficiency. This buffering leads to rare occasions where a program needs to be certain that output data are not waiting in a buffer, but have actually been output.

Syntax

FLUSH, $Unit_1$, ..., $Unit_n$

Arguments

Unit$_i$

The file units (logical unit numbers) to flush.

Version History

Original	Introduced

See Also

CLOSE, EMPTY, EXIT

FOR

The FOR statement executes one or more statements repeatedly, incrementing or decrementing a variable with each repetition, until a condition is met.

Note ───

For more information on using FOR and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

───

Syntax

FOR *variable* = *init*, *limit* [, *Increment*] DO *statement*

or

FOR *variable* = *init*, *limit* [, *Increment*] DO BEGIN

   statements

ENDFOR

Examples

The following example iterates over the elements of an array, printing the value of each element:

```
array = ['one', 'two', 'three']
n = N_ELEMENTS(array)
FOR i=0,n-1 DO BEGIN
    PRINT, array[i]
ENDFOR
```

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, GOTO, IF...THEN...ELSE, REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

FORMAT_AXIS_VALUES

The FORMAT_AXIS_VALUES function converts a vector of numeric values into a vector of string values. This routine uses the same rules for formatting as do the axis routines that label tick marks given a set of tick values.

Syntax

Result = FORMAT_AXIS_VALUES(*Values*)

Return Value

Returns a vector of formatted string values from an input vector of numeric values.

Arguments

Values

Set this argument to a vector of numeric values to be formatted.

Keywords

None.

Examples

Suppose we have a vector of axis values:

```
axis_values = [7.9, 12.1, 15.3, 19.0]
```

Convert these values into an array of strings:

```
new_values = FORMAT_AXIS_VALUES(axis_values)
HELP, new_values
PRINT, new_values
PRINT, axis_values
```

IDL prints:

```
NEW_VALUES      STRING    = Array[4]
7.9 12.1 15.3 19.0
7.90000     12.1000     15.3000     19.0000
```

Version History

5.1	Introduced

FORWARD_FUNCTION

The FORWARD_FUNCTION statement causes argument(s) to be interpreted as functions rather than variables (versions of IDL prior to 5.0 used parentheses to declare arrays).

Syntax

FORWARD_FUNCTION *Name$_1$*, *Name$_2$*, ..., *Name$_n$*

Example

Ambiguities can arise between function calls and array references when a function has not yet been compiled, or when there is no file with the same name as the function found in the IDL path.

For example, attempting to compile the IDL statement:

```
A = xyz(1, COLOR=1)
```

will cause an error if the user-written function XYZ has not been compiled and the filename xyz.pro is not found in the IDL path. IDL reports a syntax error, because xyz is interpreted as an array variable instead of a function name.

This problem can be eliminated by using the FORWARD_FUNCTION statement. This statement has the following syntax:

```
FORWARD_FUNCTION Name1, Name2, ..., NameN
```

where *Name* is the name of a function that has not yet been compiled. Any names declared as forward-defined functions will be interpreted as functions (instead of as variable names) for the duration of the IDL session.

For example, we can resolve the ambiguity in the previous example by adding a FORWARD_FUNCTION definition:

```
; Define XYZ as the name of a function that has not yet been
; compiled.
FORWARD_FUNCTION XYZ

; IDL now understands this statement to be a function call instead
; of a bad variable reference.
a = XYZ(1, COLOR=1)
```

Note ————————————————————————————————————

Declaring a function that will be merged into IDL via the LINKIMAGE command
with the FORWARD_FUNCTION statement will not have the desired effect.
Routines merged via LINKIMAGE are considered by IDL to be built-in routines,
and thus need no compilation or declaration. They must, however, be merged with
IDL before any routines that call them are compiled.

Version History

Pre 4.0	Introduced

FREE_LUN

The FREE_LUN procedure deallocates previously-allocated file units. This routine is usually used with file units allocated with GET_LUN, but it will also close any other specified file unit. If the specified file units are open, they are closed prior to the deallocation.

Syntax

FREE_LUN [, *Unit$_1$, ..., Unit$_n$*] [, EXIT_STATUS=*variable*] [, /FORCE]

Arguments

Unit$_i$

The IDL file units (logical unit numbers) to deallocate.

Keywords

EXIT_STATUS

Set this keyword to a named variable that will contain the exit status reported by a UNIX child process started via the UNIT keyword to SPAWN. This value is the exit value reported by the process by calling EXIT, and is analogous to the value returned by $? under most UNIX shells.

FORCE

Set this keyword to override the IDL file output buffer and force the file to be closed no matter what errors occur in the process.

IDL buffers file output for performance reasons. If it is not possible to properly flush this data when a file close is requested, an error is normally issued and the file remains open. An example of this might be that your disk does not have room to write the remaining data. This default behavior prevents data from being lost. To override it and force the file to be closed no matter what errors occur in the process, specify FORCE.

Examples

See the example for the GET_LUN procedure.

Version History

Original	Introduced

See Also

CLOSE, GET_LUN

FSTAT

The FSTAT function returns status information about a specified file unit.

Syntax

Result = FSTAT(*Unit*)

Return Value

The FSTAT function returns a structure expression of type FSTAT (or FSTAT64 in the case of files that are longer than 2^31-1 bytes in length) containing status information about a specified file unit. The contents of this structure are documented in "Returning Information About a File Unit" (Chapter 18, *Application Programming*).

Fields of the FSTAT Structure

The following descriptions are of *fields* in the structure returned by the FSTAT function. They are *not* keywords to FSTAT.

FSTAT Field Value	Description
UNIT	The IDL logical unit number (LUN)
NAME	The name of the file
OPEN	Nonzero if the file unit is open. If OPEN is zero, the remaining fields in FSTAT will not contain useful information
ISATTY	Nonzero if the file is actually a terminal instead of a normal file. For example, if you are using an xterm window on a UNIX system and you invoke FSTAT on logical unit 0 (standard input), ISATTY will be set to 1.
ISAGUI	Nonzero if the file is actually a Graphical User Interface (for example, a logical unit associated with the IDL Workbench). Thus, if you are using the workbench and you invoke FSTAT on logical unit 0 (standard input), ISAGUI will be set to 1.
INTERACTIVE	Nonzero if *either* ISATTY or ISAGUI is nonzero.

FSTAT Field Value	Description
XDR	Nonzero if the file was opened with the XDR keyword, and is therefore considered to contain data in the XDR format.
COMPRESS	Nonzero if the file was opened with the COMPRESS keyword, and is therefore considered to contain compressed data in the GZIP format.
READ	Nonzero if the file is open for read access.
WRITE	Nonzero if the file is open for write access.
ATIME, CTIME, MTIME	The date of last access, date of creation, and date of last modification given in seconds since 1 January 1970 UTC. Use the SYSTIME function to convert these dates into a textual representation.
	Note - Some file systems do not maintain all of these dates (e.g. MS DOS FAT file systems), and may return 0. On some non-UNIX operating systems, access time is not maintained, and ATIME and MTIME will always return the same date.
TRANSFER_COUNT	The number of scalar IDL data items transferred in the last input/output operation on the unit. This is set by the following IDL routines: READU, WRITEU, PRINT, PRINTF, READ, and READF. TRANSFER_COUNT is useful when attempting to recover from input/output errors.

FSTAT Field Value	Description
CUR_PTR	The current position of the file pointer, given in bytes from the start of the file. If the device is a terminal (ISATTY is nonzero), the value of CUR_PTR will not contain useful information. When reporting on file units opened with the COMPRESS keyword to OPEN, the position reported by CUR_PTR is the "logical" position—the position it would be at in the uncompressed version of the same file.
SIZE	The current length of the file in bytes. If the device is a terminal (ISATTY is nonzero), the value of SIZE will not contain useful information. When reporting on file units opened with the COMPRESS keyword to OPEN, the size reported by SIZE is the compressed size of the actual file, and not the logical length of the uncompressed data contained within. This is inconsistent with the position reported by CUR_PTR. The reason for reporting the size in this way is that the logical length of the data cannot be known without reading the entire file from beginning to end and counting the uncompressed bytes, and this would be extremely inefficient.
REC_LEN	This field is obsolete and will always contain zero.

Arguments

Unit

The file unit about which information is required. This parameter can be an integer or an associated variable, in which case information about the variable's associated file is returned.

Keywords

None.

Examples

If file unit number 1 is open, the FSTAT information on that unit can be seen by entering:

```
PRINT, FSTAT(1)
```

Specific information can be obtained by referring to single fields within the structure returned by FSTAT. The following code prints the name and length of the file open on unit 1:

```
; Put FSTAT information in variable A:
A = FSTAT(1)

; Print the name and size fields:
PRINT, 'File: ', A.NAME, ' is ', A.SIZE, ' bytes long.'
```

Version History

Original	Introduced

See Also

ASSOC, FILE_INFO, FILE_TEST, OPENR/OPENU/OPENW

FULSTR

The FULSTR restores a row-indexed sparse array to full storage mode. If the sparse array was created with the SPRSIN function using the THRESH keyword, any values in the original array that were below the specified threshold are replaced with zeros.

Syntax

Result = FULSTR(*A*)

Return Value

Returns a given array to full storage mode.

Arguments

A

A row-indexed sparse array created by the SPRSIN function.

Keywords

None.

Examples

Suppose we have converted an array to sparse storage format with the following commands:

```
A = [[ 5.0, -0.2, 0.1], $
     [ 3.0, -2.0, 0.3], $
     [ 4.0, -1.0, 0.0]]

; Convert to sparse storage mode. All elements of the array A that
; have absolute values less than THRESH are set to zero:
sparse = SPRSIN(A, THRESH=0.5)
```

The variable SPARSE now contains a representation of the array A in structure form. To restore the array from the sparse-format structure:

```
; Restore the array:
result = FULSTR(sparse)
```

```
; Print the result:
PRINT, result
```

IDL prints:

```
5.00000       0.00000        0.00000
3.00000      -2.00000        0.00000
4.00000      -1.00000        0.00000
```

Note that the elements with an absolute value less than the specified threshold have been set to zero.

Version History

4.0	Introduced

See Also

LINBCG, SPRSAB, SPRSAX, SPRSIN, SPRSTP, READ_SPR, WRITE_SPR

FUNCT

The FUNCT procedure evaluates the sum of a Gaussian and a 2nd-order polynomial and optionally returns the value of its partial derivatives. Normally, this function is used by CURVEFIT to fit the sum of a line and a varying background to actual data.

This routine is written in the IDL language. Its source code can be found in the file funct.pro in the lib subdirectory of the IDL distribution.

Syntax

FUNCT, *X*, *A*, *F* [, *Pder*]

Arguments

X

A vector of values for the independent variable.

A

A vector of coefficients for the equations:

$$F = A_0 e^{-Z^2/2} + A_3 + A_4X + A_5X^2$$
$$Z = (X - A_1)/A_2$$

F

A named variable that will contain the value of the function at each *Xi*.

Pder

A named variable that will contain an array of the size (N_ELEMENTS(*X*),6) that contains the partial derivatives. *Pder(i,j)* represents the derivative at the ith point with respect to j^{th} parameter.

Version History

4.0	Introduced

See Also

CURVEFIT

FUNCTION

The FUNCTION statement defines a function.

Note ──

For information on using the FUNCTION statement, see Chapter 5, "Creating Procedures and Functions" (*Application Programming*).

──

Syntax

FUNCTION *Function_Name*, *parameter*$_1$, ..., *parameter*$_n$

Version History

Original	Introduced

FV_TEST

The FV_TEST function computes the F-statistic and the probability that two sample populations *X* and *Y* have significantly different variances. *X* and *Y* may be of different lengths. The F-statistic formula for sample populations *x* and *y* with means $\bar{x}$ and $\bar{y}$ is defined as:

$$F = \left(\frac{M-1}{N-1}\right) \frac{\left[\sum_{j=0}^{N-1}(x_j - \bar{x})^2 - \frac{1}{N}\left[\sum_{j=0}^{N-1}(x_j - \bar{x})\right]^2\right]}{\left[\sum_{j=0}^{M-1}(y_j - \bar{y})^2 - \frac{1}{M}\left[\sum_{j=0}^{M-1}(y_j - \bar{y})\right]^2\right]}$$

where $x = (x_0, x_1, x_2, ..., x_{N-1})$ and $y = (y_0, y_1, y_2 ..., y_{M-1})$

This routine is written in the IDL language. Its source code can be found in the file `fv_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = FV_TEST(*X*, *Y*)

Return Value

The result is a two-element vector containing the F-statistic and its significance. The significance is a value in the interval [0.0, 1.0]; a small value (0.05 or 0.01) indicates that *X* and *Y* have significantly different variances. This type of test is often referred to as the F-variance test.

Arguments

X

An *n*-element integer, single- or double-precision floating-point vector.

Y

An *m*-element integer, single- or double-precision floating-point vector.

Keywords

None.

Examples

```
; Define two n-element sample populations:
X = [257, 208, 296, 324, 240, 246, 267, 311, 324, 323, 263, $
   305, 270, 260, 251, 275, 288, 242, 304, 267]
Y = [201,  56, 185, 221, 165, 161, 182, 239, 278, 243, 197, $
    271, 214, 216, 175, 192, 208, 150, 281, 196]

; Compute the F-statistic (of X and Y) and its significance:
PRINT, FV_TEST(X, Y)
```

IDL prints:

```
2.48578    0.0540116
```

The result indicates that X and Y have significantly different variances.

Version History

4.0	Introduced

See Also

KW_TEST, MOMENT, RS_TEST, S_TEST, TM_TEST

FX_ROOT

The FX_ROOT function computes a real or complex root of a univariate nonlinear function using an optimal Müller's method.

This routine is written in the IDL language. Its source code can be found in the file fx_root.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = FX_ROOT(*X*, *Func* [, /DOUBLE] [, ITMAX=*value*] [, /STOP]
  [, TOL=*value*])

Return Value

The return value is the real or complex root of a univariate nonlinear function. Which root results depends on the initial guess provided for this routine.

Arguments

X

A 3-element real or complex initial guess vector. Real initial guesses may result in real or complex roots. Complex initial guesses will result in complex roots.

Func

A scalar string specifying the name of a user-supplied IDL function that defines the univariate nonlinear function. This function must accept the vector argument X.

For example, suppose we wish to find a root of the following function:

$$y = e^{(\sin x^2 + \cos x^2 - 1)} - 1$$

We write a function FUNC to express the function in the IDL language:

```
FUNCTION func, X
  RETURN, EXP(SIN(X)^2 + COS(X)^2 - 1) - 1
END
```

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITMAX

The maximum allowed number of iterations. The default is 100.

STOP

Use this keyword to specify the stopping criterion used to judge the accuracy of a computed root r(k). Setting STOP = 0 (the default) checks whether the absolute value of the difference between two successively-computed roots, | r(k) - r(k+1) | is less than the stopping tolerance TOL. Setting STOP = 1 checks whether the absolute value of the function FUNC at the current root, | FUNC(r(k)) |, is less than TOL.

TOL

Use this keyword to specify the stopping error tolerance. The default is 1.0×10^{-4}.

Examples

This example finds the roots of the function FUNC defined above:

```
; First define a real 3-element initial guess vector:
x = [0.0, -!pi/2, !pi]

; Compute a root of the function using double-precision
; arithmetic:
root = FX_ROOT(X, 'FUNC', /DOUBLE)

; Check the accuracy of the computed root:
PRINT, EXP(SIN(ROOT)^2 + COS(ROOT)^2 - 1) - 1
```

IDL prints:

```
0.0000000
```

We can also define a complex 3-element initial guess vector:

```
x = [COMPLEX(-!PI/3, 0), COMPLEX(0, !PI), COMPLEX(0, -!PI/6)]

; Compute the root of the function:
root = FX_ROOT(x, 'FUNC')
```

```
; Check the accuracy of the computed complex root:
PRINT, EXP(SIN(ROOT)^2 + COS(ROOT)^2 - 1) - 1
```

IDL prints:

```
(      0.00000,      0.00000)
```

Version History

Pre 4.0	Introduced

See Also

BROYDEN, NEWTON, FZ_ROOTS

FZ_ROOTS

The FZ_ROOTS function is used to find the roots of an *m*-degree complex polynomial, using Laguerre's method.

FZ_ROOTS is based on the routine zroots described in section 9.5 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = FZ_ROOTS(*C* [, /DOUBLE] [, EPS=*value*] [, /NO_POLISH])

Return Value

Returns an *m*-element complex vector containing the roots of an *m*-degree complex polynomial.

Arguments

C

A vector of length *m*+1 containing the coefficients of the polynomial, in ascending order (see example). The type can be real or complex.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

The desired fractional accuracy. The default value is 2.0×10^{-6}.

NO_POLISH

Set this keyword to suppress the usual polishing of the roots by Laguerre's method.

Examples

Example 1: Real coefficients yielding real roots.

Find the roots of the polynomial:

$P(x) = 6x^3 - 7x^2 - 9x - 2$

The exact roots are -1/2, -1/3, 2.0.

```
coeffs = [-2.0, -9.0, -7.0, 6.0]
roots = FZ_ROOTS(coeffs)
PRINT, roots
```

IDL prints:

```
( -0.500000, 0.00000)( -0.333333, 0.00000)( 2.00000, 0.00000)
```

Example 2: Real coefficients yielding complex roots.

Find the roots of the polynomial:

$P(x) = x^4 + 3x^2 + 2$

The exact roots are:

$$0.0 - i\sqrt{2.0}, \quad 0.0 + i\sqrt{2.0}, \quad 0.0 - i, \quad 0.0 + i$$

```
coeffs = [2.0, 0.0, 3.0, 0.0, 1.0]
roots = FZ_ROOTS(coeffs)
PRINT, roots
```

IDL Prints:

```
(0.00000, -1.41421)(0.00000, 1.41421)
(0.00000, -1.00000)(0.00000, 1.00000)
```

Example 3: Real and complex coefficients yielding real and complex roots.

Find the roots of the polynomial:

$P(x) = x^3 + (-4 - i4)x^2 + s(-3 + i4)x + (18 + i24)$

The exact roots are –2.0, 3.0, $(3.0 + i4.0)$

```
coeffs = [COMPLEX(18,24), COMPLEX(-3,4), COMPLEX(-4,-4), 1.0]
roots = FZ_ROOTS(coeffs)
PRINT, roots
```

IDL Prints:

```
( -2.00000, 0.00000) ( 3.00000, 0.00000) ( 3.00000, 4.00000)
```

Version History

4.0	Introduced

See Also

FX_ROOT, BROYDEN, NEWTON, POLY
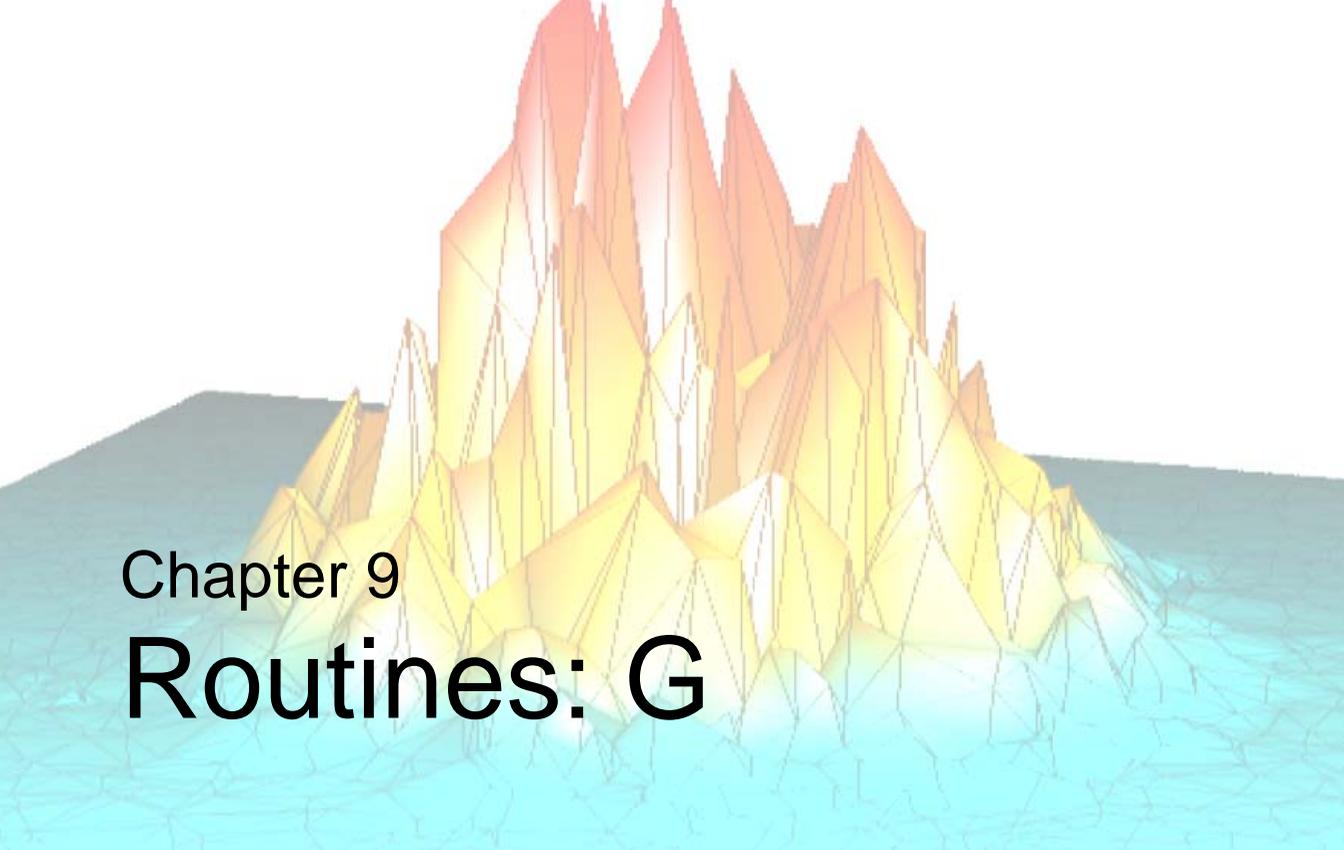
Chapter 9
Routines: G

GAMMA

The GAMMA function returns the gamma function of *Z*.

The gamma function is defined as:

$$\Gamma(x) \equiv \int_{0}^{\infty} t^{x-1} e^{-t} dt$$

Use the LNGAMMA function to obtain the natural logarithm of the gamma function when there is a possibility of overflow.

Syntax

Result = GAMMA(*Z*)

Return Value

If *Z* is double-precision, the result is double-precision (either double or double complex), otherwise the result is single-precision (either float or complex).

Arguments

Z

The expression for which the gamma function will be evaluated. *Z* may be complex.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Plot the gamma function over the range 0.01 to 1.0 with a step size of 0.01 by entering:

```
Z = FINDGEN(99)/100. + 0.01
PLOT, Z, GAMMA(Z)
```

Version History

Original	Introduced
5.6	Z argument accepts complex input

See Also

BETA, IBETA, IGAMMA, LNGAMMA

GAMMA_CT

The GAMMA_CT procedure applies gamma correction to a color table.

This routine is written in the IDL language. Its source code can be found in the file `gamma_ct.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

GAMMA_CT, *Gamma* [, /CURRENT] [, /INTENSITY]

Arguments

Gamma

The value of gamma correction. A value of 1.0 indicates a linear ramp (i.e., no gamma correction). Higher values of *Gamma* give more contrast. Values less than 1.0 yield lower contrast.

Keywords

CURRENT

Set this keyword to apply correction from the "current" color table (i.e., the values R_CURR, G_CURR, and B_CURR in the COLORS common block). Otherwise, correction is applied from the "original" color table (i.e., the values R_ORIG, G_ORIG, and B_ORIG in the COLORS common block). The gamma corrected color table is always saved in the "current" table (R_CURR, G_CURR, B_CURR) and the new table is loaded.

INTENSITY

Set this keyword to correct the individual intensities of each color in the colortable. Otherwise, the colors are shifted according to the gamma function.

Version History

Pre 4.0	Introduced

See Also

PSEUDO, STRETCH, XLOADCT

GAUSS_CVF

The GAUSS_CVF function computes the cutoff value *V* in a standard Gaussian (normal) distribution with a mean of 0.0 and a variance of 1.0 such that the probability that a random variable *X* is greater than *V* is equal to a user-supplied probability *P*.

This routine is written in the IDL language. Its source code can be found in the file `gauss_cvf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = GAUSS_CVF(*P*)

Return Value

Returns the cutoff value *V* in a standard Gaussian (normal) distribution with a mean of 0.0 and a variance of 1.0.

Arguments

P

A non-negative single- or double-precision floating-point scalar, in the interval [0.0, 1.0], that specifies the probability of occurrence or success.

Keywords

None.

Examples

Use the following command to compute the cutoff value in a Gaussian distribution such that the probability that a random variable X is greater than the cutoff value is 0.025:

```
PRINT, GAUSS_CVF(0.025)
```

IDL prints:

```
1.95997
```

Version History

4.0	Introduced

See Also

CHISQR_CVF, F_CVF, GAUSS_PDF, T_CVF

GAUSS_PDF

The GAUSS_PDF function computes the probability *P* that, in a standard Gaussian (normal) distribution with a mean of 0.0 and a variance of 1.0, a random variable *X* is less than or equal to a user-specified cutoff value *V*.

This routine is written in the IDL language. Its source code can be found in the file `gauss_pdf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = GAUSS_PDF(*V*)

Return Value

This function returns a scalar or array with the same dimensions as *V*. If *V* is double-precision, the result is double-precision, otherwise the result is single-precision.

Arguments

V

A scalar or array that specifies the cutoff value(s).

Keywords

None.

Examples

Example 1

Compute the probability that a random variable X, from the standard Gaussian (normal) distribution, is less than or equal to 2.44:

```
PRINT, GAUSS_PDF(2.44)
```

IDL Prints:

```
0.992656
```

Example 2

Compute the probability that a random variable X, from the standard Gaussian (normal) distribution, is less than or equal to 10.0 and greater than or equal to 2.0:

```
PRINT, GAUSS_PDF(10.0) - GAUSS_PDF(2.0)
```

IDL Prints:

```
0.0227501
```

Example 3

Compute the probability that a random variable X, from the Gaussian (normal) distribution with a mean of 0.8 and a variance of 4.0, is less than or equal to 2.44:

```
PRINT, GAUSS_PDF( (2.44 - 0.80)/SQRT(4.0) )
```

IDL Prints:

```
0.793892
```

Version History

4.0	Introduced

See Also

BINOMIAL, CHISQR_PDF, F_PDF, GAUSS_CVF, T_PDF

GAUSS2DFIT

The GAUSS2DFIT function fits a two-dimensional, elliptical Gaussian equation to rectilinearly gridded data.

$$Z = F(x, y)$$

where:

$$F(x, y) \; = \; A_0 + A_1 e^{-U/2}$$

And the elliptical function is:

$$U \; = \; (x'/a)^2 + (y'/b)^2$$

The parameters of the ellipse *U* are:

- Axis lengths are 2*a* and 2*b*, in the unrotated X and Y axes, respectively.
- Center is at (*h, k*).
- Rotation of *T* radians from the X axis, in the *clockwise* direction.

The rotated coordinate system is defined as:

$$x' \; = \; (x - h)\cos T - (y - k)\sin T$$

$$y' \; = \; (x - h)\sin T + (y - k)\cos T$$

The rotation is optional, and can be forced to 0, making the major and minor axes of the ellipse parallel to the X and Y axes.

Coefficients of the computed fit are returned in argument *A*.

Procedure Used and Other Notes

The peak/valley is found by first smoothing *Z* and then finding the maximum or minimum, respectively. GAUSSFIT is then applied to the row and column running through the peak/valley to estimate the parameters of the Gaussian in X and Y. Finally, CURVEFIT is used to fit the 2D Gaussian to the data.

Be sure that the 2D array to be fit contains the entire peak/valley out to at least 5 to 8 half-widths, or the curve-fitter may not converge.

This is a computationally-intensive routine. The time required is roughly proportional to the number of elements in *Z*.

This routine is written in the IDL language. Its source code can be found in the file gauss2dfit.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = GAUSS2DFIT(*Z*, *A* [, *X*, *Y*] [, /NEGATIVE] [, /TILT])

Arguments

Z

The dependent variable. *Z* should be a two-dimensional array with dimensions (N_x, N_y). Gridding in the array must be rectilinear.

A

A named variable in which the coefficients of the fit are returned. *A* is returned as a seven element vector the coefficients of the fitted function. The meanings of the seven elements in relation to the discussion above is:

- $A[0] = A_0$ = constant term
- $A[1] = A_1$ = scale factor
- $A[2] = a$ = width of Gaussian in the X direction
- $A[3] = b$ = width of Gaussian in the Y direction
- $A[4] = h$ = center X location
- $A[5] = k$ = center Y location.
- $A[6] = T = Theta$, the rotation of the ellipse from the X axis in radians, *counter-clockwise*.

X

An optional vector with N_x elements that contains the X values of *Z* (i.e., X_i is the X value for $Z_{i,j}$. If this argument is omitted, a regular grid in X is assumed, and the X location of $Z_{i,j} = i$.

Y

An optional vector with N_y elements that contains the Y values of Z (i.e., Y_j is the Y value for $Z_{i,j}$. If this argument is omitted, a regular grid in Y is assumed, and the Y location of $Z_{i,j} = j$.

Keywords

NEGATIVE

Set this keyword to indicate that the Gaussian to be fitted is a valley (such as an absorption line). By default, a peak is fit.

TILT

Set this keyword to allow the orientation of the major and minor axes of the ellipse to be unrestricted. The default is that the axes of the ellipse must be parallel to the X and Y axes. Therefore, in the default case, *A*[6] is always returned as 0.

Examples

This example creates a 2D gaussian, adds random noise and then applies GAUSS2DFIT.

```
; Define array dimensions:
nx = 128 & ny = 100
; Define input function parameters:
A = [ 5., 10., nx/6., ny/10., nx/2., .6*ny]
; Create X and Y arrays:
X = FINDGEN(nx) # REPLICATE(1.0, ny)
Y = REPLICATE(1.0, nx) # FINDGEN(ny)
; Create an ellipse:
U = ((X-A[4])/A[2])^2 + ((Y-A[5])/A[3])^2
; Create gaussian Z:
Z = A[0] + A[1] * EXP(-U/2)
; Add random noise, SD = 1:
Z = Z + RANDOMN(seed, nx, ny)
; Fit the function, no rotation:
yfit = GAUSS2DFIT(Z, B)
; Report results:
PRINT, 'Should be: ', STRING(A, FORMAT='(6f10.4)')
PRINT, 'Is: ', STRING(B(0:5), FORMAT='(6f10.4)')
```

Version History

4.0.1	Introduced

See Also

COMFIT, GAUSSFIT, POLY_FIT, REGRESS, SFIT, SVDFIT, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

GAUSSFIT

The GAUSSFIT function computes a non-linear least-squares fit to a function $f(x)$ with from three to six unknown parameters. $f(x)$ is a linear combination of a Gaussian and a quadratic; the number of terms is controlled by the keyword parameter NTERMS.

This routine is written in the IDL language. Its source code can be found in the file gaussfit.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = GAUSSFIT(*X*, *Y* [, *A*] [, CHISQ=*variable*] [, ESTIMATES=*array*]
   [, MEASURE_ERRORS=*vector*] [, NTERMS=*integer*{3 to 6}]
   [, SIGMA=*variable*] [, YERROR=*variable*])

Return Value

Returns three to six values that are the non-linear least squares fit to a function $f(x)$.

Arguments

X

An *n*-element vector of independent variables.

Y

A vector of dependent variables, the same length as *X*.

A

A named variable that will contain the coefficients *A* of the fit.

Keywords

CHISQ

Set this keyword to a named variable that will contain the value of the reduced chi-square goodness-of-fit statistic.

ESTIMATES

Set this keyword equal to an array of starting estimates for the parameters of the equation. If the NTERMS keyword is specified, the ESTIMATES array should have NTERMS elements. If NTERMS is not specified, the ESTIMATES array should have six elements. If the ESTIMATES array is not specified, estimates are calculated by first subtracting a constant (if NTERMS >= 4) or a linear term (if NTERMS >= 5), and then forming a simple estimate of the Gaussian coefficients.

Note ——

If ESTIMATES[2] (the Gaussian width) is zero, then GAUSSFIT will automatically compute a best guess for the starting value for this term.

——

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point $Y[i]$. This vector must be the same length as X and Y.

Note ——

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in Y. For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(Y).

——

NTERMS

Set this keyword to an integer value between three and six to specify the function to be used for the fit. The values correspond to the functions shown below. In all cases:

$$z = \frac{x - A_1}{A_2}$$

NTERMS=6

$$f(x) = A_0 e^{\frac{-z^2}{2}} + A_3 + A_4 x + A_5 x^2$$

NTERMS=5

$$f(x) = A_0 e^{\frac{-z^2}{2}} + A_3 + A_4 x$$

NTERMS=4

$$f(x) = A_0 e^{\frac{-z^2}{2}} + A_3$$

NTERMS=3

$$f(x) = A_0 e^{\frac{-z^2}{2}}$$

NTERMS=6 is the default setting. Here, A0 is the height of the Gaussian, A1 is the center of the Gaussian, A2 is the width (the standard deviation) of the Gaussian, A3 is the constant term, A4 is the linear term, and A5 is the quadratic term.

Tip

The full width at half maximum (FWHM) of the Gaussian may be computed as 2*SQRT(2*ALOG(2))*A2.

SIGMA

Set this keyword to a named variable that will contain the 1-sigma error estimates of the returned parameters.

Note

If MEASURE_ERRORS is omitted, then you are assuming that a polynomial is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/($N*M$)), where N is the number of points in X, and M is the number of coefficients. See Section 15.2 of *Numerical Recipes in C (Second Edition)* for details.

YERROR

Set this keyword to a named variable that will contain the standard error between YFIT and Y.

Examples

The following example shows how to use GAUSSFIT to fit to four different functions, with NTERMS=3,4,5,6. To simulate actual data, random noise has been added to each function.

```
pro ex_gaussfit

   ; Define the independent variable.
   n = 101
   x = (FINDGEN(n)-(n/2))/4

   ; Define the coefficients.
   a = [4.0, 1.0, 2.0, 1.0, 0.25, 0.01]
   print, 'Expected: ', a
   z = (x - a[1])/a[2]     ; Gaussian variable
   !P.MULTI = [0,2,2]      ; set up 2x2 plot window
   seed = 123321           ; Pick a starting seed value

   for nterms=3,6 do begin
      ; Define the dependent variables. Start with random noise.
      y = 0.4*RANDOMN(seed, n)

      ; Use a switch statement so we fall through to each term.
      switch nterms of
         6: y = y + a[5]*x^2
         5: y = y + a[4]*x
         4: y = y + a[3]
         3: y = y + a[0]*exp(-z^2/2)
      endswitch

      ; Fit the data to the function, storing coefficients in
      ; coeff:
      yfit = GAUSSFIT(x, y, coeff, NTERMS=nterms)
      print, 'Result:   ', coeff[0:nterms-1]
      ; Plot the original data and the fitted curve:
      PLOT, x, y, TITLE='nterms='+STRTRIM(nterms,2)
      OPLOT, x, yfit, THICK=2
   endfor
end
```

When this program is compiled and executed, IDL prints the following results:

```
IDL> ex_gaussfit
Expected: 4.00000 1.00000 2.00000 1.00000 0.250000 0.0100000
Result: 3.95437 1.03176 2.07216
Result: 4.38669 0.948479 1.84426 0.909676
Result: 3.93348 0.839296 2.02112 1.05237 0.249002
Result: 3.80389 0.993375 2.07302 1.16684 0.249051 0.0484357
```

Version History

Original	Introduced
5.6	Added CHISQ, SIGMA, and YERROR keywords
6.0	Added MEASURE_ERRORS keyword

See Also

COMFIT, CURVEFIT, GAUSS2DFIT, POLY_FIT, REGRESS, SFIT, SVDFIT

GAUSSINT

The GAUSSINT function evaluates the integral of the Gaussian probability function.

The Gaussian integral is defined as:

$$\text{Gaussint(x)} \equiv \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{x} e^{-t^2/2} dt$$

Syntax

Result = GAUSSINT(*X*)

Return Value

Returns the result of the Gaussian probability function integral evaluation. If *X* is double-precision, the result is double-precision, otherwise the argument is converted to floating-point and the result is floating-point. The result has the same structure as the input argument, *X*.

Arguments

X

The expression for which the Gaussian integral is to be evaluated.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Plot the Gaussian probability function over the range -5 to 5 with a step size of 0.1by entering:

```
X = FINDGEN(101)/10. - 5.
PLOT, X, GAUSSINT(X)
```

Version History

Original	Introduced

See Also

GAUSS_CVF, GAUSS_PDF

GET_DRIVE_LIST

The GET_DRIVE_LIST function returns valid drive or volume names for the file system. Under Microsoft Windows, keywords can be used to specify that only drives of certain types should be returned.

Note
The UNIX operating system presents all files within a single unified file hierarchy, and does not support the concept of drive letters or volume names. As such, GET_DRIVE_LIST always returns a scalar null string under UNIX.

Syntax

Result = GET_DRIVE_LIST([, COUNT=*variable*])

Windows-Only Keywords: [, /CDROM] [, /FIXED] [, /REMOTE] [, /REMOVABLE]

Return Value

Returns a string array of the names of valid drives / volumes for the file system. If GET_DRIVE_LIST has no drives to return, it returns a scalar null string.

Arguments

None.

Keywords

Note
If a Windows-only keyword is specified, only drives of the specified types are reported.

CDROM

This keyword is only available on Windows platforms.

If set, compact disk drives are reported. Note that although CDROM devices are removable, they are treated as a special case, and the REMOVABLE keyword does not apply to them.

COUNT

A named variable into which the number of drives/volumes found is placed. If no drives/volumes are found, a value of zero is returned. Under UNIX, the value returned by this keyword will always be zero.

FIXED

This keyword is only available on Windows platforms.

If set, hard drives physically attached to the current system are reported.

REMOTE

This keyword is only available on Windows platforms.

If set, remote (i.e. network) drives are reported.

REMOVABLE

This keyword is only available on Windows platforms.

If set, removable media devices (e.g. floppy, zip drive) other than CDROMs are reported.

Examples

Under Windows, the following will report all local hard drives:

```
drives = GET_DRIVE_LIST(/FIXED)
```

This statement obtains the names of all floppy drives, cdroms, and other removable media drives:

```
drives = GET_DRIVE_LIST(/CDROM, /REMOVABLE)
```

Version History

5.3	Introduced

GET_KBRD

The GET_KBRD function returns the next character available from the standard input (IDL file unit 0). Depending on the value of the *Wait* argument, it will either return immediately or wait until a character is present in the terminal type-ahead buffer.

Note

Use a GUI interface (e.g. WIDGET_BUTTON) instead of GET_KBRD where possible.

Tip

Under Microsoft Windows, the GET_KBRD function can be used to return Windows special characters (in addition to the standard keyboard characters). To get a special character, hold down the **Alt** key and type the character's ANSI equivalent on the numeric keypad while GET_KBRD is waiting. **Ctrl** + *key* combinations are not supported.

Warning

GET_KBRD is intended for use in IDL's UNIX command-line mode. While GET_KBRD will return values for some characters when run from the IDL Workbench (either UNIX or Microsoft Windows), other characters are treated as special cases by the underlying windowing system, and may not be returned by GET_KBRD. In addition, the event-handling mechanism used by the IDL Workbench may not respond to keyboard events in the way that you expect. Use caution when using GET_KBRD within a loop.

Syntax

Result = GET_KBRD([*Wait*] [, /ESCAPE | , /KEY_NAME])

Return Value

Returns a string containing the next available character that is input from the keyboard. If no keywords are specified, the result will always be a one-character string. If the ESCAPE or KEY_NAME keyword is specified, the result may contain multiple characters, as described below.

Arguments

Wait

If *Wait* is zero, GET_KBRD returns the null string if there are no characters in the terminal type-ahead buffer. If the *Wait* argument is either not present or present and non-zero, the function waits for a character to be typed before returning.

Keywords

ESCAPE

This keyword is intended for use with IDL's UNIX command line interface; it controls how the GET_KBRD function handles *escape sequences*. If ESCAPE is set and GET_KBRD encounters an escape sequence, the return value will be a string containing the entire sequence. See "Escape Sequences" below for more information.

KEY_NAME

This keyword is intended for use with IDL's UNIX command line interface; it controls how the GET_KBRD function handles *escape sequences*. If KEY_NAME is set and GET_KBRD encounters an escape sequence, it reads the complete sequence and compares it to IDL's table of known function keys. If the escape sequence corresponds to a known function key, the return value will be a string containing the *name* of the key, or a null string otherwise. See "Escape Sequences" below for more information.

Escape Sequences

The UNIX command line version of IDL is usually used within the environment provided by a program called a *terminal emulator*. (The Xterm program is the most common such emulator, but there are others.) When you press an alphanumeric key on the keyboard, the terminal emulator sends the ASCII code for that character to the running program (IDL, in this case). For example, if you press the lowercase **a** key, the terminal emulator sends IDL the ASCII code for "a" (ASCII 97).

Some keys, including the arrow keys and the function keys on the top row of the keyboard, do not correspond directly to a single ASCII character. Instead, they send an *escape sequence* that the program can interpret and map to a useful meaning. An escape sequence consists of the ASCII ESC (ASCII 27) character, followed by one or more characters, following a special syntax that lets the reading program determine when a complete sequence has been seen. For example, when you press the up-arrow

key, the vast majority of terminal emulators send the three-character sequence
ESC[A.

By default, GET_KBRD returns the next available single ASCII character entered at
the command line. In this mode, it does not treat escape sequences as special
characters. If you call GET_KBRD and press the up-arrow key, GET_KBRD will
return the ASCII ESC character and ignore the characters following it. The ESCAPE
and KEY_NAME keywords can be used to alter this behavior.

If the ESCAPE keyword is set and GET_KBRD sees an escape sequence, it will read
and return the entire escape sequence. For example, if the up-arrow key is pressed,
GET_KBRD would (with most terminal emulators) return a string containing the
three characters ESC[A (or, more specifically, the three characters defined by the
ASCII codes 27 91 65).

Note ───

Escape sequences are not printable characters. This means that in order to see the
characters that make up the escape sequence, you must view their byte values. For
example, entering the following at the IDL command line, followed by the up-arrow
key, may not produce visible output, depending on the terminal emulator in use:

```
PRINT, GET_KBRD(/ESCAPE)
```

If you enter the following at the IDL command line, followed by the up-arrow key:

```
PRINT, BYTE(GET_KBRD(/ESCAPE))
```

IDL will print

```
  27  91  65
```

(or the values of the equivalent ASCII characters used by your terminal emulator).

───

If the KEY_NAME keyword is set and GET_KBRD sees an escape sequence, it will
read the entire sequence. If the escape sequence is associated with a known function
key, it will return the name of that key. If the sequence is not associated with a known
function key, it will return a null string. In the case of the up-arrow key example,
GET_KBRD would return the string UP.

Note ───

The command HELP, /KEYS, /FULL can be used to see the full set of known keys and the escape sequences they are bound to. The DEFINE_KEY procedure can be used to add additional keys and/or escape sequences.

───

The ESCAPE and KEY_NAME keywords do not affect the way that GET_KBRD handles non-escape sequence characters. GET_KBRD always returns the single ASCII character seen in those situations.

The ESCAPE and KEY_NAME keywords are only applicable to the UNIX IDL command line interface. They are accepted, but ignored, when used with the workbench graphical interface.

Examples

To store the next character typed at the IDL prompt in the variable R, enter:

```
R = GET_KBRD()
```

Press any key. To see the character that was typed, enter:

```
PRINT, R
```

The following code fragment reads one character at a time and echoes that character's numeric code (or codes, for keys that generate escape sequences). It quits when a "q" is entered:

```
REPEAT BEGIN
   A = GET_KBRD(/ESCAPE)
   PRINT, BYTE(A)
ENDREP UNTIL A EQ 'q'
```

The following code fragment reads one character at a time and echoes that character (or the key's name, for named keys). It quits when a "q" is entered:

```
REPEAT BEGIN
   A = GET_KBRD(/KEY_NAME)
   PRINT, A
ENDREP UNTIL A EQ 'q'
```

Note ──

The GET_KBRD function can be used to return Windows special characters (in addition to standard keyboard characters), created by holding down the Alt key and entering the character's ANSI equivalent. For example, to return the paragraph marker (¶), ANSI number 0182, enter:

```
C = GET_KBRD()
```

While GET_KBRD is waiting, press and hold the Alt key and type 0182 on the numeric keypad. When the IDL prompt returns, enter:

```
PRINT, C
```

IDL prints the paragraph marker, "¶".

GET_KBRD *cannot* be used to return control characters or other editing keys (e.g., Delete, Backspace, etc.). These characters are used for keyboard shortcuts and command line editing only. GET_KBRD can be used to return the Enter key.

──

Version History

Original	Introduced
6.2	*Wait* argument became optional ESCAPE and KEY_NAME keywords introduced

See Also

DEFINE_KEY, HELP, READ/READF, WIDGET_BUTTON

GET_LOGIN_INFO

The GET_LOGIN_INFO function returns the name of the computer running the IDL process, as well as the user's login name.

Syntax

Result = GET_LOGIN_INFO()

Return Value

Returns an anonymous structure with the following fields:

Field	Type	Description
MACHINE_NAME	String	The hostname of the machine on which IDL is running.
USER_NAME	String	The username of the user who logged in and ran IDL.

Examples

At the command line, type:

```
help, GET_LOGIN_INFO(), /STRUCTURES
```

IDL displays information similar to the following:

```
** Structure <1778568>, 2 tags, length=24, data length=24, refs=1:
   MACHINE_NAME    STRING    'BULLWINKLE'
   USER_NAME       STRING    'bbadanov'
```

Version History

7.0	Introduced

See Also

IDL_Savefile::Contents, !VERSION

GET_LUN

The GET_LUN procedure allocates a file unit from a pool of free units. Instead of writing routines to assume the use of certain file units, IDL functions and procedures should use GET_LUN to reserve unit numbers in order to avoid conflicts with other routines. Use FREE_LUN to free the file units when finished.

Syntax

GET_LUN, *Unit*

Arguments

Unit

The named variable into which GET_LUN should place the file unit number. *Unit* is converted into a longword integer in the process. The file unit number obtained is in the range 100 to 128.

Keywords

None.

Examples

Instead of explicitly specifying a file unit number that may already be used, use GET_LUN to obtain a free one and store the result in the variable U by entering:

```
GET_LUN, U
```

Now U can be used in opening a file:

```
OPENR, U, 'file.dat'
```

Once the data from "file.dat" has been read, the file can be closed and the file unit can be freed with the command:

```
FREE_LUN, U
```

Note also that OPENR has a GET_LUN keyword that allows you to simultaneously obtain a free file unit and open a file. The following command performs the same tasks as the first two commands above:

```
OPENR, U, 'file.dat', /GET_LUN
```

Version History

Original	Introduced

See Also

FREE_LUN, OPENR/OPENU/OPENW

GET_SCREEN_SIZE

The GET_SCREEN_SIZE function returns size, measured in device units, of the screen.

On multi-monitor configurations, the GET_SCREEN_SIZE function returns information for the primary monitor only. For information about other monitors, use the IDLsysMonitorInfo object.

Syntax

Result = GET_SCREEN_SIZE([*Display_name*] [, RESOLUTION=*variable*])

Unix-Only Keywords: [, DISPLAY_NAME=*string*]

Return Value

Returns a two-element vector of the form [*width*, *height*] that represents the dimensions, measured in device units, of the screen.

Arguments

Display_name

This argument is only available on UNIX platforms.

A string indicating the name of the X Windows display that should be used to determine the screen size.

Keywords

DISPLAY_NAME

This keyword is only available on UNIX platforms.

Set this keyword equal to a string indicating the name of the X Windows display that should be used to determine the screen size. Setting this keyword is equivalent to setting the optional *Display_name* argument.

RESOLUTION

Set this keyword equal to a named variable that will contain a two-element vector, [*xres*, *yres*], specifying the screen resolution in cm/pixel.

Examples

You can find the dimensions and screen resolution of your screen by entering the following:

```
dimensions = GET_SCREEN_SIZE(RESOLUTION=resolution)
PRINT, dimensions, resolution
```

For the screen on which this was tested, IDL prints:

```
1280.00       1024.00
0.0282031     0.0281250
```

Version History

5.6	Introduced

GETENV

The GETENV function returns the value of one or more specified environment variables from the environment of the IDL process.

About the Process Environment

Every process has an *environment* consisting of environment variables, each of which has an associated string value. Some environment variables always exist, such as PATH, which tells the shell where to look for programs. Others can be added by the user, either interactively via a shell, via a UNIX startup file such as .login, or a via a Windows control panel.

When a process is created, it is given a copy of the environment from its parent process. IDL is no exception to this; when started, it inherits a copy of the environment of its parent process, which may be an interactive shell, the windowing system's desktop environment, or some other process. In turn, any child process created by IDL (such as those from the SPAWN procedure) inherits a copy of IDL's current environment.

Note ———————————————————————————————————

It is important to realize that environment variables are not an IDL feature; they are part of every process. Although they can serve as a form of global memory, it is best to avoid using them in that way. Instead, IDL heap variables (pointers or object references), IDL system variables, or common blocks should be used in that role. Environment variables should be used for communicating with child processes. One example is setting the value of the SHELL environment variable prior to calling SPAWN to change the shell executed by SPAWN.

———

Syntax

Result = GETENV(*Name* [, /ENVIRONMENT])

Return Value

Returns the value of the environment variable *Name* from the environment of the IDL process, or a null string if *Name* does not exist in the environment. If *Name* is an array, the result has the same structure, with each element containing the value for the corresponding element of *Name*.

Arguments

Name

A scalar string or string array variable containing the names of environment variables for which values are desired.

Note ——

Under UNIX, environment variable names are case sensitive. Under Windows, case is ignored, with one exception: because it is handled specially, the IDL_TMPDIR environment variable should always be specified in upper case characters.

——

Special Handling of the IDL_TMPDIR Environment Variable

The normal action of GETENV is to look up the specified name in the environment without performing any special action, and to return a NULL string if it is not found. However, if you specify the upper-case string "IDL_TMPDIR" as the value of *Name*, GETENV takes the following special actions:

- If the IDL_TMPDIR preference has a non-NULL value, GETENV returns the value of that preference. For more information on this preference, see "IDL_TMPDIR" on page 5546. For general information, see "IDL System Preferences" on page 5529.

- On UNIX systems, IDL uses the value of the standard TMPDIR environment variable. If TMPDIR is not defined, IDL chooses a reasonable temporary directory based on operating system and vendor conventions.

- On Windows systems, IDL uses the value provided by Windows, which is the first of the following that is defined: the value of the TMP environment variable, the value of the TEMP environment variable, or the default value for the current Windows version.

This special processing has the following benefits:

- IDL_TMPDIR always yields a temporary directory path, so IDL code can use it immediately without additional work.

- The default behavior is to use the system defined location for temporary files, meaning that IDL applications automatically follow the standard conventions of the underlying platform.

- Sometimes, local site considerations require the use of a non-standard location. The IDL_TMPDIR preference lets this requirement be managed in an easy and flexible manner.

Keywords

ENVIRONMENT

Set this keyword to return a string array containing all entries in the current process, one variable per entry, in the SETENV format (Variable=*Value*). If ENVIRONMENT is set, the *Name* argument should not be supplied.

Examples

To print the name of the current UNIX shell, enter the command:

```
PRINT, 'The current shell is: ', GETENV('SHELL')
```

To store the path to the directory where IDL believes temporary files should be placed in the variable mytemp, use the following statement:

```
mytemp = GETENV('IDL_TMPDIR')
```

See Also

SETENV

Version History

Original	Introduced
6.1	ENVIRONMENT keyword modified to work on all platforms

GOTO

The GOTO statement transfers program control to point specified by a label. The GOTO statement is generally considered to be a poor programming practice that leads to unwieldy programs. Its use should be avoided. However, for those cases in which the use of a GOTO is appropriate, IDL does provide the GOTO statement.

Note that using a GOTO to jump into the middle of a loop results in an error.

Warning ——————————————————————————————
You must be careful in programming with GOTO statements. It is not difficult to get into a loop that will never terminate, especially if there is not an escape (or test) within the statements spanned by the GOTO.

For information on using GOTO and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

GOTO, *label*

Examples

In the following example, the statement at label JUMP1 is executed after the GOTO statement, skipping any intermediate statements:

```
GOTO, JUMP1
PRINT, 'Skip this' ; This statement is skipped
PRINT, 'Skip this' ; This statement is also skipped
JUMP1: PRINT, 'Do this'
```

The label can also occur before the GOTO statement that refers to the label, but you must be careful to avoid an endless loop. GOTO statements are frequently the subjects of IF statements, as in the following statement:

```
IF A NE G THEN GOTO, MISTAKE
```

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, FOR, IF...THEN...ELSE, REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

GRID_INPUT

The GRID_INPUT procedure preprocesses and sorts two-dimensional scattered data points, and removes duplicate values. This procedure is also used for converting spherical coordinates to Cartesian coordinates.

Note ——

GRID_INPUT accepts complex input but only utilizes the real part of any complex number.

——

Syntax

GRID_INPUT, *X*, *Y*, *F*, *X1*, *Y1*, *F1* [, DUPLICATES=*string*] [, EPSILON=*value*]
   [, EXCLUDE=*vector*]

or

GRID_INPUT, *Lon*, *Lat*, *F*, *Xyz*, *F1*, /SPHERE [, /DEGREES]
   [, DUPLICATES=*string*] [, EPSILON=*value*] [, EXCLUDE=*vector*]

or

GRID_INPUT, *R*, *Theta*, *F*, *X1*, *Y1*, *F1*, /POLAR [, /DEGREES]
   [, DUPLICATES=*string*] [, EPSILON=*value*] [, EXCLUDE=*vector*]

Arguments

X, Y

These are input arguments for scattered data points, where *X*, and *Y* are location. All of these arguments are N point vectors.

F

The function value at each location in the form of an N point vector.

Lon, Lat

These are input arguments representing scattered data points on a sphere, specifying location (longitude and latitude). All are N point vectors. *Lon*, *Lat* are in degrees or radians (default).

R, Theta

These are scattered data point input arguments representing the *R* and *Theta* polar coordinate location in degrees or radians (default). All arguments are N point vectors.

X1, Y1, F1

These output arguments are processed and sorted single precision floating point data which are passed as the input points to the GRIDDATA function.

Xyz

Upon return, a named variable that contains a 3-by-*n* array of Cartesian coordinates representing points on a sphere.

Keywords

DEGREES

By default, all angular inputs and keywords are assumed to be in radian units. Set the DEGREES keyword to change the angular input units to degrees.

DUPLICATES

Set this keyword to a string indicating how duplicate data points are handled per the following table. The case (upper or lower) is ignored. The default setting for DUPLICATES is "First".

String	Meaning
"First"	Retain only the first encounter of the duplicate locations.
"Last"	Retain only the last encounter of the duplicate locations.
"All"	Retains all locations, which is invalid for any gridding technique that requires a TRIANGULATION. Some methods, such as Inverse Distance or Polynomial Regression with no search criteria can handle duplicates.
"Avg"	Retain the average F value of the duplicate locations.

Table 9-1: DUPLICATE Keyword Values

String	Meaning
"Midrange"	Retain the average of the minimum and maximum duplicate locations ((Max(F) + Min (F)) / 2).
"Min"	Retain the minimum of the duplicate locations (Min(F)).
"Max"	Retain the maximum of the duplicate locations (Max(F)).

Table 9-1: DUPLICATE Keyword Values (Continued)

EPSILON

The tolerance for finding duplicates. Points within EPSILON distance of each other are considered duplicates. For spherical coordinates, EPSILON is in units of angular distance, as set by the DEGREES keyword.

EXCLUDE

An *N*-point vector specifying the indices of the points to exclude.

POLAR

Set to indicate inputs are in polar coordinates.

SPHERE

Set to indicate inputs are in spherical coordinates. In this case, the output argument *Xyz* is set to a 3-by-*n* array containing the spherical coordinates converted to 3-dimensional Cartesian points on a sphere.

Examples

The following example uses the data from the `irreg_grid1.txt` ASCII file included in the `examples/data` subdirectory of the IDL distribution. This file contains scattered elevation data of a model of an inlet. This scattered elevation data contains two duplicate locations. The GRID_INPUT procedure is used to omit the duplicate locations.

```
; Import the Data:
; Determine the path to the file.
file = FILE_SEARCH(!DIR, 'irreg_grid1.txt')
```

```
; Import the data from the file into a structure.
dataStructure = READ_ASCII(file)

; Get the imported array from the first field of
; the structure.
dataArray = TRANSPOSE(dataStructure.field1)

; Initialize the variables of this example from
; the imported array.
x = dataArray[*, 0]
y = dataArray[*, 1]
data = dataArray[*, 2]

; Display the Data:

; Scale the data to range from 1 to 253 so a color table can be
; applied. The values of 0, 254, and 255 are reserved as outliers.
scaled = BYTSCL(data, TOP = !D.TABLE_SIZE - 4) + 1B

; Load the color table.  If you are on a TrueColor, set the
; DECOMPOSED keyword to the DEVICE command before running a
; color table related routine.
DEVICE, DECOMPOSED = 0
LOADCT, 38

; Open a display window and plot the data points.
WINDOW, 0
PLOT, x, y, /XSTYLE, /YSTYLE, LINESTYLE = 1, $
   TITLE = 'Original Data, Scaled (1 to 253)', $
   XTITLE = 'x', YTITLE = 'y'

; Now display the data values with respect to the color table.
FOR i = 0L, (N_ELEMENTS(x) - 1) DO PLOTS, x[i], y[i], PSYM = -1, $
   SYMSIZE = 2., COLOR = scaled[i]

; Preprocess and sort the data. GRID_INPUT will
; remove any duplicate locations.
GRID_INPUT, x, y, data, xSorted, ySorted, dataSorted

; Display the results from GRID_INPUT:

; Scale the resulting data.
scaled = BYTSCL(dataSorted, TOP = !D.TABLE_SIZE - 4) + 1B

; Open a display window and plot the resulting data points.
WINDOW, 1
PLOT, xSorted, ySorted, /XSTYLE, /YSTYLE, LINESTYLE = 1, $
   TITLE = 'The Data Preprocessed and Sorted, Scaled (1 to 253)', $
   XTITLE = 'x', YTITLE = 'y'
```

```
; Now display the resulting data values with respect to the color
; table.
FOR i = 0L, (N_ELEMENTS(xSorted) - 1) DO PLOTS, $
   xSorted[i], ySorted[i], PSYM = -1, COLOR = scaled[i], $
   SYMSIZE = 2.
```

Version History

5.5	Introduced

See Also

GRIDDATA

GRID_TPS

The GRID_TPS function uses thin plate splines to interpolate a set of values over a regular two dimensional grid, from irregularly sampled data values. Thin plate splines are ideal for modeling functions with complex local distortions, such as warping functions, which are too complex to be fit with polynomials.

Given *n* points, (x_i, y_i) in the plane, a thin plate spline can be defined as:

$$f(x, y) = a_0 + a_1 x + a_2 y + \frac{1}{2} \sum_{i=0}^{n-1} b_i r_i^2 \log r_i^2$$

with the constraints:

$$\sum_{i=1}^{n-1} b_i = \sum_{i=1}^{n-1} b_i x_i = \sum_{i=0}^{n-1} b_i y_i = 0$$

where $r_i^2 = (x-x_i)^2 + (y-y_i)^2$. A thin plate spline (TPS) is a smooth function, which implies that it has continuous first partial derivatives. It also grows almost linearly when far away from the points (x_i, y_i). The TPS surface passes through the original points: $f(x_i, y_i) = z_i$.

Note —————————————————————————————

GRID_TPS requires at least 7 noncolinear points.

Syntax

Result = GRID_TPS (*Xp*, *Yp*, *Values* [, COEFFICIENTS=*variable*]
    [, NGRID=*[nx, ny]*] [, START=*[x0, y0]*] [, DELTA=*[dx, dy]*])

Return Value

An array of dimension (*nx*, *ny*) of interpolated values. If the values argument is a two-dimensional array, the output array has dimensions (*nz*, *nx*, *ny*), where *nz* is the leading dimension of the values array allowing for the interpolation of arbitrarily sized vectors in a single call. Keywords can be used to specify the grid dimensions, size, and location.

Note ───

If the Cholesky factorization used within GRID_TPS fails, then *Result* will be a scalar 0.

───

Arguments

Xp

A vector of *x* points.

Yp

A vector of *y* points, with the same number of elements as the *Xp* argument.

Values

A vector or two-dimensional array of values to interpolate. If values are a two-dimensional array, the leading dimension is the number of values for which interpolation is performed.

Keywords

COEFFICIENTS

A named variable in which to store the resulting coefficients of the thin plate spline function for the last set of Values. The first *N* elements, where *N* is the number of input points, contain the coefficients b_i, in the previous equation. Coefficients with subscripts *n*, *n*+1, and *n*+2, contain the values of a_0, a_1, and a_2, in the above equation.

DELTA

A two-element array specifying the grid spacing in X and Y. If this keyword is not specified, or if one of the elements is set equal to zero, the grid spacing is determined from the values of the NGRID and START keywords, according to the following rules:

$DELTA_0 = (MAX(Xp) - START_0)/(NGRID_0 - 1)$

$DELTA_1 = (MAX(Yp) - START_1)/(NGRID_1 - 1)$

DELTA can also be set to a scalar value to be used for the grid size in both X and Y.

NGRID

A two-element array of the size of the grid to interpolate (n_x, n_y). If a scalar is passed, the value is used for both n_x and n_y. The default value is [25, 25].

START

A two-element array of the location of grid point (x_0, y_0). If a scalar is passed, the value is used for both x_0 and y_0. The default is the minimum values in the *xp* and *yp* arrays.

References

I. Barrodale, et al, "Note: Warping digital images using thin plate splines", Pattern Recognition, Vol 26, No. 2, pp 375-376, 1993.

M. J. D. Powell, "Tabulation of thin plate splines on a very fine two-dimensional grid", Report No. DAMTP 1992/NA2, University of Cambridge, Cambridge, U.K. (1992).

Examples

The following example creates a set of 25 random values defining a surface on a square, 100 units on a side, starting at the origin. Then, we use GRID_TPS to create a regularly gridded surface, with dimensions of 101 by 101 over the square, which is then displayed. The same data set is then interpolated using TRIGRID, and the two results are displayed for comparison.

```
;X values
x = RANDOMU(seed, 25) * 100

;Y values
y = RANDOMU(seed, 25) * 100

;Z values
z = RANDOMU(seed, 25) * 10

z1 = GRID_TPS(x, y, z, NGRID=[101, 101], START=[0,0], DELTA=[1,1])

;Show the result
SHADE_SURF, z1, TITLE='TPS'

;Grid using TRIGRID
TRIANGULATE, x, y, tr, bounds
```

```
z2 = TRIGRID(x, y, z, tr, [1,1], [0,0,100, 100], $
   EXTRAPOLATE=bounds)

;Show triangulated surface
SHADE_SURF, z2, TITLE='TRIGRID - Quintic'
```

Version History

5.2	Introduced

See Also

MIN_CURVE_SURF, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

GRID3

The GRID3 function fits a smooth function to a set of 3D scattered nodes (x_i, y_i, z_i) with associated data values (f_i). The function can be sampled over a set of user-specified points, or over an arbitrary 3D grid which can then be viewed using the SLICER3 procedure.

GRID3 uses the method described in Renka, R. J., "Multivariate Interpolation of Large Sets of Scattered Data," *ACM Transactions on Mathematical Software*, Vol. 14, No. 2, June 1988, Pages 139-148, which has been referred to as the Modified Shepard's Method. The function described by this method has the advantages of being equal to the values of f_i, at each (x_i, y_i, z_i), and being smooth (having continuous first partial derivatives).

Syntax

Result = GRID3(*X*, *Y*, *Z*, *F*, *Gx*, *Gy*, *Gz* [, DELTA=*scalar/vector*] [, DTOL=*value*] [, GRID=*value*] [, NGRID=*value*] [, START=*[x, y, z]*])

Return Value

If no optional or keyword parameters are supplied, GRID3 produces a regularly-sampled volume with dimensions of (25, 25, 25), made up of single-precision, floating-point values, enclosing the original data points.

Arguments

X, Y, Z and F

Arrays containing the locations of the data points, and the value of the variable to be interpolated at that point. *X*, *Y*, *Z*, and *F* must have the same number of elements (with a minimum of 10 elements per array) and are converted to floating-point if necessary.

Note

For the greatest possible accuracy, the arrays *X*, *Y*, and *Z* should be scaled to fit in the range [0,1].

G$_x$, G$_y$, and G$_z$

Optional arrays containing the locations within the volume to be sampled (if the GRID keyword is not set), or the locations along each axis of the sampling grid (if the

GRID keyword is set). If these parameters are supplied, the keywords DELTA, NGRID, and START are ignored.

If the keyword GRID is *not* set, the result has the same number of elements as G_x, G_y, and G_z. The *i*th element of the result contains the value of the interpolate at (G_{xi}, G_{yi}, G_{zi}). The result has the same dimensions as G_x.

If the GRID keyword is set, the result of GRID3 is a three-dimensional, single-precision, floating-point array with dimensions of (N_x, N_y, N_z), where N_x, N_y, and N_z are the number of elements in G_x, G_y, and G_z, respectively.

Keywords

DELTA

Set this keyword to a three-element vector or a scalar that specifies the grid spacing in the X, Y, and Z dimensions. The default spacing produces NGRID samples within the range of each axis.

DTOL

The tolerance for detecting an ill-conditioned system of equations. The default value is 0.01, which is appropriate for small ranges of *X*, *Y*, and *Z*. For large ranges of *X*, *Y*, or *Z*, it may be necessary to decrease the value of DTOL. If you receive the error message "GRID3: Ill-conditioned matrix or all nodes co-planar," try decreasing the value of DTOL.

GRID

This keyword specifies the interpretation of G_x, G_y, and G_z. The default value for GRID is zero if G_x, G_y, and G_z are supplied, otherwise a regularly-gridded volume is produced.

NGRID

The number of samples along each axis. NGRID can be set to a scalar, in which case each axis has the same number of samples, or to a three-element array containing the number of samples for each axis. The default value for NGRID is 25.

START

A three-element array that specifies the starting value for each grid. The default value for START is the minimum value in the respective X, Y, and Z array.

Examples

Produce a set random points within the (0,1) unit cube and simulate a function:

```
; Number of irregular samples:
N = 300

; Generate random values between 0 and 1:
X = RANDOMU(SEED, N)
Y = RANDOMU(SEED, N)
Z = RANDOMU(SEED, N)

; The function to simulate:
F = (X-.5)^2 + (Y-.5)^2 + Z

; Return a cube with 25 equal-interval samples along each axis:
Result = GRID3(X, Y, Z, F)

; Return a cube with 11 elements along each dimension, which
; samples each axis at (0, 0.1, ..., 1.0):
Result = GRID3(X, Y, Z, F, START=[0., 0., 0], $
   DELTA=0.1, NGRID=10)
```

The same result is produced by the statements:

```
; Create sample values:
S = FINDGEN(11) / 10.
Result = GRID3(X, Y, Z, F, S, S, S, /GRID)
```

Version History

Pre 4.0	Introduced

See Also

SLICER3, QGRID3, QHULL

GRIDDATA

The GRIDDATA function interpolates scattered data values on a plane or a sphere to a regular grid, an irregular grid, a specified set of interpolates, or scattered data points. The returned value is a two-dimensional floating point array. Computations are performed in double-precision floating point. The following interpolation methods are supported:

- Inverse Distance (default)
- Natural Neighbor
- Kriging
- Nearest Neighbor
- Linear
- Polynomial Regression
- Minimum Curvature
- Quintic
- Modified Shepard's
- Radial Basis Function

Note

GRIDDATA accepts complex input but only utilizes the real part of any complex number.

Syntax

Interleaved

Result = GRIDDATA(*X*, *F*)

Planar

Result = GRIDDATA(*X*, *Y*, *F*)

Sphere From Cartesian Coordinates

Result = GRIDDATA(*X*, *Y*, *Z*, *F*, /SPHERE)

Sphere From Spherical Coordinates

Result = GRIDDATA(*Lon*, *Lat*, *F*, /SPHERE)

Inverse Distance Keywords:
   [, METHOD='*InverseDistance*' | /INVERSE_DISTANCE]
   [, ANISOTROPY=*vector*] [, /DEGREES] [, DELTA=*vector*]
   [, DIMENSION=*vector*] [, TRIANGLES=*array* [, EMPTY_SECTORS=*value*]
   [, MAX_PER_SECTOR=*value*] [, MIN_POINTS=*value*]

[, SEARCH_ELLIPSE=*vector*]] [, FAULT_POLYGONS=*vector*]
[, FAULT_XY=*array*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, POWER=*value*]
[, SECTORS={1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 }] [, SMOOTHING=*value*] [, /SPHERE]
[, START=*vector*]

Kriging Keywords:

[METHOD='*Kriging*' | /KRIGING [, ANISOTROPY=*vector*]
[, DELTA=*vector*] [, DIMENSION=*vector*]
[, TRIANGLES=*array* [, EMPTY_SECTORS=*value*]
[, MAX_PER_SECTOR=*value*] [, MIN_POINTS=*value*]
[, SEARCH_ELLIPSE=*vector*]] [, FAULT_POLYGONS=*vector*]
[, FAULT_XY=*array*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, SECTORS={1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 }] [, /SPHERE]
[, START=*vector*] [, VARIOGRAM=*vector*]

Linear Interpolation Keywords:

[METHOD='*Linear*' | /LINEAR , TRIANGLES=*array* [, DELTA=*vector*]
[, DIMENSION=*vector*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, START=*vector*]

Minimum Curvature Keywords:

[METHOD='*MinimumCurvature*' | /MIN_CURVATURE [, DELTA=*vector*]
[, DIMENSION=*vector*] [, START=*vector*]

Modified Shepard's Keywords:

[METHOD='*ModifiedShepards*' | /SHEPARDS, TRIANGLES=*array*
[, ANISOTROPY=*vector*] [, DELTA=*vector*] [, DIMENSION=*vector*]
[, EMPTY_SECTORS=*value*] [, FAULT_POLYGONS=*vector*]
[, FAULT_XY=*array*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MAX_PER_SECTOR=*value*] [, MIN_POINTS=*value*] [, MISSING=*value*]
[, NEIGHBORHOOD=*array*] [, SEARCH_ELLIPSE=*vector*]
[, SECTORS={1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 }] [, START=*vector*]

Natural Neighbor Keywords:

[METHOD='*NaturalNeighbor*' | /NATURAL_NEIGHBOR,
TRIANGLES=*array* [, /DEGREES] [, DELTA=*vector*]
[, DIMENSION=*vector*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, /SPHERE] [, START=*vector*]

Nearest Neighbor Keywords:

[METHOD='*NearestNeighbor*' | /NEAREST_NEIGHBOR,
TRIANGLES=*array* [, /DEGREES] [, DELTA=*vector*]
[, DIMENSION=*vector*] [, FAULT_POLYGONS=*vector*]

[, FAULT_XY=*array*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, /SPHERE] [, START=*vector*]

Polynomial Regression Keywords:
METHOD='*PolynomialRegression*' | /POLYNOMIAL_REGRESSION,
[, DELTA=*vector*] [, DIMENSION=*vector*]
[, TRIANGLES=*array* [, EMPTY_SECTORS=*value*]
[, MAX_PER_SECTOR=*value*] [, MIN_POINTS=*value*]
[, SEARCH_ELLIPSE=*vector*]] [, FAULT_POLYGONS=*vector*]
[, FAULT_XY=*array*] [, /GRID, XOUT=*vector*, YOUT=*vector*]
[, MISSING=*value*] [, POWER=*value*]
[, SECTORS={ 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 }] [, START=*vector*]

Quintic Keywords: METHOD='*Quintic*' | /QUINTIC, TRIANGLES=*array*
[, DELTA=*vector*] [, DIMENSION=*vector*] [, MISSING=*value*]
[, START=*vector*]

Radial Basis Function Keywords:
METHOD='*RadialBasisFunction*' | /RADIAL_BASIS_FUNCTION,
[, ANISOTROPY=*vector*] [, /DEGREES] [, DELTA=*vector*]
[, DIMENSION=*vector*] [, TRIANGLES=*array* [, EMPTY_SECTORS=*value*]
[, MAX_PER_SECTOR=*value*] [, MIN_POINTS=*value*]
[, SEARCH_ELLIPSE=*vector*]] [, FAULT_POLYGONS=*vector*]
[, FAULT_XY=*array*] [, FUNCTION_TYPE={ 0 | 1 | 2 | 3 | 4 }]
[, /GRID, XOUT=*vector*, YOUT=*vector*] [, MISSING=*value*]
[, SECTORS={ 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 }] [, SMOOTHING=*value*] [, /SPHERE]
[, START=*vector*]

Return Value

If any of the input arguments are double precision, *Result* is double precision;
otherwise, *Result* is single precision. All computations are performed in double
precision.

Arguments

X [, Y [, Z]]

The point locations. If only one input coordinate parameter is supplied, the points are
interleaved; for the Cartesian coordinate system the points are 2-by-*n* dimensions;
and 3-by-*n* for a sphere in Cartesian coordinates.

F

The function value at each location in the form of an *n*-element vector.

Note ———————————————————————————————————

GRIDDATA will use the minimum number of points specified in any of the X, Y, Z, or F array arguments as the number of input points and function values.

———————————————————————————————————

Lon, Lat

These arguments contain the locations (on a sphere) of the data points (similar to *X*, and *Y*) but are in degrees or radians (default) depending on the use of the keyword DEGREES.

Keywords

ANISOTROPY

This keyword is a vector describing an ellipse (see the description for the SEARCH_ELLIPSE keyword). All points on the circumference of the ellipse have an equal influence on a point at the center of the ellipse.

For example, assume that atmospheric data are being interpolated, with one dimension being altitude, and the other dimension representing distance from a point. If the vertical mixing is half that of the horizontal mixing, a point 100 units from an interpolate and at the same level has the same influence as a point 50 units above or below the interpolate at the same horizontal location. This effect requires setting the ANISOTROPY keyword to [2, 1, 0] which forms an ellipse with an *X*-axis length twice as long as its *Y*-axis length.

DEGREES

By default, all angular inputs and keywords are assumed to be in radian units. Set the DEGREES keyword to change the angular input units to degrees.

DELTA

A two-element array specifying the grid spacing in *X* and *Y*.

If this keyword is not specified, or if one of the elements is set equal to zero, the grid spacing is determined from the values of the DIMENSION and START keywords, according to the following rules:

- $DELTA_0 = (\max(x) - START_0)/(DIMENSION_0 - 1)$

- $DELTA_1 = (\max(y) - START_1)/(DIMENSION_1 - 1)$

DELTA can also be set to a scalar value to be used for the grid size in both *X* and *Y*.

This keyword is ignored if the GRID, XOUT and YOUT keywords are specified.

DIMENSION

A two element array specifying the grid dimensions in *X* and *Y*. Default value is 25 for each dimension. This keyword can also be set to a scalar value to be used for the grid spacing in both *X* and *Y*.

This keyword is ignored if the GRID, XOUT and YOUT keywords are specified.

EMPTY_SECTORS

This keyword defines the search rules for the maximum number of sectors that may be empty when interpolating at each point. If this number or more sectors contain no data points, considering the search ellipse and/or the fault polygons, the resulting interpolant is the missing data value.

Note

The TRIANGLES keyword is required when the EMPTY_SECTORS, MAX_PER_SECTOR, MIN_POINTS, or SEARCH_ELLIPSE keywords are used.

FAULT_POLYGONS

Set this keyword to an array containing one or more polygon descriptions. A polygon description is an integer or longword array of the form: $[n, i_0, i_1, ..., i_{n-1}]$, where *n* is the number of vertices that define the polygon, and $i_0...i_{n-1}$ are indices into the FAULT_XY vertices. The FAULT_POLYGON array may contain multiple polygon descriptions that have been concatenated. To have this keyword ignore an entry in the FAULT_POLYGONS array, set the vertex count, *n*, and all associated indices to 0. To end the drawing list, even if additional array space is available, set *n* to –1. If this keyword is not specified, a single connected polygon is generated from FAULT_XY.

Note

FAULT_POLYGONS are not supported with spherical gridding.

FAULT_XY

The a 2-by-*n* array specifying the coordinates of points on the fault lines/polygons.

Note ———————————————————————————————

FAULT_XY is not supported with spherical gridding.

———————————————————————————————

FUNCTION_TYPE

Note ———————————————————————————————

This keyword is only used with the Radial Basis Function method of interpolation.

———————————————————————————————

Set this keyword to one of the values shown in the following table to indicate which basis function to use. Default is 0, the Inverse Multiquadric function.

Value	Function Type Used	Equation
0	Inverse Multiquadric	$B(h) = 1/(\sqrt{h^2 + R^2})$
1	Multilog	$B(h) = \log(h^2 + R^2)$
2	Multiquadric	$B(h) = \sqrt{h^2 + R^2}$
3	Natural Cubic Spline	$B(h) = (h^2 + R^2)^{3/2}$
4	Thin Plate Spline	$B(h) = (h^2 + R^2)\log(h^2 + R^2)$

Note - In the equations, h = the anisotropically scaled distance from the interpolant to the node, and R^2 = the value of the SMOOTHING keyword.

GRID

The GRID keyword controls how the XOUT and YOUT vectors specify where interpolates are desired.

If GRID is set, XOUT and YOUT must also be specified. Interpolation is performed on a regular or irregular grid specified by the vectors XOUT with *m* elements and YOUT with *n* elements. The *Result* is an *m*-by-*n* grid with point [*i*, *j*] resulting from the interpolation at (XOUT[*i*], YOUT[*j*]). When XOUT and YOUT are used, the DELTA, DIMENSION and START keywords are ignored.

INVERSE_DISTANCE

Selects the Inverse Distance method of interpolation.

KRIGING

Selects the Kriging method of interpolation. The variogram type for the Kriging method is set by default, however the VARIOGRAM keyword can be used to set variogram parameters.

LINEAR

Selects the Linear method of interpolation. The TRIANGLES keyword is required when the LINEAR keyword is used.

MAX_PER_SECTOR

This keyword defines the search rules for the maximum number of data points to include in each sector when interpolating. Search rules effectively limit the number of data points used in computing each interpolate. For example, to use the nearest *n* nodes to compute each interpolant, specify MAX_PER_SECTOR = *n* and use the TRIANGLES keyword.

Note
The TRIANGLES keyword is required when the EMPTY_SECTORS, MAX_PER_SECTOR, MIN_POINTS, or SEARCH_ELLIPSE keywords are used.

METHOD

A string containing one of the method names as shown in the following table. The default for METHOD is "InverseDistance".

Note
The interpolation method can be chosen using the METHOD keyword set to the specific string, or by setting the corresponding method name keyword.

Note
There are no spaces between words in the method strings and the strings are case insensitive.

Method String	Meaning
"InverseDistance"	Data points closer to the grid points have more effect than those which are further away.
"Kriging"	Data points and their spatial variance are used to determine trends which are applied to the grid points.
"Linear"	Grid points are linearly interpolated from triangles formed by Delaunay triangulation.
"MinimumCurvature"	A plane of grid points is conformed to the data points while trying to minimize the amount of bending in the plane.
"ModifiedShepards"	Inverse Distance weighted with the least squares method.
"NaturalNeighbor"	Each interpolant is a linear combination of the three vertices of its enclosing Delaunay triangle and their adjacent vertices.
"NearestNeighbor"	The grid points have the same value as the nearest data point.
"PolynomialRegression"	Each interpolant is a least-squares fit of a polynomial in X and Y of the specified power to the specified data points.
"Quintic"	Grid points are interpolated with quintic polynomials from triangles formed by Delaunay triangulation.
"RadialBasisFunction"	The effects of data points are weighted by a function of their radial distance from a grid point.

Table 9-2: METHOD Keyword Values

MIN_CURVATURE

Selects the Minimum Curvature method of interpolation.

Note
If the Cholesky factorization used within the Minimum Curvature method fails, then a scalar 0 will be returned instead of the two-dimensional array.

Note

The minimum curvature algorithm requires a work array that is M^2 in size, where M is the total number of input data points. On 32-bit platforms, you are therefore limited to input data arrays that have less than approximately 46340 data points, with the exact number depending upon your available memory. Using an input array with too many elements will result in an error.

MIN_POINTS

If fewer than this number of data points are encountered in all sectors, the value of the resulting grid point is set to the value of the MISSING keyword.

The MIN_POINTS keyword also indicates the number of closest points used for each local fit, if SEARCH_ELLIPSE isn't specified.

Note

The TRIANGLES keyword is required when the EMPTY_SECTORS, MAX_PER_SECTOR, MIN_POINTS, or SEARCH_ELLIPSE keywords are used.

MISSING

Set this keyword to the value that will be used for an element of the *Result* array if there is no calculated value for that element. The default is 0.

NATURAL_NEIGHBOR

Selects the Natural Neighbor method of interpolation.

Note

The TRIANGLES keyword is required when the NATURAL_NEIGHBOR keyword is used.

NEAREST_NEIGHBOR

Selects the Nearest Neighbor method of interpolation.

Note

The TRIANGLES keyword is required when the NEAREST_NEIGHBOR keyword is used.

NEIGHBORHOOD

Note ───

The NEIGHBORHOOD keyword is only used for the Modified Shepard's method of interpolation.

───

A two-element array, [*Nq*, *Nw*] defining the quadratic fit, *Nq*, and weighting, *Nw*, neighborhood sizes for the Modified Shepard's method. The default for *Nq* is the smaller of 13 and the number of points minus 1, with a minimum of 5. The default for *Nw* is the smaller of 19 and the number of points. The Modified Shepard's method first computes the coefficients of a quadratic fit for each input point, using its *Nq* closest neighbors.

When interpolating an output point, the quadratic fits from the *Nw* closest input points are weighted inversely by a function of distance and then combined. The size of the neighborhood used for Shepard's method interpolation may also be specified by the search rules keywords.

POLYNOMIAL_REGRESSION

Selects the Polynomial Regression method for interpolation. The power of the polynomial regression is set to 2 by default, however the POWER keyword can be used to change the power to 1 or 3.

The function fit to each interpolant corresponding to the POWER keyword set equal to 1, 2 (the default), and 3 respectively is as follows:

$$F(x,y) = a_0 + a_1 x + a_2 y$$
$$F(x,y) = a_0 + a_1 x + a_2 y + a_3 x^2 + a_4 y^2 + a_5 xy$$
$$F(x,y) = a_0 + a_1 x + a_2 y + a_3 x^2 + a_4 y^2 + a_5 xy + a_6 x^3 + a_7 y^3 + a_8 x^2 y + a_9 xy^2$$

By inspection, a minimum of three data points are required to fit the linear polynomial, six data points for the second polynomial equation (where POWER = 2), and ten data points for the third polynomial (POWER = 3). If not enough data points exist for a given interpolant, the missing data values are set to the value of the MISSING keyword.

POWER

The weighting power of the distance, or the maximum order in the polynomial fitting function. For polynomial regression, this value is either 1, 2 (the default), or 3.

Note ———

  The POWER keyword is only used for the Inverse Distance and Polynomial
  Regression methods of interpolation.

———

QUINTIC

Selects the triangulation with Quintic interpolation method.

Note ———

  The TRIANGLES keyword is required when the QUINTIC keyword is used.

———

RADIAL_BASIS_FUNCTION

Selects the Radial Basis Function method of interpolation.

SEARCH_ELLIPSE

This keyword defines the search rules as a scalar or vector of from 1 to 3 elements
that specify an ellipse or circle in the form [*R1*], [*R1*, *R2*], or [*R1*, *R2*, *Theta*]. *R1* is
one radius, *R2* the other radius, and *Theta* describes the angle between the *X*-axis to
the *R1*-axis, counterclockwise, in degrees or radians as specified by the DEGREES
keyword. Only data points within this ellipse, centered on the location of the
interpolate, are considered. If not specified, or 0, this distance test is not applied.
Search rules effectively limit the number of data points used in computing each
interpolate.

For example, to only consider data points within a distance of 5 units of each
interpolant, specify the keyword as SEARCH_ELLIPSE = 5.

Note ———

  The TRIANGLES keyword is required when the EMPTY_SECTORS,
  MAX_PER_SECTOR, MIN_POINTS, or SEARCH_ELLIPSE keywords are used.

———

SECTORS

This keyword defines the search rules for the number of sectors used in applying the
MAX_SECTOR, EMPTY_SECTORS, and MIN_POINTS tests, an integer from 1
(the default setting) to 8.

SHEPARDS

Selects the Modified Shepard's method of interpolation. The parameters for the Modified Shepard's method are set by default, however the NEIGHBORHOOD keyword can be used to modify the parameters.

Note ────────────────────────────────

The TRIANGLES keyword is required when the SHEPARDS keyword is used.

──

SMOOTHING

A scalar value defining the smoothing radius. For the Radial Basis Function method, if SMOOTHING is not specified, the default value is equal to the average point spacing, assuming a uniform distribution. For the Inverse Distance method, the default value is 0, implying no smoothing.

Note ────────────────────────────────

The SMOOTHING keyword is used only for the Inverse Distance and Radial Basis Function methods of interpolation.

──

SPHERE

If set, data points lie on the surface of a sphere.

When the SPHERE keyword is used with Cartesian input coordinates (x,y,z), the coordinates must lie on a unit sphere (i.e., center at 0,0,0 and radius = 1). If any points do not lie on the sphere (within some tolerance), they are forced to be on the sphere, and GRIDDATA issues a warning and continues execution.

Furthermore, if a point lies at the origin, GRIDDATA throws an error that Cartesian coordinates cannot be zero, and halts execution.

START

A scalar or a two-element array specifying the start of the grid in *X* and *Y*. Default value is [min(*x*), min(*y*)].

This keyword is ignored if the GRID, XOUT and YOUT keywords are specified.

TRIANGLES

A 3-by-*nt* longword array describing the connectivity of the input points, as returned by TRIANGULATE, where *nt* is the number of triangles. If duplicate point locations

are input and the TRIANGLES keyword is present, only one of the points is considered.

Note ───
The TRIANGLES keyword is required for the Natural Neighbor, Nearest Neighbor, Modified Shepard's, Linear, and Quintic Interpolation methods.
───

Note ───
The TRIANGLES keyword is required when the EMPTY_SECTORS, MAX_PER_SECTOR, MIN_POINTS, or SEARCH_ELLIPSE keywords are used.
───

VARIOGRAM

Specifies the variogram type and parameters for the Kriging method. This parameter is a vector of one to four elements in the form of: [*Type*, *Range*, *Nugget*, *Scale*]. The *Type* is encoded as: 1 for linear, 2 for exponential, 3 for gaussian, 4 for spherical. Defaults values are: *Type* is exponential, *Range* is 8 times the average point spacing assuming a uniform distribution, *Nugget* is zero, and *Scale* is 1.

Note ───
The VARIOGRAM keyword is only used with the Kriging method of interpolation.
───

The following functions are used to model the variogram functions:

Linear Covariance:

$$\text{Covariance} = \begin{cases} N & \text{if } d = 0 \\ Sd & \text{if } d < R \\ 0 & \text{if } d > R \end{cases}$$

Exponential Covariance:

$$\text{Covariance} = \begin{cases} N + S & \text{if } d = 0 \\ Se^{(-3d/R)} & \text{if } d > 0 \end{cases}$$

Gaussian Covariance:

$$\text{Covariance} = \begin{array}{ll} N + S & \text{if } d = 0 \\ Se^{(-3d^2/R^2)} & \text{if } d > 0 \end{array}$$

Spherical Covariance:

$$\text{Covariance} = \begin{array}{ll} N + S & \text{if } d = 0 \\ S - 1.5S(d/R) + 0.5S(d/R)^3 & \text{if } d < R \\ 0 & \text{if } d > R \end{array}$$

where *d* is the distance from one point to another, *R* is the range value, *N* is the nugget value, and *S* is the scale value.

XOUT

If the GRID keyword is set, use XOUT to specify irregularly spaced rectangular output grids. If XOUT is specified, YOUT must also be specified. When XOUT and YOUT are used, the DELTA, DIMENSION and START keywords are ignored.

If GRID is not set (the default), the location vectors XOUT and YOUT directly contain the X and Y values of the interpolates, and must have the same number of elements. The *Result* has the same structure and number of elements as XOUT and YOUT, with point [*i*] resulting from the interpolation at (XOUT[*i*], YOUT[*i*]).

YOUT

If the GRID keyword is set, use YOUT to specify irregularly spaced rectangular output grids. If YOUT is specified, XOUT must also be specified. When XOUT and YOUT are used, the DELTA, DIMENSION and START keywords are ignored.

If GRID is not set (the default), the location vectors XOUT and YOUT directly contain the X and Y values of the interpolates, and must have the same number of elements. The *Result* has the same structure and number of elements as XOUT and YOUT, with point [*i*] resulting from the interpolation at (XOUT[*i*], YOUT[*i*]).

Examples

Example 1

This example interpolates a data set measured on an irregular grid. Various types of the Inverse Distance interpolation method (the default method) are used in this example.

```
; Create a dataset of N points.
n = 100                          ;# of scattered points
seed = -121147L                  ;For consistency
x = RANDOMU(seed, n)
y = RANDOMU(seed, n)

; Create a dependent variable in the form a function of (x,y)
; with peaks & valleys.
f = 3 * EXP(-((9*x-2)^2 + (7-9*y)^2)/4) + $
   3 * EXP(-((9*x+1)^2)/49 - (1-0.9*y)) + $
   2 * EXP(-((9*x-7)^2 + (6-9*y)^2)/4) - $
   EXP(-(9*x-4)^2 - (2-9*y)^2)

; Initialize display.
WINDOW, 0, XSIZE = 512, YSIZE = 768, TITLE = 'Inverse Distance'
!P.MULTI = [0, 1, 3, 0, 0]

; Inverse distance: Simplest default case which produces a 25 x
; 25 grid.
grid = GRIDDATA(x, y, f)
SURFACE, grid, CHARSIZE = 3, TITLE = 'Simple Example'

; Default case, Inverse distance.
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51)
SURFACE, grid, CHARSIZE = 3, TITLE = 'Larger Grid'

; Inverse distance + smoothing.
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
   SMOOTH = 0.05)
SURFACE, grid, CHARSIZE = 3, TITLE = 'Smoothing'

; Set system variable back to default value.
!P.MULTI = 0
```

Example 2

This example uses the same data as the previous one, however in this example we use the Radial Basis Function and the Modified Shepard's interpolation methods.

```
; Create a dataset of N points.
```

```
n = 100                           ;# of scattered points
seed = -121147L                   ;For consistency
x = RANDOMU(seed, n)
y = RANDOMU(seed, n)

; Create a dependent variable in the form of a function of (x,y)
; with peaks & valleys.
f = 3 * EXP(-((9*x-2)^2 + (7-9*y)^2)/4) + $
    3 * EXP(-((9*x+1)^2)/49 - (1-0.9*y)) + $
    2 * EXP(-((9*x-7)^2 + (6-9*y)^2)/4) - $
    EXP(-(9*x-4)^2 - (2-9*y)^2)

; Initialize display.
WINDOW, 0, XSIZE = 512, YSIZE = 512, $
    TITLE = 'Different Methods of Gridding'
!P.MULTI = [0, 1, 2, 0, 0]

; Use radial basis function with multilog basis function.
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
    /RADIAL_BASIS_FUNCTION, FUNCTION_TYPE = 1)
SURFACE, grid, CHARSIZE = 3, TITLE = 'Radial Basis Function'

; The following example requires triangulation.
TRIANGULATE, x, y, tr

; Use Modified Shepard's method.
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
    TRIANGLES = tr, /SHEPARDS)
SURFACE, grid, CHARSIZE = 3, TITLE = "Modified Shepard's Method"

; Set system variable back to default value.
!P.MULTI = 0
```

Example 3

This example uses the same data as the previous ones, however in this example we use various types of the Polynomial Regression interpolation method.

```
; Create a dataset of N points.
n = 100                           ;# of scattered points
seed = -121147L                   ;For consistency
x = RANDOMU(seed, n)
y = RANDOMU(seed, n)

; Create a dependent variable in the form a function of (x,y)
; with peaks & valleys.
f = 3 * EXP(-((9*x-2)^2 + (7-9*y)^2)/4) + $
    3 * EXP(-((9*x+1)^2)/49 - (1-0.9*y)) + $
    2 * EXP(-((9*x-7)^2 + (6-9*y)^2)/4) - $
```

```
      EXP(-(9*x-4)^2 - (2-9*y)^2)

   ; Initialize display.
   WINDOW, 0, XSIZE = 512, YSIZE = 768, $
      TITLE = 'Polynomial Regression'
   !P.MULTI = [0, 1, 3, 0, 0]

   ; The following examples require the triangulation.
   TRIANGULATE, x, y, tr

   ; Fit with a 2nd degree polynomial in x and y.  This fit considers
   ; all points when fitting the surface, obliterating the individual
   ; peaks.
   grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
      TRIANGLES = tr, /POLYNOMIAL_REGRESSION)
   SURFACE, grid, CHARSIZE = 3, TITLE = 'Global Degree 2 Polynomial'

   ; Fit with a 2nd degree polynomial in x and y, but this time use
   ; only the 10 closest nodes to each interpolant.  This provides a
   ; relatively smooth surface, but still shows the individual peaks.
   grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
      TRIANGLES = tr, /POLYNOMIAL_REGRESSION, MAX_PER_SECTOR = 10)
   SURFACE, grid, CHARSIZE = 3, TITLE = 'Local Polynomial, 10 Point'

   ; As above, but use only the nodes within a distance of 0.4 when
   ; fitting each interpolant.
   grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
      TRIANGLES = tr, /POLYNOMIAL_REGRESSION, SEARCH_ELLIPSE = 0.4)
   SURFACE, grid, CHARSIZE = 3, $
      TITLE = 'Local Polynomial, Radius = 0.4'

   !P.MULTI = 0          ; Set system variable back to default value.
```

Example 4

This example uses the same data as the previous ones; however, in this example we
show how to speed up the interpolation by limiting the interpolation to the local area
around each interpolate.

```
   ; Create a dataset of N points.\.
   n = 100                          ;# of scattered points
   seed = -121147L                  ;For consistency
   x = RANDOMU(seed, n)
   y = RANDOMU(seed, n)

   ; Create a dependent variable in the form a function of (x,y)
   ; with peaks & valleys.
   f = 3 * EXP(-((9*x-2)^2 + (7-9*y)^2)/4) + $
      3 * EXP(-((9*x+1)^2)/49 - (1-0.9*y)) + $
```

```
        2 * EXP(-((9*x-7)^2 + (6-9*y)^2)/4) - $
        EXP(-(9*x-4)^2 - (2-9*y)^2)

; Note: the inverse distance, kriging, polynomial regression, and
; radial basis function methods are, by default, global methods in
; which each input node affects each output node. With these
; methods, large datasets can require a prohibitively long time to
; compute unless the scope of the interpolation is limited to a
; local area around each interpolate by specifying search rules.
; In fact, the radial basis function requires time proportional to
; the cube of the number of input points.

; For example, with 2,000 input points, a typical workstation
; required 500 seconds to interpolate a 10,000 point grid using
; radial basis functions.  By limiting the size of the fit to the
; 20 closest points to each interpolate, via the MIN_POINTS
; keyword, the time required dropped to less than a second.

; Initialize display.
WINDOW, 0, XSIZE = 512, YSIZE = 512, $
   TITLE = 'Radial Basis Function'
!P.MULTI = [0, 1, 2, 0, 0]

; Slow way:
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
   /RADIAL_BASIS_FUNCTION)
SURFACE, grid, CHARSIZE = 3, TITLE = 'All Points'

; The following example requires triangulation.
TRIANGULATE, x, y, tr

; Faster way:
grid = GRIDDATA(x, y, f, START = 0, DELTA = 0.02, DIMENSION = 51, $
   /RADIAL_BASIS_FUNCTION, MIN_POINTS = 15, TRIANGLES = tr)
SURFACE, grid, CHARSIZE = 3, TITLE = 'Nearest 15 Points'

; Set system variable back to default value.
!P.MULTI = 0
```

Example 5

This example interpolates a spherical data set measured on an irregular grid. We use the Kriging and Natural Neighbors interpolation methods in this example.

```
; Create a 100 scattered points on a sphere and form a function
; of their latitude and longitude. Then grid them to a 2 degree
; grid over the sphere, display a Mollweide projection map, and
; overlay the contours of the result on the map.
```

```
; Create a dataset of N points.
n = 100
; A 2 degree grid with grid dimensions.
delta = 2
dims = [360, 180]/delta
; Longitude and latitudes (for uniformly placed data)
lon = RANDOMU(seed, n) * 360 - 180
lat = ACOS(2*RANDOMU(seed, n) - 1.) * !RADEG - 90
; The lon/lat grid locations
lon_grid = FINDGEN(dims[0]) * delta - 180
lat_grid = FINDGEN(dims[1]) * delta - 90

; Create a dependent variable in the form of a smoothly varying
; function.
f = SIN(2*lon*!DTOR) + COS(lat*!DTOR) ;

; Initialize display.
WINDOW, 0, XSIZE = 512, YSIZE = 768, TITLE = 'Spherical Gridding'
!P.MULTI = [0, 1, 3, 0, 0]

; Kriging: Simplest default case.
z = GRIDDATA(lon, lat, f, /KRIGING, /DEGREES, START = 0, /SPHERE, $
   DELTA = delta, DIMENSION = dims)
MAP_SET, /MOLLWEIDE, /ISOTROPIC, /HORIZON, /GRID, CHARSIZE = 3, $
   TITLE = 'Sphere: Kriging'
CONTOUR, z, lon_grid, lat_grid, /OVERPLOT, NLEVELS = 10, /FOLLOW

; This example is the same as above, but with the addition of a
; call to QHULL to triangulate the points on the sphere, and to
; then interpolate using the 10 closest points. The gridding
; portion of this example requires about one-fourth the time as
; above.
QHULL, lon, lat, tr, /DELAUNAY, SPHERE = s
z = GRIDDATA(lon, lat, f, /DEGREES, START = 0, DELTA = delta, $
   DIMENSION = dims, TRIANGLES = tr, MIN_POINTS = 10, /KRIGING, $
   /SPHERE)
MAP_SET, /MOLLWEIDE, /ISOTROPIC, /HORIZON, /GRID, /ADVANCE, $
   CHARSIZE = 3, TITLE = 'Sphere: Kriging, 10 Closest Points'
CONTOUR, z, lon_grid, lat_grid, /OVERPLOT, NLEVELS = 10, /FOLLOW

; This example uses the natural neighbor method, which is about
; four times faster than the above example but does not give as
; smooth a surface.
z = GRIDDATA(lon, lat, f, /DEGREES, START = 0, DELTA = delta, $
   DIMENSION = dims, /SPHERE, /NATURAL_NEIGHBOR, TRIANGLES = tr)
MAP_SET, /MOLLWEIDE, /ISOTROPIC, /HORIZON, /GRID, /ADVANCE, $
   CHARSIZE = 3, TITLE = 'Sphere: Natural Neighbor'
CONTOUR, z, lon_grid, lat_grid, /OVERPLOT, NLEVELS = 10, /FOLLOW
```

```
; Set system variable back to default value.
!P.MULTI = 0
```

Example 6

The following example uses the data from the `irreg_grid1.txt` ASCII file. This file contains scattered elevation data of a model of an inlet. This scattered elevation data contains two duplicate locations.

The GRID_INPUT procedure is used to omit the duplicate locations for the GRIDDATA function. The GRIDDATA function is then used to grid the data using the Radial Basis Function method. This method is specified by setting the METHOD keyword the `RadialBasisFunction` string, although it could easily be done using the RADIAL_BASIS_FUNCTION keyword.

```
; Import the Data:

; Determine the path to the file.
file = FILEPATH('irreg_grid1.txt', $
    SUBDIRECTORY = ['examples', 'data'])

; Import the data from the file into a structure.
dataStructure = READ_ASCII(file)

; Get the imported array from the first field of
; the structure.
dataArray = TRANSPOSE(dataStructure.field1)

; Initialize the variables of this example from
; the imported array.
x = dataArray[*, 0]
y = dataArray[*, 1]
data = dataArray[*, 2]

; Display the Data:

; Scale the data to range from 1 to 253 so a color table can be
; applied. The values of 0, 254, and 255 are reserved as outliers.
scaled = BYTSCL(data, TOP = !D.TABLE_SIZE - 4) + 1B

; Load the color table.  If you are on a TrueColor, set the
; DECOMPOSED keyword to the DEVICE command before running a
; color table related routine.
DEVICE, DECOMPOSED = 0
LOADCT, 38

; Open a display window and plot the data points.
WINDOW, 0
```

```
PLOT, x, y, /XSTYLE, /YSTYLE, LINESTYLE = 1, $
   TITLE = 'Original Data, Scaled (1 to 253)', $
   XTITLE = 'x', YTITLE = 'y'

; Now display the data values with respect to the color table.
FOR i = 0L, (N_ELEMENTS(x) - 1) DO PLOTS, x[i], y[i], PSYM = -1, $
   SYMSIZE = 2., COLOR = scaled[i]

; Grid the Data and Display the Results:

; Preprocess and sort the data. GRID_INPUT will
; remove any duplicate locations.
GRID_INPUT, x, y, data, xSorted, ySorted, dataSorted

; Initialize the grid parameters.
gridSize = [51, 51]

; Use the equation of a straight line and the grid parameters to
; determine the x of the resulting grid.
slope = (MAX(xSorted) - MIN(xSorted))/(gridSize[0] - 1)
intercept = MIN(xSorted)
xGrid = (slope*FINDGEN(gridSize[0])) + intercept

; Use the equation of a straight line and the grid parameters to
; determine the y of the resulting grid.
slope = (MAX(ySorted) - MIN(ySorted))/(gridSize[1] - 1)
intercept = MIN(ySorted)
yGrid = (slope*FINDGEN(gridSize[1])) + intercept

; Grid the data with the Radial Basis Function method.
grid = GRIDDATA(xSorted, ySorted, dataSorted, $
   DIMENSION = gridSize, METHOD = 'RadialBasisFunction')

; Open a display window and contour the  Radial Basis Function
; results.
WINDOW, 1
scaled = BYTSCL(grid, TOP = !D.TABLE_SIZE - 4) + 1B
CONTOUR, scaled, xGrid, YGrid, /XSTYLE, /YSTYLE, /FILL, $
   LEVELS = BYTSCL(INDGEN(18), TOP = !D.TABLE_SIZE - 4) + 1B, $
   C_COLORS = BYTSCL(INDGEN(18), TOP = !D.TABLE_SIZE - 4) + 1B, $
   TITLE = 'The Resulting Grid with Radial Basis Function', $
   XTITLE = 'x', YTITLE = 'y'
```

Example 7

The following example uses the data from the `irreg_grid1.txt` ASCII file. This file contains scattered elevation data of a model of an inlet. This scattered elevation data contains two duplicate locations. The same data is used in the previous example.

The GRID_INPUT procedure is used to omit the duplicate locations for the GRIDDATA function. The GRIDDATA function is then used to grid the data using the Radial Basis Function method. This method is specified by setting the METHOD keyword the `RadialBasisFunction` string, although it could easily be done using the RADIAL_BASIS_FUNCTION keyword.

Faulting is also applied in this example. First, a fault area is placed around the right side of the dataset. This fault area contains data points. The data points within this area are gridded separately from the points outside of the fault area.

Then, a fault area is defined within an region that does not contain any data points. Since this fault area does not contain any points, the grid within this region simply results to the value defined by the MISSING keyword. The points outside of the fault area are gridded independent of the fault region.

```
; Import the Data:

; Determine the path to the file.
file = FILEPATH('irreg_grid1.txt', $
   SUBDIRECTORY = ['examples', 'data'])

; Import the data from the file into a structure.
dataStructure = READ_ASCII(file)

; Get the imported array from the first field of
; the structure.
dataArray = TRANSPOSE(dataStructure.field1)

; Initialize the variables of this example from
; the imported array.
x = dataArray[*, 0]
y = dataArray[*, 1]
data = dataArray[*, 2]

; Grid the Data and Display the Results:

; Preprocess and sort the data. GRID_INPUT will
; remove any duplicate locations.
GRID_INPUT, x, y, data, xSorted, ySorted, dataSorted

; Initialize the grid parameters.
gridSize = [51, 51]

; Use the equation of a straight line and the grid parameters to
; determine the x of the resulting grid.
slope = (MAX(xSorted) - MIN(xSorted))/(gridSize[0] - 1)
intercept = MIN(xSorted)
xGrid = (slope*FINDGEN(gridSize[0])) + intercept
```

```
; Use the equation of a straight line and the grid parameters to
; determine the y of the resulting grid.
slope = (MAX(ySorted) - MIN(ySorted))/(gridSize[1] - 1)
intercept = MIN(ySorted)
yGrid = (slope*FINDGEN(gridSize[1])) + intercept

; Initialize display.
DEVICE, DECOMPOSED = 0
LOADCT, 38
WINDOW, 0, XSIZE = 600, YSIZE = 600, $
   TITLE = 'The Resulting Grid from the Radial Basis Function '+ $
   'Method with Faulting'
!P.MULTI = [0, 1, 2, 0, 0]

; Define a fault area, which contains data points.
faultVertices = [[2200, 4000], [2200, 3000], [2600, 2700], $
   [2600, -50], [5050, -50], [5050, 4000], [2200, 4000]]
faultConnectivity = [7, 0, 1, 2, 3, 4, 5, 6, -1]

; Grid the data with faulting using the Radial Basis Function
; method.
grid = GRIDDATA(xSorted, ySorted, dataSorted, $
   DIMENSION = gridSize, METHOD = 'RadialBasisFunction', $
   FAULT_XY = faultVertices, FAULT_POLYGONS = faultConnectivity, $
   MISSING = MIN(dataSorted))

; Display grid results.
CONTOUR, BYTSCL(grid), xGrid, YGrid, /XSTYLE, /YSTYLE, /FILL, $
   LEVELS = BYTSCL(INDGEN(18)), C_COLORS = BYTSCL(INDGEN(18)), $
   TITLE = 'Fault Area Contains Data ' + $
   '(Fault Area in Dashed Lines)', XTITLE = 'x', YTITLE = 'y'

; Display outline of fault area.
PLOTS, faultVertices, /DATA, LINESTYLE = 2, THICK = 2

; Define a fault area, which does not contain data points.
faultVertices = [[2600, -50], [2800, -50], [2800, 2700], $
   [2400, 3000], [2400, 4000], [2200, 4000], [2200, 3000], $
   [2600, 2700], [2600, -50]]
faultConnectivity = [9, 0, 1, 2, 3, 4, 5, 6, 7, 8, -1]

; Grid the data with faulting using the Radial Basis Function
; method.
grid = GRIDDATA(xSorted, ySorted, dataSorted, $
   DIMENSION = gridSize, METHOD = 'RadialBasisFunction', $
   FAULT_XY = faultVertices, FAULT_POLYGONS = faultConnectivity, $
   MISSING = MIN(dataSorted))
```

```
; Display grid results.
CONTOUR, BYTSCL(grid), xGrid, YGrid, /XSTYLE, /YSTYLE, /FILL, $
   LEVELS = BYTSCL(INDGEN(18)), C_COLORS = BYTSCL(INDGEN(18)), $
   TITLE = 'Fault Area Does Not Contain Data '+ $
   '(Fault Area in Dashed Lines)', XTITLE = 'x', YTITLE = 'y'

; Display outline of fault area.
PLOTS, faultVertices, /DATA, LINESTYLE = 2, THICK = 2

; Set system variable back to default value.
!P.MULTI = 0
```

References

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Version History

5.5	Introduced

See Also

GRID_INPUT

GS_ITER

The GS_ITER function solves an *n* by *n* linear system of equations using Gauss-Seidel iteration with over- and under-relaxation to enhance convergence.

Note ———————————————————————————

The equations must be entered in *diagonally dominant* form to guarantee convergence. A system is diagonally dominant if the diagonal element in a given row is greater than the sum of the absolute values of the non-diagonal elements in that row.

———————————————————————————————

This routine is written in the IDL language. Its source code can be found in the file gs_iter.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = GS_ITER(*A*, *B* [, /CHECK] [, /DOUBLE] [, LAMBDA=*value*{0.0 to 2.0}]
  [, MAX_ITER=*value*] [, TOL=*value*] [, X_0=*vector*])

Return Value

Returns the solution to the linear system of equations of the specified dimensions.

Arguments

A

An *n* by *n* integer, single-, or double-precision floating-point array. On output, *A* is divided by its diagonal elements. Integer input values are converted to single-precision floating-point values.

B

A vector containing the right-hand side of the linear system **Ax=b**. On output, *B* is divided by the diagonal elements of *A*.

Keywords

CHECK

Set this keyword to check the array *A* for diagonal dominance. If *A* is not in diagonally dominant form, GS_ITER reports the fact but continues processing on the chance that the algorithm may converge.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

LAMBDA

A scalar value in the range: [0.0, 2.0]. This value determines the amount of *relaxation*. Relaxation is a weighting technique used to enhance convergence.

- If LAMBDA = 1.0, no weighting is used. This is the default.

- If $0.0 \leq$ LAMBDA < 1.0, convergence improves in oscillatory and non-convergent systems.

- If $1.0 <$ LAMBDA ≤ 2.0, convergence improves in systems already known to converge.

MAX_ITER

The maximum allowed number of iterations. The default value is 30.

TOL

The relative error tolerance between current and past iterates calculated as: $\lvert ($ (current-past)/current $) \rvert$. The default is 1.0×10^{-4}.

X_0

An *n*-element vector that provides the algorithm's starting point. The default is [1.0, 1.0, ... , 1.0].

Example

```
; Define an array A:
A = [[ 1.0,  7.0, -4.0], $
     [ 4.0, -4.0,  9.0], $
     [12.0, -1.0,  3.0]]
```

```
; Define the right-hand side vector B:
B = [12.0, 2.0, -9.0]

; Compute the solution to the system:
RESULT = GS_ITER(A, B, /CHECK)
```

IDL prints:

```
Input matrix is not in Diagonally Dominant form.
Algorithm may not converge.
% GS_ITER: Algorithm failed to converge within given parameters.
```

Since the A represents a system of linear equations, we can reorder it into diagonally dominant form by rearranging the rows:

```
A = [[12.0, -1.0,  3.0], $
     [ 1.0,  7.0, -4.0], $
     [ 4.0, -4.0,  9.0]]

; Make corresponding changes in the ordering of B:
B = [-9.0, 12.0, 2.0]

; Compute the solution to the system:
RESULT = GS_ITER(A, B, /CHECK)
```

IDL prints:

```
-0.999982      2.99988      1.99994
```

Version History

Pre 4.0	Introduced

See Also

CRAMER, LU_COMPLEX, CHOLSOL, LUSOL, SVSOL, TRISOL
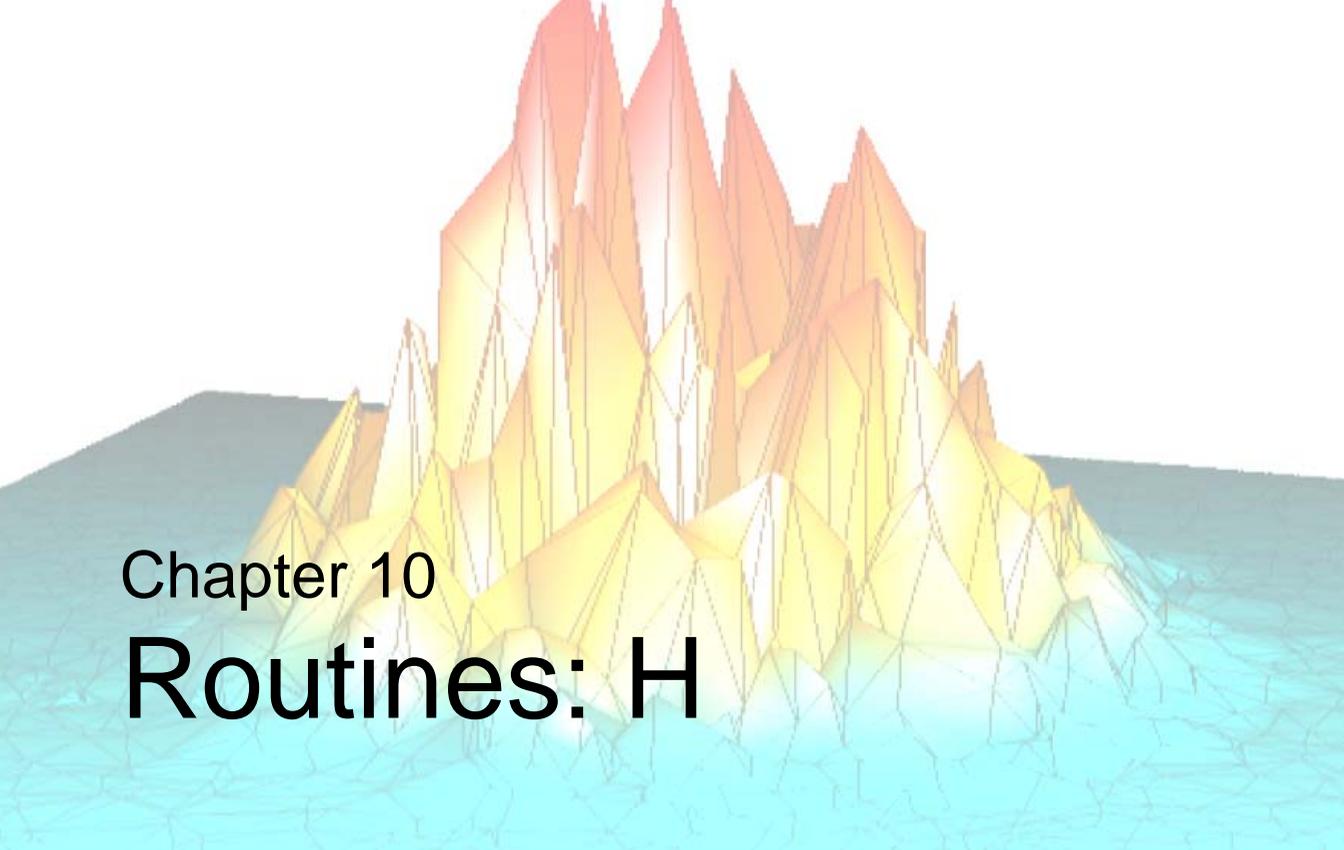
Chapter 10
Routines: H

H_EQ_CT

The H_EQ_CT procedure histogram-equalizes the color tables for an image or a region of the display. A pixel-distribution histogram is obtained, the cumulative integral is taken and scaled, and the result is applied to the current color table.

Histogram equalization is used to change either an image or its associated color table to display minor variations within nearly uniform areas of the image. The histogram of the image is used to determine where the image or color table should be equalized to highlight these minor variations. See "Working with Histograms" (Chapter 8, *Image Processing in IDL*) for more information on how histogram equalization effects images.

This routine is written in the IDL language. Its source code can be found in the file h_eq_ct.pro in the lib subdirectory of the IDL distribution.

Syntax

H_EQ_CT [, *Image*]

Arguments

Image

A two-dimensional byte array representing the image whose histogram is to be used in determining the new color tables. If this value is omitted, the user is prompted to mark the diagonal corners of a region of the display. If *Image* is specified, it is assumed that the image is loaded into the current IDL window. *Image* must be scaled the same way as the image loaded to the display.

Keywords

None.

Example

The following example will apply histogram equalization to a color table associated with an image of mineral deposits to reveal previously indistinguishable features. This histogram equalization example is in Direct Graphics, which uses routines that directly work with the current color table. Since the concept of a current color table does not apply to Object Graphics, you must use histogram equalization routines that directly effect the image. See "Working with Histograms" (Chapter 8, *Image*

Processing in IDL) for more information on histogram equalization with Object
Graphics. Complete the following steps for a detailed description of the process.

Example Code

See `histogramequalizing_direct.pro` in the `examples/doc/image`
subdirectory of the IDL installation directory for code that duplicates this example.
Run the example procedure by entering `histogramequalizing_direct` at the
IDL command prompt or view the file in an IDL Editor window by entering `.EDIT`
`histogramequalizing_direct.pro`. Note that the BLOCK keyword is set
when using XLOADCT to force the example routine to wait until the **Done** button
is pressed to continue. If the BLOCK keyword was not set, the example routine
would produce all of the displays at once and then end.

1. Determine the path to the `mineral.png` file:

    ```
    file = FILEPATH('mineral.png', $
        SUBDIRECTORY = ['examples', 'data'])
    ```

2. Import the image from the `mineral.png` file into IDL:

    ```
    image = READ_PNG(file)
    ```

3. Determine the size of the imported image:

    ```
    imageSize = SIZE(image, /DIMENSIONS)
    ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED
    keyword to the DEVICE command to zero before your first color table related
    routine is used within an IDL session or program:

    ```
    DEVICE, DECOMPOSED = 0
    ```

5. Initialize the image display:

    ```
    LOADCT, 0
    WINDOW, 0, XSIZE = 2*imageSize[0], YSIZE = imageSize[1], $
        TITLE = 'Histogram/Image'
    ```

6. Compute and display the histogram of the image. This step is not required to
    perform histogram equalization on a color table within IDL. It is done here to
    show how the histogram equalization affects the color table:

    ```
    brightnessHistogram = BYTSCL(HISTOGRAM(image))
    PLOT, brightnessHistogram, XSTYLE = 9, YSTYLE = 5, $
        POSITION = [0.05, 0.2, 0.45, 0.9], $
        XTITLE = 'Histogram of Image'
    ```

7. Display the image within the same window.

    ```
    TV, image, 1
    ```

The following figure shows the resulting histogram and its related image.
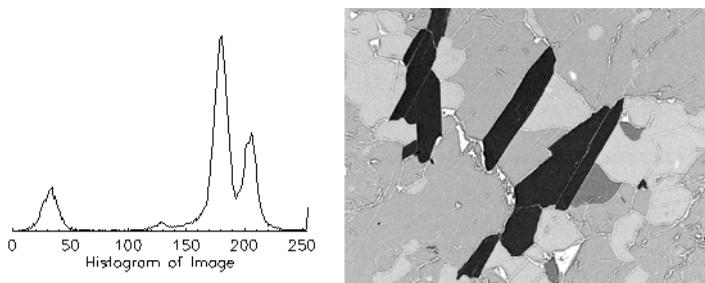
Figure 10-1: Histogram (left) of the Mineral Image (right) in Direct Graphics

8. Use the H_EQ_CT procedure to perform histogram equalization on the current color table:

```
H_EQ_CT, image
```

9. Display the original image in another window with the updated color table:

```
WINDOW, 1, XSIZE = imageSize[0], YSIZE = imageSize[1], $
    TITLE = 'Histogram Equalized Color Table'
TV, image
```

Display the updated color table with the XLOADCT utility:

```
XLOADCT
```

Click on the **Done** button close the XLOADCT utility.

The following figure contains the results of the equalization on the image and its color table. After introducing intensity gradients within previously uniform regions of the image, the cracks are now more visible. However, some of the original features are not as clear. These regions can be clarified by interactively applying the amount of equalization to the color table.
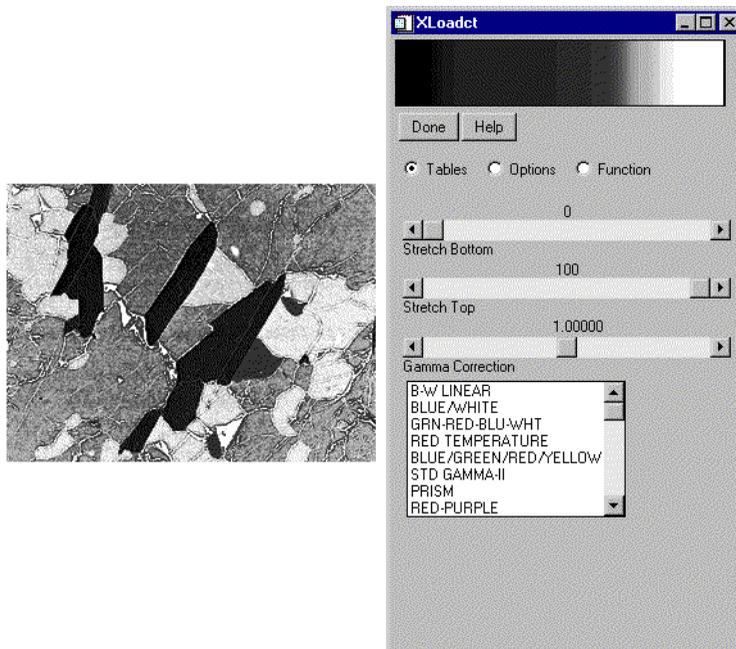
*Figure 10-2: Resulting Image (left) and Color Table (right) of the Histogram
Equalization in Direct Graphics*

The histogram equalizing process can also be interactively applied to a color
table with the H_EQ_INT procedure. The H_EQ_INT procedure provides an
interactive display, allowing you to use the cursor to control the amount of
equalization. The equalization applied to the color table is scaled by a fraction,
which is controlled by the movement of the cursor in the x-direction. If the
cursor is all the way to the left side of the interactive display, the fraction
equalized is close to zero, and the equalization has little effect on the color
table. If the cursor is all the way to the right side of the interactive display, the
fraction equalized is close to one, and the equalization is fully applied to the
color table (which is similar to the results from the H_EQ_CT procedure). You
can click on the right mouse button to set the amount of equalization and exit
out of the interactive display.

10. Use the H_EQ_INT procedure to interactively perform histogram equalization on the current color table:

```
H_EQ_INT, image
```

Place the cursor at about 130 in the x-direction, which is about 0.5 equalized (about 50% of the equalization applied by the H_EQ_CT procedure). You do not have to be exact for this example. The y-direction location is arbitrary.

Click on the right mouse button.

The interactive display is similar to the following figure.
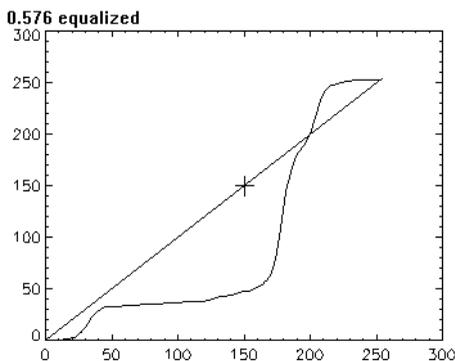
Figure 10-3: Interactive Display for Histogram Equalization

11. Display the image using the updated color table in another window:

```
WINDOW, 2, XSIZE = imageSize[0], YSIZE = imageSize[1], $
   TITLE = 'Interactively Equalized Color Table'
TV, image
```

Display the updated color table with the XLOADCT utility:

```
XLOADCT
```

Click on the **Done** button close the XLOADCT utility.

The following figure contains the results of the equalization on the image and its color table. The original details have returned and the cracks are still visible.

Figure 10-4: Resulting Image (left) and Color Table (right) of the Interactive Histogram Equalization in Direct Graphics

Version History

Pre 4.0	Introduced

See Also

H_EQ_INT

H_EQ_INT

The H_EQ_INT procedure interactively histogram-equalizes the color tables of an image or a region of the display. By moving the cursor across the screen, the amount of histogram-equalization can be varied.

Either the image parameter or a region of the display marked by the user is used to obtain a pixel-distribution histogram. The cumulative integral is taken and scaled and the result is applied to the current color tables.

This routine is written in the IDL language. Its source code can be found in the file h_eq_int.pro in the lib subdirectory of the IDL distribution.

Using the H_EQ_INT Interface

A window is created and the histogram equalization function is plotted. A linear ramp is overplotted. Move the cursor from left to right to vary the amount of histogram equalization applied to the color tables from 0 to 100%. Press the right mouse button to exit.

Syntax

H_EQ_INT [, *Image*]

Arguments

Image

A two-dimensional byte array representing the image whose histogram is to be used in determining the new color tables. If this value is omitted, the user is prompted to mark the diagonal corners of a region of the display. If *Image* is specified, it is assumed that the image is loaded into the current IDL window. *Image* must be scaled the same way as the image loaded to the display.

Keywords

None.

Examples

See Examples section of H_EQ_CT.

Version History

Pre 4.0	Introduced

See Also

H_EQ_CT

H5_* Routines

For information, see Chapter 3, "Hierarchical Data Format - HDF5" (*IDL Scientific Data Formats*).

H5_BROWSER

The H5_BROWSER function presents a graphical user interface for viewing and reading HDF5 files. The browser provides a tree view of the HDF5 file or files, a data preview window, and an information window for the selected objects. The browser may be created as either a selection dialog with Open/Cancel buttons, or as a standalone browser that can import data to the IDL main program level.

Note ──

This function is not part of the standard HDF5 interface, but is provided as a programming convenience.

───

Syntax

Result = H5_BROWSER([*Files*] [, /DIALOG_READ])

Return Value

If the DIALOG_READ keyword is specified then the *Result* is a structure containing the selected group or dataset (as described in the H5_PARSE function), or a zero if the **Cancel** button was pressed. If the DIALOG_READ keyword is not specified then the *Result* is the widget ID of the HDF5 browser.

Arguments

Files

An optional scalar string or string array giving the name of the files to initially open. Additional files may be opened interactively. If *Files* is not provided then the user is automatically presented with a File Open dialog upon startup.

Keywords

DIALOG_READ

If this keyword is set then the HDF5 browser is created as a modal Open/Cancel dialog instead of a standalone GUI. In this case, the IDL command line is blocked, and no further input is taken until the **Open** or **Cancel** button is pressed. If the GROUP_LEADER keyword is specified, then that widget ID is used as the group leader, otherwise a default group leader base is created.

All keywords to WIDGET_BASE, such as GROUP_LEADER and TITLE, are
passed on to the top-level base.

Examples

The following example starts up the HDF5 browser on a sample file:

```
File = FILEPATH('hdf5_test.h5', SUBDIR=['examples','data'])
Result = H5_BROWSER(File)
```

Using the HDF5 Browser Interface

When you call H5_BROWSER with the preceding code, an interface similar to the
following appears.
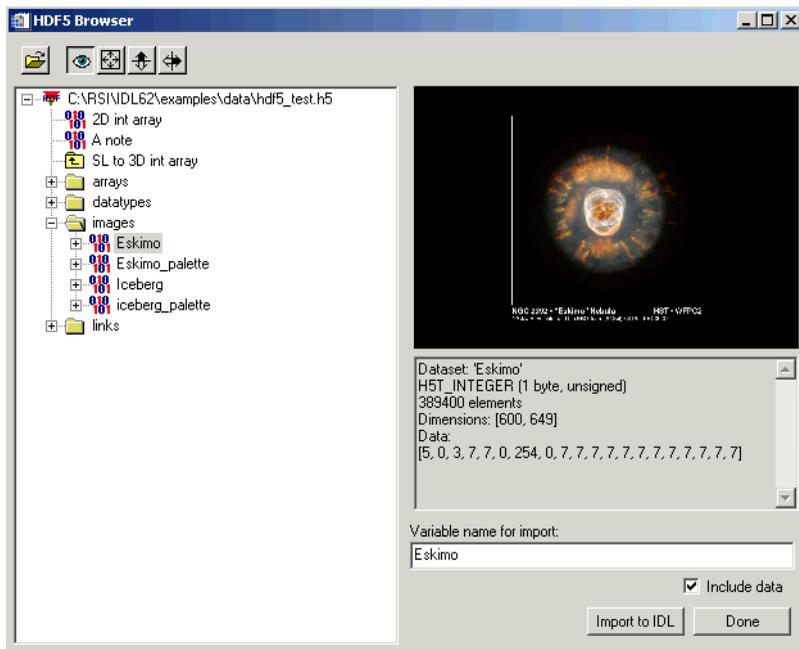
Figure 10-5: HDF5 Browser Dialog

The following steps import image data into IDL.

1. **Navigate to the image data.** Expand the top-level item, and the **images** item.

2. **Select an image file.** In this example, select **Eskimo**. A preview is automatically displayed.

3. **Import the image data.** Make sure the **Include data option** is selected, accept the default **Variable name for import** value and click **Import to IDL**.

4. I**mport the image palette.** Repeat the previous two steps, but select **Eskimo palette**.

5. **Dismiss the dialog.** After importing all your data, click **Done**. The structure Eskimo and Eskimo_Palette appear in the variable watch window. (Position your cursor in the command line and hit the enter key if you need to refresh the variable watch window to display the structures.) The following figure show a subset of the variable watch window with the Eskimo structure expanded and the _Data element selected.

Name	Type	Value
⊟ ESKIMO	STRUCT	{ <Anonymous> }
· _NAME	STRING	Eskimo
· _ICONTYPE	STRING	binary
· _TYPE	STRING	DATASET
· _FILE	STRING	C:\RSI\IDL62\examples\data\hdf5_test.h5
· _PATH	STRING	/images
⊞ _DATA	BYTE	Array[600, 649]
· _NDIMENSIONS	LONG	2
⊞ _DIMENSIONS	ULONG64	Array[2]
· _NELEMENTS	ULONG64	389400
· _DATATYPE	STRING	H5T_INTEGER

Figure 10-6: Eskimo Structure Expanded

6. **Access the imported data.** Use *structureName.fieldName* syntax to access data from the structure. For example, the following lines of code display the image (with its associated palette) in an iImage display:

```
IIMAGE, Eskimo._Data, RGB_TABLE=Eskimo_Palette._Data, /ORDER
```

The following table describes elements that are always available fields in a **HDF5 Browser** dialog.

Open HDF5 file	Click on this button to bring up a file selection dialog. Multiple files may be selected for parsing. All selected files are added to the tree view.
Show preview	Select this button to preview the data within the preview window. One-dimensional datasets are shown as line plots. Two-dimensional datasets are shown as images, along with any provided image palettes. For three- or higher-dimensional datasets, a two-dimensional slice is shown.
Fit in window	Select this button to scale the data larger or smaller to fit within the preview window. The aspect ratio of the image will be unchanged.
Flip vertical	Select this button to flip the previewed data from top to bottom.
Flip horizontal	If this toggle button is selected, then the preview image will flipped from left to right.

If the DIALOG_READ keyword is present then the following options are available:

Open	Click on this button to close the HDF5 browser, and return an IDL structure containing the selected group or dataset, as described in the H5_PARSE function.
Cancel	Click on this button to close the HDF5 browser, and return a scalar zero for the result.

If the DIALOG_READ keyword is not present then the following options are available:

Variable name for import	Set this text string to the name of the IDL variable to construct when importing HDF5 data to IDL structures. If the entered name is not a valid IDL identifier, then a valid identifier will be constructed by converting all non-alphanumeric characters to underscores.
Cancel	Click on this button to close the HDF5 browser, and return a scalar zero for the result.
Include data	If selected, then all data within the selected datasets will be read in from the HDF5 file and included in the IDL structure.
Import to IDL	Click on this button to import the currently selected HDF5 object into the IDL main program level. Imported variables will consist of a nested hierarchy of IDL structures, as described in the H5_PARSE function.
Done	Close the HDF5 browser.

Version History

5.6	Introduced

See Also

H5_PARSE, Chapter 3, "Hierarchical Data Format - HDF5" (*IDL Scientific Data Formats*)

HANNING

The HANNING function is used to create a "window" for Fourier Transform filtering. It can be used to create both Hanning and Hamming windows.

This routine is written in the IDL language. Its source code can be found in the file hanning.pro in the lib subdirectory of the IDL distribution.

The Hanning window is defined as:

w(k) = alpha - (1-alpha)*cos(2 pi k/ N), k = 0,1,...,N-1

where alpha=0.5 for the Hanning, and alpha=0.54 for the Hamming window.

Note

Because of the factor of 1/N (rather than 1/(N-1)) in the above equation, the Hanning filter is not exactly symmetric, and does not go to zero at the last point. The factor of 1/N is chosen to give the best behavior for spectral estimation of discrete data.

Syntax

Result = HANNING(N_1 [, N_2] [, ALPHA=*value*{0.5 to 1.0}] [, /DOUBLE])

Return Value

If only *N1* is specified, this function returns an array of dimensions [*N1*]. If both *N1* and *N2* are specified, this function returns an array of dimensions [*N1*, *N2*]. If any of the inputs are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

N_1

The number of columns in the resulting array.

N_2

The number of rows in the resulting array.

Keywords

ALPHA

Set this keyword equal to the width parameter of a generalized Hamming window. ALPHA must be in the range of 0.5 to 1.0. If ALPHA = 0.5 (the default) the function is called a "Hanning" window. If ALPHA = 0.54, the result is called a "Hamming" window.

DOUBLE

Set this keyword to force the computations to be done in double-precision arithmetic.

Examples

```
; Construct a time series with three sine waves.
n = 1024
dt = 0.02
w = 2*!DPI*dt*DINDGEN(n)
x = -0.3d + SIN(2.8d * w) + SIN(6.25d * w) + SIN(11.0d * w)
; Find the power spectrum with and without the Hanning filter.
han = HANNING(n, /DOUBLE)
powerHan = ABS(FFT(han*x))^2
powerUnfilt = ABS(FFT(x))^2
freq = FINDGEN(n)/(n*dt)
; Plot the results.
PLOT, freq, powerHan, /XLOG, /YLOG, $
    XRANGE=[1,1./(2*dt)], XSTYLE=1, $
    TITLE='Power spectrum with Hanning (solid) and without
(dashed)'
OPLOT, freq, powerUnfilt, LINESTYLE=2
```

Note ──

Also see "Removing Noise" (Chapter 8, *Image Processing in IDL*).

───

Version History

Original	Introduced

See Also

FFT

HDF_* Routines

For information, see Chapter 4, "Hierarchical Data Format" (*IDL Scientific Data Formats*).

HDF_BROWSER

The HDF_BROWSER function presents a graphical user interface (GUI) that allows the user to view the contents of a Hierarchical Data Format (HDF), HDF-EOS, or NetCDF file, and prepare a template for the extraction of HDF data and metadata into IDL. The output template is an IDL structure that may be used when reading HDF files with the HDF_READ routine. If you have several HDF files of identical form, the returned template from HDF_BROWSER may be reused to extract data from these files with HDF_READ. If you do not need a multi-use template, you may call HDF_READ directly.

Syntax

Template = HDF_BROWSER([*Filename*] [, CANCEL=*variable*]
    [, GROUP=*widget_id*] [, PREFIX=*string*])

Return Value

Returns a template structure containing heap variable references, or 0 if no file was selected. The user is required to clean up the heap variable references when done with them.

Arguments

Filename

A string containing the name of an HDF file to browse. If *Filename* is not specified, a dialog allows you to choose a file.

Keywords

CANCEL

Set this keyword to a named variable that will contain the byte value 1 (one) if the user clicked the "Cancel" button or the byte value 0 (zero) otherwise.

GROUP

Set this keyword to the widget ID of a widget that calls HDF_BROWSER. When this ID is specified, a death of the caller results in the death of the HDF_BROWSER. The following example demonstrates how to use the GROUP keyword to properly call

HDF_BROWSER from within a widget application. To run this example, save the following code as `browser_example.pro`:

```
PRO BROWSER_EXAMPLE_EVENT,ev

   WIDGET_CONTROL,ev.id,GET_VALUE=val
      CASE val of
         'Browser':BEGIN
            a=HDF_BROWSER(GROUP=ev.top)
            HELP,a,/st
         END
         'Exit': WIDGET_CONTROL,ev.top,/DESTROY
      ENDCASE

END

PRO BROWSER_EXAMPLE

   a=WIDGET_BASE(/ROW)
   b=WIDGET_BUTTON(a,VALUE='Browser')
   c=WIDGET_BUTTON(a,VALUE='Exit')
   WIDGET_CONTROL,a,/REALIZE
   XMANAGER,'browser_example',a

END
```

PREFIX

When HDF_BROWSER reviews the contents of an HDF file, it creates default output names for the various data elements. By default these default names begin with a prefix derived from the filename. Set this keyword to a string value to be used in place of the default prefix.

Examples

```
template = HDF_BROWSER('test.hdf')
output_structure = HDF_READ(TEMPLATE=template)
```

or,

```
output_structure = HDF_READ('test.hdf', TEMPLATE=template)
```

Using the HDF Browser Interface

When you call the HDF_BROWSER function from the command line or using the **Import HDF** macro, the **HDF Browser** window is displayed.
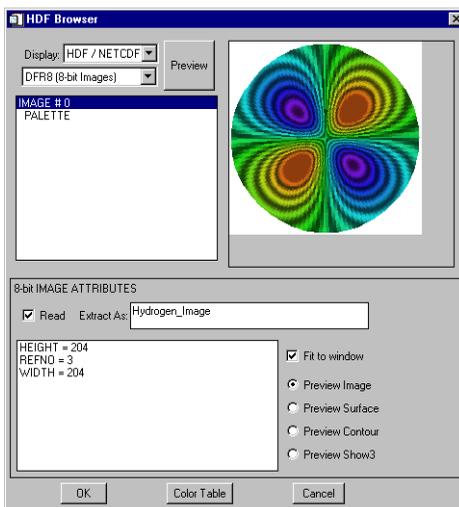
Figure 10-7: HDF Browser Window

Use the following steps when working with the **HDF Browser** dialog:

1. **Select the type of file you are opening.** The following table describes the **Display** field options:

Display	Select one of the following options to indicate the type of file you are reading:
	• **HDF/NETCDF**
	• **HDF-EOS**
	This selection toggles the following droplist between **HDF Summary** and **HDF-EOS Summary**.
HDF Summary	Displays the number of items in each of the following categories:
	DF24 (24-bit Images) — 24-bit images and their attributes
	DFR8 (8-bit Images) — 8-bit images and their attributes
	DFP (Palettes) — Image palettes
	SD (Variables/Attributes) — Scientific Datasets and attributes
	AN (Annotations) — Annotations
	GR (Generic Raster) — Images
	GR Global (File) Attributes — Image attributes
	VGroups — Generic data groups
	VData — Generic data and attributes
HDF-EOS Summary	Displays the number of items in each of the following categories:
	Point — EOS point data and attributes
	Swath — EOS swath data and attributes
	Grid — EOS grid data and attributes

2. **Select any element that contains data.** Attributes of the selected data appear in the lower textbox. Use other dialog options as follows:

Preview	Select an image, 2D data set, or 3x*n*x*m* data set from the pulldown menu. Make a selection from the following and click **Preview** to create a display: **Preview Image** — displays an image or a plot of a 2-D data set (the default) **Preview Surface** — displays a surface plot **Preview Contour** — displays a contour plot **Preview Show3** — displays an image, surface, and contour plot **Fit to Window** — fits the display to the visible area of window
Read	Import the selected data into IDL. Select this checkbox to extract the current data or metadata item from the HDF file.
Extract As	Enter name for the extracted data or metadata item. Default names are generated for all data items, but may be changed at any time. **Note -** The **Read** checkbox must be selected for the item to be extracted.
Color Table	Select this option to apply a selected, pre-defined color table to the data.
OK	Complete any selected import actions.
Cancel	Dismiss the dialog without making changes.

3. **Select additional data or complete the operation.** Continue selecting to read and name the data or metadata items you want to import into IDL and then select one of the following options:

OK	Generate the template used to import HDF data.
Cancel	Dismiss the dialog without making changes.

Version History

5.1	Introduced

See Also

HDF_READ

HDF_READ

The HDF_READ function extracts Hierarchical Data Format (HDF), HDF-EOS, and NetCDF data and metadata into an output structure based upon information provided through a graphical user interface or through a file template generated by HDF_BROWSER. If you do not specify a template, the **HDF Browser** dialog opens, allowing you to create one. See "Using the HDF Browser Interface" on page 964 for information about the dialog. The HDF_READ function returns an single level output structure that contains elements corresponding to those that were named and read in the HDF Browser dialog. Templates generated by HDF_BROWSER may be re-used for HDF files of identical format.

Syntax

Result = HDF_READ([*Filename*] [, DFR8=*variable*] [, DF24=*variable*]
   [, PREFIX=*string*] [, TEMPLATE =*value*])

Return Value

Returns an output structure containing the specified Hierarchical Data Format (HDF), HDF-EOS, and NetCDF data and metadata.

Arguments

Filename

A string containing the name of a HDF file to extract data from. If *Filename* is not specified, a dialog allows you to specify a file. Note that if a template is specified, the template must match the HDF file selected.

Keywords

DFR8

Set this keyword to a named variable that will contain a 2 x *n* string array of extracted DFR8 images and their palettes. The first column will contain the extracted DFR8 image names, while the second column will contain the extracted name of the associated palette. If no palette is associated with a DFR8 image the palette name will be set to the null string. If no DFR8 images were extracted from the HDF file, this returned string will be the null string array [", "].

DF24

Set this keyword to a named variable that will contain a string array of the names of all the extracted DF24 24-bit images. This is useful in determining whether a (3,*n*,*m*) extracted data element is a 24-bit image or another type of data. If no DF24 24-bit images were extracted from the HDF file, the returned string will be the null string ('').

PREFIX

When HDF_READ is called without a template, it calls HDF_BROWSER to review the contents of an HDF file and create the default output names for the various data elements. By default, these names begin with a prefix derived from the filename. Set this keyword to a string value to be used in place of the default prefix.

TEMPLATE

Set this keyword to specify the HDF file template (generated by the function HDF_BROWSER), that defines which data elements to extract from the selected HDF file. Templates may be used on any files that have a format identical to the file the template was created from.

Examples

For information on how to use the **HDF Browser** dialog, which appears when a template is not specified, see

```
template = HDF_BROWSER('my.hdf')
output_structure = HDF_READ(TEMPLATE=template)
```

or,

```
output_structure = HDF_READ('my.hdf')
```

or,

```
; Select'my.hdf' with the file locator
output_structure = HDF_READ()
```

or,

```
output_structure = HDF_READ('just_like_my.hdf', TEMPLATE=template)
```

Version History

5.1	Introduced

See Also

HDF_BROWSER

HEAP_FREE

The HEAP_FREE procedure recursively frees all heap variables (pointers or objects) referenced by its input argument. This routine examines the input variable, including all array elements and structure fields. When a valid pointer or object reference is encountered, that heap variable is marked for removal, and then is recursively examined for additional heap variables to be freed. In this way, all heap variables that are referenced directly or indirectly by the input argument are located. Once all such heap variables are identified, HEAP_FREE releases them in a final pass. Pointers are released as if the PTR_FREE procedure was called. Objects are released as with a call to OBJ_DESTROY.

As with the related HEAP_GC procedure, there are some disadvantages to using HEAP_FREE:

- When freeing object heap variables, HEAP_FREE calls OBJ_DESTROY without supplying any plain arguments or keywords. It is the responsibility of the object's Cleanup method to release any heap variables encapsulated in the object itself; HEAP_FREE will not "descend" into an object to free heap variables.

  Depending on the objects being released, calling OBJ_DESTROY (and thus the object's Cleanup method) without parameters may not be sufficient. In such cases, call OBJ_DESTROY explicitly with the proper arguments rather than using HEAP_FREE.

- HEAP_FREE releases the referenced heap variables in an unspecified order which depends on the current state of the internal data structure used by IDL to hold them. This can be confusing for object destructor methods that expect all of their contained data to be present. If your application requires a specific order for the release of its heap variables, you must explicitly free them in the correct order. HEAP_FREE cannot be used in such cases.

- The algorithm used by HEAP_FREE to release variables requires examination of every existing heap variable (that is, it is an $O(n)$ algorithm). This may be slow if an IDL session has thousands of current heap variables.

For these reasons, applications should keep careful track of their heap variable usage, and explicitly free them at the proper time (for example, using the object destructor method) rather than resorting to simple-looking but potentially expensive expedients such as HEAP_FREE or HEAP_GC.

HEAP_FREE is recommended when:

- • The data structures involved are highly complex, nested, or variable, and writing cleanup code is difficult and error prone.

- • The data structures are opaque, and the code cleaning up does not have knowledge of the structure.

Syntax

HEAP_FREE, *Var* [, /OBJ] [, /PTR] [, /VERBOSE]

Arguments

Var

The variable whose data is used as the starting point for heap variables to be freed.

Keywords

OBJ

Set this keyword to free object heap variables only.

PTR

Set this keyword to free pointer heap variables only.

Note ──

Setting both the PTR and OBJ keywords is the same as setting neither.

──

VERBOSE

If this keyword is set, HEAP_FREE writes a one line description of each heap variable, in the format used by the HELP procedure, as the variable is released. This is a debugging aid that can be used by program developers to check for heap variable leaks that need to be located and eliminated.

Examples

```
; Create a structure variable.
mySubStructure = {pointer:PTR_NEW(INDGEN(100)), $
   obj:OBJ_NEW('Idl_Container')}
myStructure ={substruct:mySubStructure, $
   ptrs:[PTR_NEW(INDGEN(10)), PTR_NEW(INDGEN(11))]}

;Look at the heap.
HELP, /HEAP_VARIABLES

; Now free the heap variables contained in myStructure.
HEAP_FREE, myStructure, /VERBOSE
HELP, /HEAP_VARIABLES
```

Version History

5.3	Introduced

See Also

HEAP_GC

HEAP_GC

The HEAP_GC procedure performs *garbage collection* on heap variables. It searches all current IDL variables (including common blocks, widget user values, etc.) for pointers and object references and determines which heap variables have become inaccessible. Pointer heap variables are freed (via PTR_FREE) and all memory used by the heap variable is released. Object heap variables are destroyed (via OBJ_DESTROY), also freeing all used memory.

The default action is to perform garbage collection on all heap variables regardless of type. Use the POINTER and OBJECT keywords to remove only specific types.

Note
Garbage collection is an expensive operation. When possible, applications should be written to avoid losing pointer and object references and avoid the need for garbage collection.

Warning
HEAP_GC uses a recursive algorithm to search for unreferenced heap variables. If HEAP_GC is used to manage certain data structures, such as large linked lists, a potentially large number of operations may be pushed onto the system stack. If so many operations are pushed that the stack runs out of room, IDL will crash.

Syntax

HEAP_GC [, /OBJ | , /PTR] [, /VERBOSE]

Arguments

None.

Keywords

OBJ

Set this keyword to perform garbage collection on object heap variables only.

PTR

Set this keyword to perform garbage collection on pointer heap variables only.

Note ───

Setting *both* the PTR and OBJ keywords is the same as setting neither.

───

VERBOSE

If this keyword is set, HEAP_GC writes a one line description of each heap variable, in the format used by the HELP procedure, as the variable is destroyed. This is a debugging aid that can be used by program developers to check for heap variable leaks that need to be located and eliminated.

Version History

5.0	Introduced

See Also

HEAP_FREE

HEAP_NOSAVE

The HEAP_NOSAVE procedure is used to clear the *save attribute* of pointer or object heap variables. For more information about the heap variable save attribute, see the documentation for the HEAP_SAVE function, which provides a more general interface for managing the save attribute of heap variables.

Syntax

HEAP_NOSAVE, *HeapVar*

Arguments

HeapVar

A pointer, object reference, or array of pointers or object references for which the referenced heap variables should have their save attributes cleared.

Version History

6.1	Introduced

See Also

HEAP_SAVE

HEAP_SAVE

The HEAP_SAVE function is used to query whether a pointer or object heap variable is savable. It can also be used to change the heap variable save attribute.

Every pointer and object heap variable has a *save attribute*, which is either set (True) or not set (False). This attribute determines whether the SAVE procedure will write the contents of the heap variable to a save file or not. When SAVE encounters a pointer or object reference, it checks the save attribute of the referenced heap variable and does one of the following:

1. If the save attribute is True (the default), it saves the referenced heap variable, and it recursively follows any pointer or object references the heap variable might contain to find any other heap variables it should also save.

2. If the save attribute is False, it does not save the referenced heap variable, and it does not follow any pointers or object references the heap variable might contain.

Later, when RESTORE or an IDL_SAVEFILE object is used to restore the pointer or object reference from the save file, one of the following will occur:

1. If the heap variable's save attribute is set, RESTORE will create a new heap variable containing the data from the saved heap variable, and the pointer or object reference will be set to refer to the new heap variable.

2. If the heap variable's save attribute is not set, the save file does not contain data for the heap variable. The heap variable is therefore not restored, and the pointer or object reference will be set to NULL.

IDL creates heap variables with their save attribute set to True by default; this is appropriate for the vast majority of IDL applications. Clearing the save attribute is not a very common operation, but there are situations in which it can be useful. For example, an object might use a pointer to hold data that it computes at runtime. Such data might be large, it might be subject to frequent change as the object state changes, or it might be easily recomputed. Rather than saving such data, you might choose to clear the save attribute so that the data won't be saved. When the pointer or object is restored it will be set to NULL, and the application can recompute the data as necessary.

Syntax

Result = HEAP_SAVE(*HeapVar* [, *Set*])

Return Value

Returns the value of the save attribute(s) of the heap variables referenced by *HeapVar*, as they exist when HEAP_SAVE is called, and before the *Set* parameter (if present) is applied. The result is of type byte, and has the same structure as *HeapVar*, with each element set to 1 (True) if the save attribute of the corresponding heap variable is set, and 0 (False) otherwise.

Arguments

HeapVar

A pointer, object reference, or array of pointers or object references to be processed.

Set

A scalar value that is used to modify the save attributes of the heap variables referenced by *HeapVar*. Set this argument to 0 (zero) to clear the save attributes, or to a non-zero value to set the save attributes. If the *Set* argument is not present, HEAP_SAVE does not alter the save attributes.

Note ──

The HEAP_NOSAVE procedure provides a shorthand method of clearing the save attributes of heap variables.

──

Version History

6.2	Introduced

See Also

HEAP_NOSAVE

HELP

The HELP procedure gives the user information on many aspects of the current IDL session. The specific area for which help is desired is selected by specifying the appropriate keyword. If no arguments or keywords are specified, the default is to show the current nesting of procedures and functions, all current variables at the current program level, and open files. Only one keyword can be specified at a time.

Syntax

HELP, *Expression₁*, ..., *Expressionₙ* [, /BREAKPOINTS] [, /BRIEF] [, /DEVICE]
[, /DLM] [, /FILES] [, /FULL] [, /FUNCTIONS] [, /HEAP_VARIABLES]
[, /KEYS] [, /LAST_MESSAGE] [, LEVEL=*value*] [, /MEMORY]
[, /MESSAGES] [, NAMES=*string_of_variable_names*] [, /OBJECTS]
[, OUTPUT=*variable*] [, /PATH_CACHE] [, /PREFERENCES]
[, /PROCEDURES] [, /RECALL_COMMANDS] [, /ROUTINES]
[, /SHARED_MEMORY] [, /SOURCE_FILES] [, /STRUCTURES]
[, /SYSTEM_VARIABLES] [, /TRACEBACK]

Arguments

Expression(s)

The arguments are interpreted differently depending on the keyword selected. If no keyword is selected, HELP displays basic information for its parameters. For example, to see the type and structure of the variable A, enter:

```
HELP, A
```

Keywords

Note that the use of some of the following keywords causes any arguments to HELP to be ignored and HELP provides other types of information instead. If the description of the keyword does not explicitly mention the arguments, the arguments are ignored.

BREAKPOINTS

Set this keyword to display the breakpoint table which shows the program module and location for each breakpoint.

BRIEF

If set in conjunction with one of the following keywords, BRIEF produces very terse summary style output instead of the output normally displayed by those keywords:

- DLM
- HEAP_VARIABLES
- MESSAGES
- OBJECTS
- ROUTINES
- SOURCE_FILES
- STRUCTURES
- SYSTEM_VARIABLES

DEVICE

Set this keyword to show information about the currently selected graphics device. This information is dependent on the abilities of the current device, but the name of the device is always given. Arguments to HELP are ignored when DEVICE is specified.

DLM

Set this keyword to display all known dynamically loadable modules and their state (loaded or not loaded).

FILES

Set this keyword to display information about file units. If no arguments are supplied in the call to HELP, information on all open file units (except the special units 0, -1, and -2) is displayed. If arguments are provided, they are taken to be integer file unit numbers, and information on the specified file units is given.

For example, the command:

```
HELP, /FILES, -2, -1, 0
```

gives information below about the default file units:

```
Unit Attributes Name
-2   Write, Truncate, Tty, Reserved   <stderr>
-1   Write, Truncate, Tty, Reserved   <stdout>
0    Read, Tty, Reserved              <stdin>
```

The attributes column tells about the characteristics of the file. For instance, the file connected to logical file unit 2 is called "stderr" and is the standard error file. It is opened for write access (Write), is a new file (Truncate), is a terminal (Tty), and cannot be closed by the CLOSE command (Reserved).

FULL

By default, HELP filters its output in an attempt to display only the information likely to be of use to the IDL user. The filtering applied depends on the type of information being requested. By default:

- **Function keys:** Under UNIX, undefined function keys are not displayed. Under Windows, all function keys are displayed.

- **Structure Definitions And Objects:** Built-in IDL structure definitions (widget event structures, for example) are not displayed if they have not yet been used in the current IDL session. Structures and objects that have had their definition hidden using the STRUCT_HIDE procedure are not displayed.

- **Functions and Procedures:** Functions and procedures compiled with the COMPILE_OPT HIDDEN directive are not displayed.

Specify the FULL keyword to see all available information on a given topic without any filtering.

FUNCTIONS

Normally, the ROUTINES or SOURCE_FILES keywords produce information on both functions and procedures. If FUNCTIONS is specified, only output on functions is produced. If FUNCTIONS is used without either ROUTINES or SOURCE_FILES, ROUTINES is assumed.

HEAP_VARIABLES

Set this keyword to display help information for all the current heap variables.

KEYS

Set this keyword to show current function key definitions as set by DEFINE_ KEY. Under UNIX, definitions for those function keys that are currently programmed to perform a function are displayed. Under Windows, definitions for all function keys are displayed. (Under UNIX, use the FULL keyword to display every available key, whether or not it is currently defined.)

If no arguments are supplied, information on all function keys is displayed. If arguments are provided, they must be scalar strings containing the names of function keys, and information on the specified keys is given.

LAST_MESSAGE

Set this keyword to display the last error message issued by IDL.

LEVEL

By default, HELP displays information for variables in the scope of the currently executing routine. To change this behavior, set this keyword to a scalar integer indicating the scope in which the variables for displaying help should be found. The level value can be either absolute or relative to the current scope, as shown in the following table:

Value	Meaning
0	Level 0 always refers to the frame for the currently executing routine
< 0	Negative levels are a relative specification and refer to the frames of active routines relative to the currently executing routine. Level -1 is the direct caller of the current routine, -2 is the caller of the caller of the current routine, and so forth. If you specify a level that is deeper than the current call stack, SCOPE_VARFETCH clips the value not to go past $MAIN$.
> 0	Positive levels are an absolute specification and refer directly to the specified frame. Level 1 is $MAIN$, level 2 is the routine called from $MAIN$, and so forth. If you specify a level that is past the currently executing routine, SCOPE_VARFETCH clips the value to the level of the current routine.

Table 10-1: HELP LEVEL Keyword Values

For more information on scope level, see "SCOPE_VARFETCH" on page 2172.

MEMORY

Set this keyword to see a report on the amount of dynamic memory (in bytes) currently in use by the IDL session; the maximum amount of dynamic memory allocated since the last call to HELP, /MEMORY; and the number of times dynamic

memory has been allocated and deallocated. Arguments to HELP are ignored when MEMORY is specified.

MESSAGES

Set this keyword to display all known message blocks and the error space range into which they are loaded.

NAMES

A string used to determine the names of the variables whose values are to be printed. A string match (equivalent to the STRMATCH function with the FOLD_CASE keyword set) is used to decide if a given variable will be displayed. The match string can contain any wildcard expression supported by STRMATCH, including "*" and "?".

For example, to print only the values of variables beginning with "A", use the command HELP, NAMES='a*'. Similarly, HELP, NAMES='?' prints the values of all variables with a single-character name.

NAMES also works with the output from the following keywords:

- DLM
- HEAP_VARIABLES
- MESSAGES
- OBJECTS
- PREFERENCES
- ROUTINES
- SOURCE_FILES
- STRUCTURES
- SYSTEM_VARIABLES

OBJECTS

Set this keyword to display information on defined object classes. If no arguments are provided, all currently-defined object classes are shown. If no arguments are provided, and the information you are looking for is not displayed, use the FULL keyword to prevent HELP from filtering the output. If arguments are provided, the definition of the object class for the heap variables referred to is displayed.

Information is provided on inherited superclasses and all *known methods*. A method is known to IDL only if it has been compiled in the current IDL session and called by its own class or a subclass. Methods that have not been compiled yet will not be shown. Thus, the list of methods displayed by HELP is not necessarily a complete list of all possible method for the object class.

If called within a class' method, the OBJECTS keyword also displays the instance data of the object on which it was called.

OUTPUT

Set this keyword equal to a named variable that will contain a string array containing the formatted output of the HELP command. Each line of formatted output becomes a single element in the string array.

Warning

The OUTPUT keyword is primarily for use in capturing HELP output in order to display it someplace else, such as in a text widget. This keyword is *not* intended to be used in obtaining programmatic information about the IDL session, and is formatted to be human readable. The format and content of this text is not guaranteed to remain static from release to release and may change *at any time, without warning*. If you find yourself using OUTPUT for a non-display purpose, consider using the STRUCTURE keyword to the SIZE function.

PATH_CACHE

Set this keyword to display a list of directories currently included in the IDL path cache, along with the number of .pro or .sav files found in those directories. See PATH_CACHE for details.

PREFERENCES

Set this keyword to display information about the current status of IDL's preferences. IDL preferences are internal values used to configure certain aspects of the IDL environment. They serve as the initial values for many IDL system variables, as well as controlling other aspects of the user's environment.

Used by itself, the PREFERENCES keyword provides the following information:

- The path of the command-line preference file, if any.

- The path of the distribution preference file.

- The path of the user preference file.

- The number of preferences that are currently in a pending state. A preference is said to be pending if a new value has been set for it (PREF_SET) but not yet committed (PREF_COMMIT).

- The name and effective value of each preference and the source from which it is derived. In descending order of priority, the sources are command line, environment variable, user preference file, distribution preference file, and IDL default value.

Use PREFERENCES in conjunction with BRIEF for a terse display of the above. Use it with the FULL keyword in order to see the full information for each preference. In FULL mode, HELP displays the information above, as well as:

- A description of its purpose.

- Its category.

- If the preference serves as the initial value of a system variable, the name of the variable associated with the preference.

- When changes to the preference take effect.

- Values other than the effective value that are known for the preference. Because IDL preferences can have values from more than one source, the source with the highest priority is used as the effective value.

PROCEDURES

Normally, the ROUTINES or SOURCE_FILES keywords produce information on both functions and procedures. If PROCEDURES is specified, only output on procedures is produced. If PROCEDURES is used without either ROUTINES or SOURCE_FILES, ROUTINES is assumed.

RECALL_COMMANDS

Set this keyword to display the saved commands in the command input buffer. By default, IDL saves the last 20 lines of input in a buffer from which they can be recalled for command line editing. Arguments to HELP are ignored when RECALL is specified.

The number of lines saved can be changed by assigning the desired number of lines to the IDL_RBUF_SIZE preference. For more information, see "IDL_RBUF_SIZE" on page 5542.

ROUTINES

Set this keyword to show a list of all compiled procedures and functions with their parameter names. Keyword parameters accepted by each module are shown to the right of the routine name. If no arguments are provided, and the information you are looking for is not displayed, use the FULL keyword to prevent HELP from filtering the output.

SHARED_MEMORY

Set this keyword to display information about all current shared memory and memory mapped file segments mapped into the current IDL process via the SHMMAP procedure.

SOURCE_FILES

Set this keyword to display information on procedures and functions written in the IDL language that have been compiled during the current IDL session. Full path names (relative to the current directory) of compiled `.pro` files are displayed. If no arguments are provided, and the information you are looking for is not displayed, use the FULL keyword to prevent HELP from filtering the output.

STRUCTURES

Set this keyword to display information on structure-type variables. If no arguments are provided, all currently-defined structures are shown. If no arguments are provided, and the information you are looking for is not displayed, use the FULL keyword to prevent HELP from filtering the output. If arguments are provided, the structure definition for those expressions is displayed. It is often more convenient to use `HELP, /STRUCTURES` instead of `PRINT` to look at the contents of a structure variable because it shows the names of the fields as well as the data.

SYSTEM_VARIABLES

Set this keyword to display information on all system variables. Arguments are ignored.

TRACEBACK

Set this keyword to display the current nesting of procedures and functions.

Examples

To see general information on the current IDL session, enter:

```
HELP
```

To see information on the structure definition of the system variable !D, enter:

```
HELP, !D, /STRUCTURES
```

Version History

Original	Introduced
5.6	Added SHARED_MEMORY keyword
6.0	Added PATH_CACHE keyword
6.1	Added LEVEL keyword
6.2	Added PREFERENCES keyword Deprecated ALL_KEYS and CALLS keywords

For information on deprecated keywords, see Appendix I, "Obsolete Features".

HILBERT

The HILBERT function outputs a series that has all periodic terms phase-shifted by 90 degrees. This transform has the interesting property that the correlation between a series and its own Hilbert transform is mathematically zero.

This routine is written in the IDL language. Its source code can be found in the file hilbert.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = HILBERT(*X* [, *D*])

Return Value

The return value is a complex-valued vector with the same size as the input vector. HILBERT generates the fast Fourier transform using the FFT function, and shifts the first half of the transform products by +90 degrees and the second half by -90 degrees. The constant elements in the transform are not changed. Angle shifting is accomplished by multiplying or dividing by the complex number, $i = (0.0000, 1.0000)$. The shifted vector is then submitted to FFT for transformation back to the "time" domain and the output is divided by the number elements in the vector to correct for multiplication effect peculiar to the FFT algorithm.

Note

Because HILBERT uses FFT, it exhibits the same side effects with respect to input arguments as that function.

Arguments

X

An *n*-element floating-point or complex-valued vector.

D

A flag for rotation direction. Set D = +1 for a positive rotation (the default). Set D = -1 for a negative rotation.

Keywords

None

Version History

Original	Introduced

See Also

FFT

HIST_2D

The HIST_2D function returns the two dimensional density function (histogram) of two variables.

This routine is written in the IDL language. Its source code can be found in the file `hist_2d.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = HIST_2D(*V$_1$*, *V$_2$* [, BIN1=*width*] [, BIN2=*height*] [, MAX1=*value*]
     [, MAX2=*value*] [, MIN1=*value*] [, MIN2=*value*])

Return Value

Returns a longword array of dimensions (MAX(*V1*)+1, MAX(*V2*)+1). *Result*(*i,j*) is equal to the number of simultaneous occurrences of *V1* = *i* and *V2* = *j* at the specified element.

Arguments

V1, V2

The arguments are arrays containing the variables. *V1* and *V2* may be of any numeric type except complex. If *V1* and *V2* do not contain the same number of elements, then the extra elements in the longer array are ignored.

Keywords

BIN1

Set this keyword equal to the size of each bin in the *V1* direction (column width). If this keyword is not specified, the size is set to 1.

BIN2

Set this keyword equal to the size of each bin in the *V2* direction (row height). If this keyword is not specified, the size is set to 1.

MAX1

Set this keyword equal to the maximum *V1* value to consider. If this keyword is not specified, then *V1* is searched for its largest value.

MAX2

Set this keyword equal to the maximum *V2* value to consider. If this keyword is not specified, then *V2* is searched for its largest value.

MIN1

Set this keyword to the minimum *V1* value to consider. If this keyword is not specified and if the smallest value of *V1* is greater than zero, then MIN1=0 is used, otherwise the smallest value of *V1* is used.

MIN2

Set this keyword to the minimum *V2* value to consider. If this keyword is not specified and if the smallest value of *V2* is greater than zero, then MIN2=0 is used; otherwise, the smallest value of *V2* is used.

Examples

To return the 2D histogram of two byte images:

```
R = HIST_2D(image1, image2)
```

To display the 2D histogram made from two floating point images, restricting the range from -1 to +1, and with 101 bins:

```
F1 = RANDOMN(seed, 256, 256)
F2 = RANDOMN(seed, 256, 256)
Result = HIST_2D(F1, F2, MIN1=-1, MAX1=1, $
   MIN2=-1, MAX2=1, BIN1=0.02, BIN2=0.02)
TVSCL, Result
```

Version History

Pre 4.0	Introduced

See Also

H_EQ_CT, H_EQ_INT, HIST_EQUAL, HISTOGRAM

HIST_EQUAL

The HIST_EQUAL function returns a histogram-equalized byte array.

The HISTOGRAM function is used to obtain the density distribution of the input array. The histogram is integrated to obtain the cumulative density-probability function and finally the lookup function is used to transform to the output image.

Note ───

The first element of the histogram is always zeroed to remove the background.

───

This routine is written in the IDL language. Its source code can be found in the file hist_equal.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = HIST_EQUAL(*A* [, BINSIZE=*value*] [, FCN=*vector*]
　　[, /HISTOGRAM_ONLY] [, MAXV=*value*] [, MINV=*value*]
　　[, OMAX=*variable*] [, OMIN=*variable*] [, PERCENT=*value*] [, TOP=*value*])

Return Value

This function returns a histogram-equalized array of type byte, with the same dimensions as the input array. If the HISTOGRAM_ONLY keyword is set, then the output will be a vector of type LONG.

Arguments

A

The array to be histogram-equalized.

Keywords

BINSIZE

Set this keyword to the size of the bin to use. The default is BINSIZE=1 if *A* is a byte array, or, for other input types, the default is (MAXV – MINV)/5000.

FCN

Set this keyword to the desired cumulative probability distribution function in the form of a 256-element vector. If a probability distribution function is not supplied, IDL uses a linear ramp, which yields equal probability bin results. This function is later normalized, so magnitude is inconsequential; the function should, however, increase monotonically.

HISTOGRAM_ONLY

Set this keyword to return a vector of type LONG containing the cumulative distribution histogram, rather than the histogram equalized array.

MAXV

Set this keyword to the maximum value to consider. The default is 255 if *A* is a byte array, otherwise the maximum data value is used. Input elements greater than or equal to MAXV are output as 255.

MINV

Set this keyword to the minimum value to consider. The default is 0 if *A* is a byte array, otherwise the minimum data value is used. Input elements less than or equal to MINV are output as 0.

OMAX

Set this keyword to a named variable that, upon exit, will contain the maximum data value used in constructing the histogram.

OMIN

Set this keyword to a named variable that, upon exit, will contain the minimum data value used in constructing the histogram.

PERCENT

Set this keyword to a value between 0 and 100 to stretch the image histogram. The histogram will be stretched linearly between the limits that exclude the PERCENT fraction of the lowest values, and the PERCENT fraction of the highest values. This is an automatic, semi-robust method of contrast enhancement.

TOP

The maximum value of the scaled result. If TOP is not specified, 255 is used. Note that the minimum value of the scaled result is always 0.

Example

Create a sample image using the DIST function and display it:

```
image = DIST(100)
TV, image
```

Create a histogram-equalized version of the byte array, `image`, and display the new version. Use a minimum input value of 10, a maximum input value of 200, and limit the top value of the output array to 220:

```
new = HIST_EQUAL(image, MINV = 10, MAXV = 200, TOP = 220)
TV, new
```

Note ───
Also see "Working with Histograms" (Chapter 8, *Image Processing in IDL*).
───

Version History

Original	Introduced

See Also

ADAPT_HIST_EQUAL, H_EQ_CT, H_EQ_INT, HIST_2D, HISTOGRAM

HISTOGRAM

The HISTOGRAM function computes the density function of *Array*. In the simplest case, the density function, at subscript *i*, is the number of *Array* elements in the argument with a value of *i*.

Let F_i = the value of element *i*, $0 \leq i < n$. Let H_v = result of histogram function, an integer vector. The definition of the histogram function becomes:

$$H_v = \sum_{i=0}^{n-1} P(F_i, v), \qquad v = 0, 1, 2, ..., \left\lfloor \frac{Max - Min}{Binsize} \right\rfloor$$

$$P(F_i, v) = \begin{cases} 1, & v \leq (F_i - Min)/Binsize < v + 1 \\ 0, & \text{Otherwise} \end{cases}$$

Warning

There may not always be enough virtual memory available to find the density functions of arrays that contain a large number of bins.

For bivariate probability distributions, use the HIST_2D function.

HISTOGRAM can optionally return an array containing a list of the original array subscripts that contributed to each histogram bin. This list, commonly called the reverse (or backwards) index list, efficiently determines which array elements are accumulated in a set of histogram bins. A typical application of the reverse index list is reverse histogram or scatter plot interrogation—a histogram bin or 2D scatter plot location is marked with the cursor and the original data items within that bin are highlighted.

Syntax

Result = HISTOGRAM(*Array* [, BINSIZE=*value*] [, INPUT=*variable*]
 [, LOCATIONS=*variable*] [, MAX=*value*] [, MIN=*value*] [, /NAN]
 [, NBINS=*value*] [, OMAX=*variable*] [, OMIN=*variable*]
 [, /L64 | REVERSE_INDICES=*variable*])

Return Value

Returns a 32-bit or a 64-bit integer vector equal to the density function of the input *Array*.

Arguments

Array

The vector or array for which the density function is to be computed.

Keywords

BINSIZE

Set this keyword to the size of the bin to use. If this keyword is not specified, and NBINS is not set, then a bin size of 1 is used. If NBINS is set, the default is BINSIZE = (MAX – MIN) / (NBINS – 1).

Note ————————————————————————————————

The data type of the value specified for BINSIZE should match the data type of the *Array* argument. Since BINSIZE is converted to the data type of *Array*, specifying mismatched data types may produce undesired results.

——

INPUT

Set this keyword to a named variable that contains an array to be added to the output of HISTOGRAM. The density function of *Array* is added to the existing contents of INPUT and returned as the result. The array is converted to longword type if necessary and must have at least as many elements as are required to form the histogram. Multiple histograms can be efficiently accumulated by specifying partial sums via this keyword.

L64

By default, the return value of HISTOGRAM is 32-bit integer when possible, and 64-bit integer if the number of elements being processed requires it. Set L64 to force 64-bit integers to be returned in all cases. L64 controls the type of *Result* as well as the output from the REVERSE_INDICES keyword.

Note ——
Only 64-bit versions of IDL are capable of creating variables requiring a 64-bit
result. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit
or not.
——

LOCATIONS

Set this keyword to a named variable in which to return the starting locations for each
bin. The starting locations are given by MIN + *v**BINSIZE, with *v* = 0,1,...,NBINS-1.
LOCATIONS has the same number of elements as the Result, and has the same type
as the input Array.

MAX

Set this keyword to the maximum value to consider. If this keyword is not specified,
Array is searched for its largest value. If this keyword is not specified, and *Array* is of
type byte, 255 is used.

Note ——
The data type of the value specified for MAX should match the data type of the
input array. Since MAX is converted to the data type of the input array, specifying
mismatched data types may produce undesired results.
——

Note ——
If NBINS is specified, the value for MAX will be adjusted to NBINS*BINSIZE +
MIN. This ensures that the last bin has the same width as the other bins.
——

MIN

Set this keyword to the minimum value to consider. If this keyword is not specified,
and *Array* is of type byte, 0 is used. If this keyword is not specified and *Array* is not
of byte type, *Array* is searched for its smallest value.

Note ——
The data type of the value specified for MIN should match the data type of the input
array. Since MIN is converted to the data type of the input array, specifying
mismatched data types may produce undesired results.
——

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

NBINS

Set this keyword to the number of bins to use. If BINSIZE is specified, the number of bins in *Result* is NBINS, starting at MIN and ending at MIN+(NBINS–1)*BINSIZE. If MAX is specified, the bins will be evenly spaced between MIN and MAX. It is an error to specify NBINS with both BINSIZE and MAX.

OMAX

Set this keyword to a named variable that will contain the maximum data value used in constructing the histogram.

OMIN

A named variable that, upon exit, contains the minimum data value used in constructing the histogram.

REVERSE_INDICES

Set this keyword to a named variable in which the list of reverse indices is returned. When possible, this list is returned as a 32-bit integer vector whose number of elements is the sum of the number of elements in the histogram, *N*, and the number of array elements included in the histogram, plus one. If the number of elements is too large to be contained in a 32-bit integer, or if the L64 keyword is set, REVERSE_INDICES is returned as a 64-bit integer.

The subscripts of the original array elements falling in the ith bin, $0 \le i < N$, are given by the expression: $R(R[i] : R[i+1]-1)$, where R is the reverse index list. If $R[i]$ is equal to $R[i+1]$, no elements are present in the ith bin.

For example, make the histogram of array A:

```
H = HISTOGRAM(A, REVERSE_INDICES = R)

;Set all elements of A that are in the ith bin of H to 0.
IF R[i] NE R[i+1] THEN A[R[R[I] : R[i+1]-1]] = 0
```

The above is usually more efficient than the following:

```
bini = WHERE(A EQ i, count)
IF count NE 0 THEN A[bini] = 0
```

Examples

```
; Create a simple, 2D dataset:
D = DIST(200)
; Plot the histogram of D with a bin size of 1 and the default
; minimum and maximum:
PLOT, HISTOGRAM(D)
; Plot a histogram considering only those values from 10 to 50
; using a bin size of 4:
PLOT, HISTOGRAM(D, MIN = 10, MAX = 50, BINSIZE = 4)
```

The HISTOGRAM function can also be used to increment the elements of one vector whose subscripts are contained in another vector. To increment those elements of vector A indicated by vector B, use the command:

```
A = HISTOGRAM(B, INPUT=A, MIN=0, MAX=N_ELEMENTS(A)-1)
```

This method works for duplicate subscripts, whereas the following statement never adds more than 1 to any element, even if that element is duplicated in vector B:

```
A[B] = A[B]+1
```

For example, for the following commands:

```
A = LONARR(5)
B = [2,2,3]
PRINT, HISTOGRAM(B, INPUT=A, MIN=0, MAX=4)
```

IDL prints:

```
   0   0   2   1   0
```

The commands:

```
A = LONARR(5)
A[B] = A[B]+1
PRINT, A
```

give the result:

```
   0   0   1   1   0
```

The following example demonstrates how to use HISTOGRAM:

```
PRO t_histogram
data = [[-5,  4,   2,  -8,   1], $
        [ 3,  0,   5,  -5,   1], $
        [ 6, -7,   4,  -4,  -8], $
        [-1, -5, -14,   2,   1]]
hist = HISTOGRAM(data)
bins = FINDGEN(N_ELEMENTS(hist)) + MIN(data)
PRINT, MIN(hist)
PRINT, bins
PLOT, bins, hist, YRANGE = [MIN(hist)-1, MAX(hist)+1], PSYM = 10, $
   XTITLE = 'Bin Number', YTITLE = 'Density per Bin'
END
```

IDL prints:

```
0

-14.0000   -13.0000   -12.0000   -11.0000   -10.0000   -9.00000
-8.00000   -7.00000   -6.00000   -5.00000   -4.00000   -3.00000
-2.00000   -1.00000    0.00000    1.00000    2.00000    3.00000
 4.00000    5.00000    6.00000
```

Version History

Original	Introduced
5.6	Added LOCATIONS keyword

See Also

H_EQ_CT, H_EQ_INT, HIST_2D, HIST_EQUAL

HLS

The HLS procedure creates a color table based on the HLS (Hue, Lightness, Saturation) color system.

Using the input parameters, a spiral through the double-ended HLS cone is traced. Points along the cone are converted from HLS to RGB. The current colortable (and the COLORS common block) contains the new colortable on exit.

This routine is written in the IDL language. Its source code can be found in the file `hls.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

HLS, *Litlo*, *Lithi*, *Satlo*, *Sathi*, *Hue*, *Loops* [, *Colr*]

Arguments

Litlo

Starting lightness, from 0 to 100%.

Lithi

Ending lightness, from 0 to 100%.

Satlo

Starting saturation, from 0 to 100%.

Sathi

Ending saturation, from 0 to 100%.

Hue

Starting Hue, from 0 to 360 degrees. Red = 0 degs, green = 120, blue = 240.

Loops

The number of loops through the color spiral. This parameter does not have to be an integer. A negative value causes the loops to traverse the spiral in the opposite direction.

Colr

An optional (256,3) integer array in which the new R, G, and B values are returned. Red = *Colr*[*,0], green = *Colr*[*,1], blue = *Colr*[*,2].

Keywords

None.

Version History

Original	Introduced

See Also

COLOR_QUAN, HSV, PSEUDO

HOUGH

The HOUGH function implements the Hough transform, used to detect straight lines within a two-dimensional image. This function can be used to return either the Hough transform, which transforms each nonzero point in an image to a sinusoid in the Hough domain, or the Hough backprojection, where each point in the Hough domain is transformed to a straight line in the image.

Hough Transform Theory

The Hough transform is defined for a function $A(x, y)$ as:

$$H(\theta, \rho) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} A(x,y)\, \delta(\rho - x\cos\theta - y\sin\theta)\, dx\, dy$$

where δ is the Dirac delta-function. With $A(x, y)$, each point (x, y) in the original image, A, is transformed into a sinusoid $\rho = x\cos\theta - y\sin\theta$, where ρ is the perpendicular distance from the origin of a line at an angle θ (The angle θ will be limited to $0 <= \theta < \pi$ which could result in negative ρ values.):
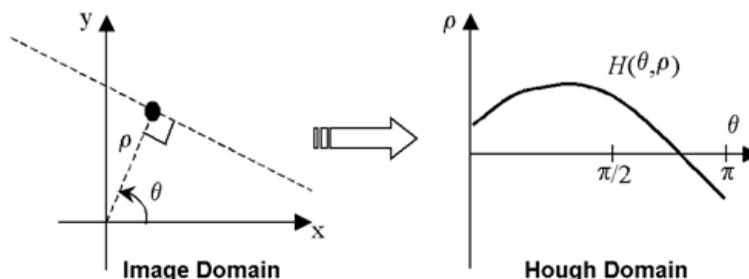
Figure 10-8: Hough Transform

Points that lie on the same line in the image will produce sinusoids that all cross at a single point in the Hough transform. For the inverse transform, or backprojection, each point in the Hough domain is transformed into a straight line in the image.

Usually, the Hough function is used with binary images, in which case $H(\theta, \rho)$ gives the total number of sinusoids that cross at point (θ, ρ), and hence, the total number of points making up the line in the original image. By choosing a threshold T for $H(\theta, \rho)$, and using the inverse Hough function, you can filter the original image to keep only lines that contain at least T points.

How IDL Implements the Hough Transform

Consider an image A_{mn} of dimensions *M* by *N*, with array indices $m = 0,..., M–1$ and $n = 0,..., N–1$.

The discrete formula for the HOUGH function for A_{mn} is:

$$H(\theta,\rho) = \sum_m \sum_n A_{mn} \, \delta(\rho, [\rho'])$$

where the brackets [ ] indicate rounding to the nearest integer, and

$$\rho' = (m\Delta x + x_{min})\cos\theta + (n\Delta y + y_{min})\sin\theta$$

The pixels are assumed to have spacing Δx and Δy in the x and y directions. The delta-function is defined as:

$$\delta(\rho,[\rho']) = \begin{cases} 1 & \rho = [\rho'] \\ 0 & \text{otherwise} \end{cases}$$

How IDL Implements the Hough Backprojection

The backprojection, B_{mn}, contains all of the straight lines given by the (θ, ρ) points given in $H(\theta, \rho)$. The discrete formula is

$$B_{mn} = \begin{cases} \displaystyle\sum_\theta \sum_\rho H(\theta,\rho)\,\delta(n,[am + b]) & |\sin\theta| > \dfrac{\sqrt{2}}{2} \\[2em] \displaystyle\sum_\theta \sum_\rho H(\theta,\rho)\,\delta(m,[a'n + b']) & |\sin\theta| \le \dfrac{\sqrt{2}}{2} \end{cases}$$

where the slopes and offsets are given by:

$$a = -\frac{\Delta x}{\Delta y}\frac{\cos\theta}{\sin\theta} \qquad\qquad b = \frac{\rho - x_{\min}\cos\theta - y_{\min}\sin\theta}{\Delta y\sin\theta}$$

$$a' = \frac{1}{a} \qquad\qquad b' = \frac{\rho - x_{\min}\cos\theta - y_{\min}\sin\theta}{\Delta x\cos\theta}$$

Syntax

Hough Transform:

Result = HOUGH(*Array* [, /DOUBLE] [, DRHO=*scalar*] [, DX=*scalar*]
   [, DY=*scalar*] [, /GRAY] [, NRHO=*scalar*] [, NTHETA=*scalar*]
   [, RHO=*variable*] [, RMIN=*scalar*] [, THETA=*variable*] [, XMIN=*scalar*]
   [, YMIN=*scalar*])

Hough Backprojection:

Result = HOUGH(*Array*, /BACKPROJECT, RHO=*variable*, THETA=*variable*
   [, /DOUBLE] [, DX=*scalar*] [, DY=*scalar*] [, NX=*scalar*] [, NY=*scalar*]
   [, XMIN=*scalar*] [, YMIN=*scalar*])

Return Value

The result of this function is a two-dimensional floating-point array, or a complex
array if the input image is complex. If *Array* is double-precision, or if the DOUBLE
keyword is set, the result is double-precision, otherwise, the result is single-precision.

Arguments

Array

The two-dimensional array of size *M* by *N* which will be transformed. If the keyword
GRAY is not set, then, for the forward transform, *Array* is treated as a binary image
with all nonzero pixels considered as 1.

Keywords

BACKPROJECT

If set, the backprojection is computed, otherwise, the forward transform is computed. When BACKPROJECT is set, *Result* will be an array of dimension *NX* by *NY.*

Note ───

The Hough transform is not one-to-one: each point (*x*, *y*) is not mapped to a single (θ, ρ). Therefore, instead of the original image, the backprojection, or inverse transform, returns an image containing the set of all lines given by the (θ, ρ) points.

───

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic.

DRHO

Set this keyword equal to a scalar specifying the spacing $\Delta\rho$ between ρ coordinates, expressed in the same units as *Array.* The default is $[(DX^2 + DY^2)/2]^{1/2}$, which is 1/SQRT(2) times the diagonal distance between pixels. A larger value produces a coarser resolution by mapping multiple pixels onto a single ρ; this is useful for images that do not contain perfectly straight lines. A smaller value may produce undersampling by trying to map fractional pixels onto ρ, and is not recommended. If BACKPROJECT is specified, this keyword is ignored.

DX

Set this keyword equal to a scalar specifying the spacing between the horizontal (X) coordinates. The default is 1.0.

DY

Set this keyword equal to a scalar specifying the spacing between the vertical (Y) coordinates. The default is 1.0.

GRAY

Set this keyword to perform a weighted Hough transform, with the weighting given by the pixel values. If GRAY is not set, the image is treated as a binary image with all

nonzero pixels considered as 1. If BACKPROJECT is specified, this keyword is ignored.

NRHO

Set this keyword equal to a scalar specifying the number of ρ coordinates to use. The default is 2 CEIL($[MAX(X^2 + Y^2)]^{1/2}$ / DRHO) + 1. If BACKPROJECT is specified, this keyword is ignored.

NTHETA

Set this keyword equal to a scalar specifying the number of θ coordinates to use over the interval $[0,\pi]$. The default is CEIL($\pi\ [MAX(X^2 + Y^2)]^{1/2}$ / DRHO). A larger value will produce smoother results, and is useful for filtering before backprojection. A smaller value will result in broken lines in the transform, and is not recommended. If BACKPROJECT is specified, this keyword is ignored.

NX

If BACKPROJECT is specified, set this keyword equal to a scalar specifying the number of horizontal coordinates in the output array. The default is FLOOR(2 MAX(|RHO|)$(DX^2 + DY^2)^{-1/2}$ + 1). For the forward transform this keyword is ignored.

NY

If BACKPROJECT is specified, set this keyword equal to a scalar specifying the number of vertical coordinates in the output array. The default is FLOOR(2 MAX(|RHO|)$(DX^2 + DY^2)^{-1/2}$ + 1). For the forward transform, this keyword is ignored.

RHO

For the forward transform, set this keyword to a named variable that, on exit, will contain the radial (ρ) coordinates, in units defined by the DX and DY keywords (pixels by default). If BACKPROJECT is specified, this keyword must contain the ρ coordinates of the input *Array*.

RMIN

Set this keyword equal to a scalar specifying the minimum ρ coordinate to use for the forward transform. The default is –0.5(NRHO – 1) DRHO. If BACKPROJECT is specified, this keyword is ignored.

THETA

For the forward transform, set this keyword to a named variable containing a vector of angular (θ) coordinates (in radians) to use for the transform. If NTHETA is specified instead, and THETA is set to a named variable, then on exit THETA will contain the θ coordinates. If BACKPROJECT is specified, this keyword must contain the θ coordinates of the input *Array*. HOUGH returns θ in [0,π)

XMIN

Set this keyword equal to a scalar specifying the X coordinate of the lower-left corner of the input *Array.* The default is –(*M*–1)/2, where *Array* is an *M* by *N* array. If BACKPROJECT is specified, set this keyword equal to a scalar specifying the X coordinate of the lower-left corner of the *Result*. In this case the default is –DX (NX–1)/2.

YMIN

Set this keyword equal to a scalar specifying the Y coordinate of the lower-left corner of the input *Array.* The default is –(*N*–1)/2, where *Array* is an *M* by *N* array. If BACKPROJECT is specified, set this keyword equal to a scalar specifying the Y coordinate of the lower-left corner of the *Result*. In this case the default is –DY (NY–1)/2.

Examples

Note

Also see "Transforming to and from the Hough and Radon Domains" (Chapter 7, *Image Processing in IDL*).

This example computes the Hough transform of a random set of pixels:

```
PRO hough_example

  ;Create an image with a random set of pixels
  seed = 12345   ; remove this line to get different random images
  array = RANDOMU(seed,128,128) GT 0.95

  ;Draw three lines in the image
  x = FINDGEN(32)*4
  array[x,0.5*x+20] = 1b
  array[x,0.5*x+30] = 1b
  array[-0.5*x+100,x] = 1b
```

```
;Create display window, set graphics properties
WINDOW, XSIZE=330,YSIZE=630, TITLE='Hough Example'
!P.BACKGROUND = 255  ; white
!P.COLOR = 0 ; black
!P.FONT=2
ERASE

XYOUTS, .1, .94, 'Noise and Lines', /NORMAL
;Display the image. 255b changes black values to white:
TVSCL, 255b - array, .1, .72, /NORMAL

;Calculate and display the Hough transform
result = HOUGH(array, RHO=rho, THETA=theta)
XYOUTS, .1, .66, 'Hough Transform', /NORMAL
TVSCL, 255b - result, .1, .36, /NORMAL

;Keep only lines that contain more than 20 points:
result = (result - 20) > 0

;Find the Hough backprojection and display the output
backproject = HOUGH(result, /BACKPROJECT, RHO=rho, THETA=theta)
XYOUTS, .1, .30, 'Hough Backprojection', /NORMAL
TVSCL, 255b - backproject, .1, .08, /NORMAL

END
```

The following figure displays the output of this example. The top image shows three lines drawn within a random array of pixels that represent noise. The center image shows the Hough transform, displaying sinusoids for points that lie on the same line in the original image. The bottom image shows the Hough backprojection, after setting the threshold to retain only those lines that contain more than 20 points. The Hough inverse transform, or backprojection, transforms each point in the Hough domain into a straight line in the image.

Noise and Lines

Hough Transform

Hough Backprojection
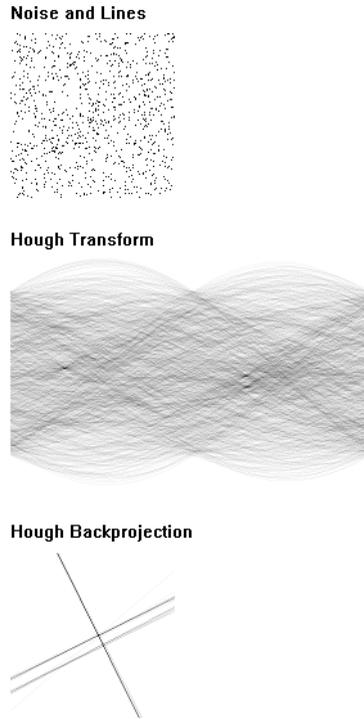
*Figure 10-9: HOUGH example showing random pixels (top), Hough transform
(center) and Hough backprojection (bottom)*

References

1. Gonzalez, R.C., and R.E. Woods. *Digital Image Processing*. Reading, MA:
    Addison Wesley, 1992.

2. Jain, Anil K. *Fundamentals of Digital Image Processing*. Englewood Cliffs,
    NJ: Prentice-Hall, 1989.

3. Toft, Peter. *The Radon Transform: Theory and Implementation*. Denmark:
    Technical University; 1996. Ph.D. Thesis.

4. Weeks, Arthur. R. *Fundamentals of Electronic Image Processing*. New York:
    SPIE Optical Engineering Press, 1996.

Version History

5.4	Introduced

See Also

RADON

HQR

The HQR function returns all eigenvalues of an upper Hessenberg array. Using the output produced by the ELMHES function, this function finds all eigenvalues of the original real, nonsymmetric array.

HQR is based on the routine `hqr` described in section 11.6 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note
If you are working with complex inputs, use the LA_HQR function instead.

Syntax

Result = HQR(*A* [, /COLUMN] [, /DOUBLE])

Return Value

The result is an *n*-element complex vector.

Arguments

A

An *n* by *n* upper Hessenberg array. Typically, *A* would be an array resulting from an application of ELMHES.

Note
If HQR is complex then only the real part is used for the computation.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To compute the eigenvalues of a real, non-symmetric unbalanced array, first define the array *A*:

```
A = [[ 1.0, 2.0, 0.0, 0.0, 0.0], $
     [-2.0, 3.0, 0.0, 0.0, 0.0], $
     [ 3.0, 4.0, 50.0, 0.0, 0.0], $
     [-4.0, 5.0, -60.0, 7.0, 0.0], $
     [-5.0, 6.0, -70.0, 8.0, -9.0]]

; Compute the upper Hessenberg form of the array:
hes = ELMHES(A)
; Compute the eigenvalues:
evals = HQR(hes)

; Sort the eigenvalues into ascending order based on their
; real components:
evals = evals(SORT(FLOAT(evals)))

;Print the result.
PRINT, evals
```

IDL prints:

```
( -9.00000, 0.00000)( 2.00000, -1.73205)
(  2.00000, 1.73205)( 7.00000,  0.00000)
( 50.0000,  0.00000)
```

This is the exact solution vector to five-decimal accuracy.

Version History

4.0	Introduced

See Also

EIGENVEC, ELMHES, LA_HQR, TRIQL, TRIRED

HSV

The HSV procedure creates a color table based on the HSV (Hue and Saturation Value) color system.

Using the input parameters, a spiral through the single-ended HSV cone is traced. The color representation of pixel values is linearly interpolated from beginning and ending values of hue, saturation, and value. Points along the cone are converted from HSV to RGB. The current colortable (and the COLORS common block) contains the new colortable on exit.

This routine is written in the IDL language. Its source code can be found in the file hsv.pro in the lib subdirectory of the IDL distribution.

Syntax

HSV, *Vlo*, *Vhi*, *Satlo*, *Sathi*, *Hue*, *Loops* [, *Colr*]

Arguments

Vlo

Starting value, from 0 to 100%.

Vhi

Ending value, from 0 to 100%.

Satlo

Starting saturation, from 0 to 100%.

Sathi

Ending saturation, from 0 to 100%.

Hue

Starting Hue, from 0 to 360 degrees. Red = 0 degs, green = 120, blue = 240.

Loops

The number of loops through the color spiral. This parameter does not have to be an integer. A negative value causes the loops to traverse the spiral in the opposite direction.

Colr

An optional (256,3) integer array in which the new R, G, and B values are returned. Red = *Colr*[*,0], green = *Colr*[*,1], blue = *Colr*[*,2].

Keywords

None.

Version History

Original	Introduced

See Also

COLOR_QUAN, HLS, PSEUDO
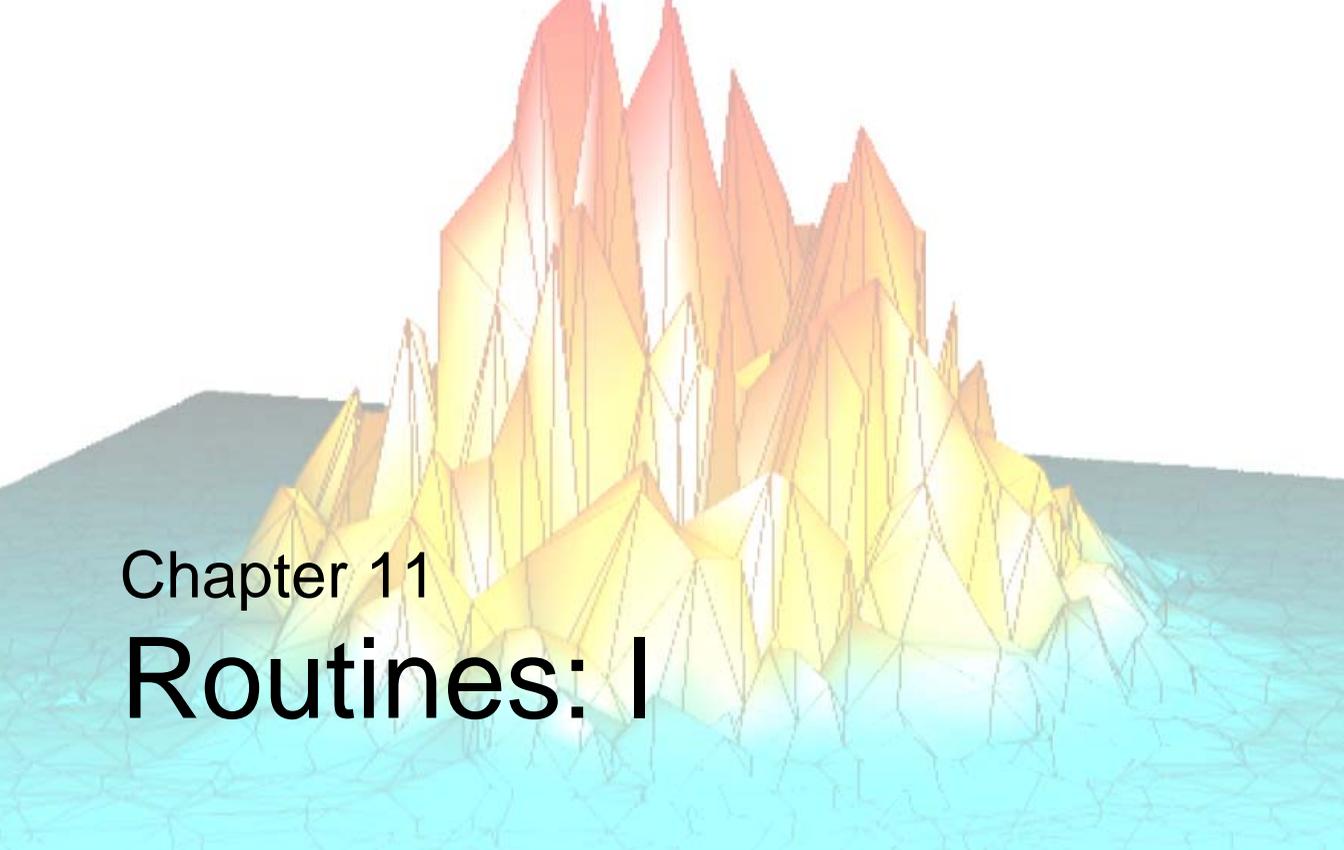
Chapter 11
Routines: I

IBETA

The IBETA function computes the incomplete beta function.

$$I_x(a, b) \equiv \frac{\displaystyle\int_0^x t^{a-1}(1-t)^{b-1}dt}{\displaystyle\int_0^1 t^{a-1}(1-t)^{b-1}dt}$$

This routine is written in the IDL language. Its source code can be found in the file `ibeta.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = IBETA(*A*, *B*, *Z* [, /DOUBLE] [, EPS=*value*] [, ITER=*variable*]
   [, ITMAX=*value*])

Return Value

If all arguments are scalar, the function returns a scalar. If all arguments are arrays, the function matches up the corresponding elements of *A*, *B*, and *Z*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other arguments are arrays, the function uses the scalar value with each element of the arrays, and returns an array with the same dimensions as the smallest input array.

If any of the arguments are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

A

A scalar or array that specifies the parametric exponent of the integrand. *A* may be complex.

B

A scalar or array that specifies the parametric exponent of the integrand. *B* may be complex.

Z

A scalar or array, in the interval [0, 1], that specifies the upper limit of integration. *Z* may be complex. If *Z* is not complex then the values must be in the range [0, 1].

Keywords

DOUBLE

Set this keyword to force the computation to be done in double precision.

EPS

Set this keyword to the desired relative accuracy, or tolerance. The default tolerance is 3.0e-7 for single precision, and 3.0d-12 for double precision.

ITER

Set this keyword to a named variable that will contain the actual number of iterations performed.

ITMAX

Set this keyword to specify the maximum number of iterations. The default value is 100.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Example 1

Compute the incomplete beta function for the corresponding elements of A, B, and Z.

```
; Define an array of parametric exponents:
A = [0.5, 0.5, 1.0, 5.0, 10.0, 20.0]
B = [0.5, 0.5, 0.5, 5.0, 5.0, 10.0]
```

```
; Define the upper limits of integration:
Z = [0.01, 0.1, 0.1, 0.5, 1.0, 0.8]
; Compute the incomplete beta functions:
result = IBETA(A, B, Z)
PRINT, result
```

IDL prints:

```
[0.0637686, 0.204833, 0.0513167, 0.500000, 1.00000, 0.950736]
```

Example 2

This example shows the difference in accuracy between the incomplete beta function computed with a low tolerance and the incomplete beta function computed with a high tolerance. The resulting surfaces show the relative errors of each. The relative error of the low tolerance ranges from 0 to 0.002 percent. The relative error of the high tolerance ranges from 0 to 0.0000000004 percent.

```
PRO UsingIBETAwithEPS

; Define an array of parametric exponents.
parameterA = (DINDGEN(101)/100. + 1.D) # REPLICATE(1.D, 101)
parameterB = REPLICATE(1.D, 101) # (DINDGEN(101)/10. + 1.D)

; Define the upper limits of integration.
upperLimits = REPLICATE(0.1D, 101, 101)

; Compute the incomplete beta functions.
betaFunctions = IBETA(parameterA, parameterB, upperLimits)

; Compute the incomplete beta functions with a less
; accurate tolerance set.
laBetaFunctions = IBETA(parameterA, parameterB, $
   upperLimits, EPS = 3.0e-4)

; Compute relative error.
relativeError = 100.* $
   ABS((betaFunctions - laBetaFunctions)/betaFunctions)

; Display resulting relative error.
WINDOW, 0, TITLE = 'Compare IBETA with Less Accurate EPS'
SURFACE, relativeError, parameterA, parameterB, $
   /XSTYLE, /YSTYLE, TITLE = 'Relative Error', $
   XTITLE = 'Parameter A', YTITLE = 'Parameter B', $
   ZTITLE = 'Percent Error (%)', CHARSIZE = 1.5
```

```
; Compute the incomplete beta functions with a more
; accurate tolerance set.
maBetaFunctions = IBETA(parameterA, parameterB, $
   upperLimits, EPS = 3.0e-10)

; Compute relative error.
relativeError = 100.* $
   ABS((maBetaFunctions - betaFunctions)/maBetaFunctions)

; Display resulting relative error.
WINDOW, 1, TITLE = 'Compare IBETA with More Accurate EPS'
SURFACE, relativeError, parameterA, parameterB, $
   /XSTYLE, /YSTYLE, TITLE = 'Relative Error', $
   XTITLE = 'Parameter A', YTITLE = 'Parameter B', $
   ZTITLE = 'Percent Error (%)', CHARSIZE = 1.5

in = ''
READ,"Press enter",in
WDELETE, 0, 1

END
```

Version History

4.0	Introduced
5.6	*A*, *B*, and *Z* arguments accept complex input

See Also

BETA, GAMMA, IGAMMA, LNGAMMA

ICONTOUR

The ICONTOUR procedure creates an iTool and associated user interface (UI) configured to display and manipulate contour data.

Note ──

If no arguments are specified, the ICONTOUR procedure creates an empty Contour tool.

──

This routine is written in the IDL language. Its source code can be found in the file `icontour.pro` in the `lib/itools` subdirectory of the IDL distribution.

For more information on using the iContour tool, see "Working with Contours" (*iTool User's Guide*).

Using Palettes

Contour colors can be specified in several ways. By default, all contour levels are black. The COLOR keyword can be used to change the color of all contour levels. For example, you can change contour levels to red by setting COLOR = [255, 0, 0]. Individual color levels can be specified when the iContour tool is in palette color mode, which allows a color table to be used. You can activate the palette color mode from the IDL Command Line by setting either of the RGB_TABLE or RGB_INDICES keywords, or from the iContour tool's property sheet by changing the **Use palette color** setting to `True`.

Note ──

If you are not in the palette color mode, the colors of individual levels may be modified in the contour level properties dialog. If you are in the palette color mode, the ability to edit individual colors in the contour level properties dialog is disabled. However, changing the **Use palette color** setting to `False` does not switch you back to previously set colors. It simply converts the colors referenced by indices to direct color values that can be individually modified. A common practice is to switch to palette color mode, select a palette, then change **Use palette color** to `False`. The colors of the palette are now loaded as individual contour colors that can each be edited in the contour level properties dialog.

──

If the iContour tool is in palette color mode, a colorbar can be inserted through the **Insert** menu. The colorbar displays a sample of the current palette associated with the contour display. The data values of the axis of the colorbar are based on the data range of the *Z* argument and the contour level values.

The minimum value of the colorbar axis represents the minimum of the data range. The maximum value of the axis is the greater of than the maximum of the data range and the highest contour level value.

Note ————————————————————————————————————
When IDL computes default contour levels, the highest contour level may be above the maximum value of the data.
——

Syntax

ICONTOUR[, *Z*[, *X*, *Y*]]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
   [, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
   [, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
   [, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
   [, MACRO_NAMES=*string or string array*] [, NAME=*string*]
   [, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*]
   [, RENDERER={0 | 1}][, SCALE_ISOTROPIC=*value*]
   [, STYLE_NAME=*string*] [, TITLE=*string*] [, VIEW_GRID=[*columns*, *rows*]]
   [, /VIEW_NEXT] [, VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*]
   [, VIEW_ZOOM=*value*]

Contour Keywords: [, AM_PM=*vector*] [, ANISOTROPY=[*x*, *y*, *z*]]
   [, C_COLOR=*array*] [, C_FILL_PATTERN=*array*]
   [, C_LABEL_INTERVAL=*vector*] [, C_LABEL_NOGAPS=*vector*]
   [, C_LABEL_OBJECTS=*array*] [, C_LABEL_SHOW=*vector*]
   [, C_LINESTYLE=*array*] [, C_THICK=*float array*{each element 1.0 to 10.0}]
   [, C_USE_LABEL_COLOR=*vector*]
   [, C_USE_LABEL_ORIENTATION=*vector*] [, C_VALUE=*scalar or vector*]
   [, CLIP_PLANES=*array*] [, COLOR=*RGB vector*] [, DAYS_OF_WEEK=*vector*]
   [, DEPTH_OFFSET=*integer*] [, /DOWNHILL] [, /FILL] [, GRID_UNITS=*value*]
   [, /HIDE] [, INSERT_COLORBAR=*value*] [, INSERT_LEGEND=*value*]
   [, LABEL_FONT=*objref*] [, LABEL_FORMAT=*string*]
   [, LABEL_FRMTDATA=*value*] [, LABEL_UNITS=*string*]
   [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, MONTHS=*vector*]
   [, N_LEVELS=*value*] [, /PLANAR] [, RGB_INDICES=*vector*]
   [, RGB_TABLE=*array*] [, SHADE_RANGE=[*min*, *max*]] [, SHADING={0 | 1}]
   [, TICKINTERVAL=*value*] [, TICKLEN=*value*] [, TRANSPARENCY=*value*]
   [, USE_TEXT_ALIGNMENTS=*value*] [, ZVALUE=*value*]

Axis Keywords: [, [XYZ]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
[, [XYZ]LOG=*value*] [, [XYZ]MAJOR=*integer*] [, [XYZ]MINOR=*integer*]
[, [XYZ]RANGE=[*min, max*]] [, [XYZ]SUBTICKLEN=*ratio*]
[, [XYZ]TEXT_COLOR=*RGB vector*]
[, [XYZ]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}]
[, [XYZ]TICKFONT_SIZE=*float*] [, [XYZ]TICKFONT_STYLE={0 | 1 | 2 | 3}]
[, [XYZ]TICKFORMAT=*string or string array*]
[, [XYZ]TICKINTERVAL=*value*] [, [XYZ]TICKLAYOUT={0 | 1 | 2}]
[, [XYZ]TICKLEN=*value*] [, [XYZ]TICKNAME=*string array*]
[, [XYZ]TICKUNITS=*string*] [, [XYZ]TICKVALUES=*vector*]
[, [XYZ]TITLE=*string*]

Arguments

X

A vector or two-dimensional array specifying the *x*-coordinates for the contour surface. If *X* is a vector, each element of *X* specifies the *x*-coordinate for a column of *Z* (e.g., X[0] specifies the *x*-coordinate for Z[0, *]). If X is a two-dimensional array, each element of X specifies the *x*-coordinate of the corresponding point in Z (i.e., X_{ij} specifies the *x*-coordinate for Z_{ij}).

Y

A vector or two-dimensional array specifying the *y*-coordinates for the contour surface. If *Y* is a vector, each element of *Y* specifies the *y*-coordinate for a row of Z (e.g., Y[0] specifies the *y*-coordinate for Z[*,0]). If *Y* is a two-dimensional array, each element of *Y* specifies the *y*-coordinate of the corresponding point in Z (Y_{ij} specifies the *y*-coordinate for Z_{ij}).

Z

A vector or two-dimensional array containing the values to be contoured. If the *X* and *Y* arguments are provided, the contour is plotted as a function of the (*x*, *y*) locations specified by their contents. Otherwise, the contour is generated as a function of the two-dimensional array index of each element of *Z*.

Keywords

Note ──

Keywords to the ICONTOUR routine that correspond to the names of *registered properties* of the iContour tool must be specified in full, without abbreviation.

──

AM_PM

Set this keyword to a vector of 2 strings indicating the names of the AM and PM strings when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the LABEL_FORMAT keyword. See "Format Codes" (Chapter 18, *Application Programming*) for more information on format codes.

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPY

Set this keyword equal to a three-element vector [*x, y, z*] that represents the multipliers to be applied to the internally computed correction factors along each axis that account for anisotropic geometry. Correcting for anisotropy is particularly important for the appropriate representations of downhill tickmarks.

By default, IDL will automatically compute correction factors for anisotropy based on the [XYZ] range of the contour geometry. If the geometry (as provided via the GEOMX, GEOMY, and GEOMZ keywords) falls within the range [*xmin*, *ymin*, *zmin*] to [*xmax*, *ymax*, *zmax*], then the default correction factors are computed as follows:

```
dx = xmax - xmin
dy = ymax - ymin
dz = zmax - zmin
; Get the maximum of the ranges:
maxRange = (dx > dy) > dz
```

```
IF (dx EQ 0) THEN xcorrection = 1.0 ELSE $
    xcorrection = maxRange / dx
IF (dy EQ 0) THEN ycorrection = 1.0 ELSE $
    ycorrection = maxRange / dy
IF (dz EQ 0) THEN zcorrection = 1.0 ELSE $
    zcorrection = maxRange / dz
```

This internally computed correction is then multiplied by the corresponding [*x, y, z*] values of the ANISOTROPY keyword. The default value for this keyword is [1,1,1]. IDL converts, maintains, and returns this data as double-precision floating-point.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

C_COLOR

Set this keyword to a 3 by *N* array of RGB colors representing the colors to be applied at each contour level. If there are more contour levels than elements in this vector, the colors will be cyclically repeated. If C_COLOR is set to 0, all contour levels will be drawn in the color specified by the COLOR keyword (this is the default).

However, the C_COLOR keyword does not activate the palette color mode, which is recommended when working with contour levels and color. This mode can be activated with the RGB_INDICES and RGB_TABLE keywords. See "Using Palettes" on page 1021 for more details.

C_FILL_PATTERN

Set this keyword to an array of IDLgrPattern objects representing the patterns to be applied at each contour level if the FILL keyword is non-zero. If there are more contour levels than fill patterns, the patterns will be cyclically repeated. If this keyword is set to 0, all contour levels are filled with a solid color (this is the default).

C_LABEL_INTERVAL

Set this keyword to a vector of values indicating the distance (measured parametrically relative to the length of each contour path) between labels for each contour level. If the number of contour levels exceeds the number of provided intervals, the C_LABEL_INTERVAL values will be repeated cyclically. The default is 0.4.

C_LABEL_NOGAPS

Set this keyword to a vector of values indicating whether gaps should be computed for the labels at the corresponding contour value. A zero value indicates that gaps will be computed for labels at that contour value; a non-zero value indicates that no gaps will be computed for labels at that contour value. If the number of contour levels exceeds the number of elements in this vector, the C_LABEL_NOGAPS values will be repeated cyclically. By default, gaps for the labels are computed for all levels (so that a contour line does not pass through the label).

C_LABEL_OBJECTS

Set this keyword to an array of object references to provide examples of labels to be drawn for each contour level. The objects specified via this keyword must inherit from one of the following classes:

- IDLgrSymbol
- IDLgrText

If a single object is provided, and it is an IDLgrText object, each of its strings will correspond to a contour level. If a vector of objects is used, any IDLgrText objects should have only a single string; each object will correspond to a contour level.

By default, with C_LABEL_OBJECTS set equal to a null object, IDL computes text labels that are the string representations of the corresponding contour level values.

Note

The objects specified via this keyword are used as descriptors only. The actual objects drawn as labels are generated by IDL.

The contour labels will have the same color as their contour level (see C_COLOR) unless the C_USE_LABEL_COLOR keyword is specified. The orientation of the label will be automatically computed unless the C_USE_LABEL_ORIENTATION keyword is specified. The horizontal and vertical alignment of any text labels will default to 0.5 (i.e., centered) unless the USE_TEXT_ALIGNMENTS keyword is specified.

Note —————————————————————————————

The object(s) set via this keyword will not be destroyed automatically when the contour is destroyed.

—————————————————————————————

C_LABEL_SHOW

Set this keyword to a vector of integers. For each contour value, if the corresponding value in the C_LABEL_SHOW vector is non-zero, the contour line for that contour value will be labeled. If the number of contour levels exceeds the number of elements in this vector, the C_LABEL_SHOW values will be repeated cyclically. The default is 0 indicating that no contour levels will be labeled.

C_LINESTYLE

Set this keyword to an array of linestyles representing the linestyles to be applied at each contour level. The array may be either a vector of integers representing pre-defined linestyles, or an array of 2-element vectors representing a stippling pattern specification. If there are more contour levels than linestyles, the linestyles will be cyclically repeated. If this keyword is set to 0, all levels are drawn as solid lines (this is the default).

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \le repeat \le 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

C_THICK

Set this keyword to an array of line thicknesses representing the thickness to be applied at each contour level, where each element is a value between 1.0 and 10.0 points. If there are more contour levels than line thicknesses, the thicknesses will be cyclically repeated. If this keyword is set to 0, all contour levels are drawn with a line thickness of 1.0 points (this is the default).

C_USE_LABEL_COLOR

Set this keyword to a vector of values (0 or 1) to indicate whether the COLOR property value for each of the label objects (for the corresponding contour level) is to be used to draw that label. If the number of contour levels exceeds the number of elements in this vector, the C_USE_LABEL_COLOR values will be repeated cyclically. By default, this value is zero, indicating that the COLOR properties of the label objects will be ignored, and the C_COLOR property for the contour object will be used instead.

C_USE_LABEL_ORIENTATION

Set this keyword to a vector of values (0 or 1) to indicate whether the orientation for each of the label objects (for the corresponding contour level) is to be used when drawing the label. For text, the orientation of the object corresponds to the BASELINE and UPDIR property values; for a symbol, this refers to the default (un-rotated) orientation of the symbol. If the number of contour levels exceeds the number of elements in this vector, the C_USE_LABEL_ORIENTATION values will be repeated cyclically. By default, this value is zero, indicating that orientation of the label object(s) will be set to automatically computed values (to correspond to the direction of the contour paths).

C_VALUE

Set this keyword to a scalar value or a vector of values for which contour values are to be drawn. If this keyword is set to 0, contour levels will be evenly sampled across the range of the *Z* argument, using the value of the N_LEVELS keyword to determine the

number of samples. IDL converts, maintains, and returns this data as double-precision floating-point.

CLIP_PLANES

Set this keyword to an array of dimensions [4, *N*] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this keyword is a scalar (-1) indicating that no clipping planes are to be applied.

Note

A window is only able to support a limited number of clipping planes. Some of these clipping planes may already be in use by the tool to support specific data display features. If the total number of clipping planes exceeds the limit, an informational message is displayed.

COLOR

Set this keyword to the color to be used to draw the contours. This color is specified as an RGB vector. The default is [0, 0, 0]. This value will be ignored if the C_COLOR keyword is set to a vector.

DAYS_OF_WEEK

Set this keyword to a vector of 7 strings to indicate the names to be used for the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the LABEL_FORMAT keyword. See "Format Codes" (Chapter 18, *Application Programming*) for more information on format codes.

DEPTH_OFFSET

Set this keyword to an integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer. The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

Note

Use this feature to remove stitching artifacts—not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used. This can lead to portability problems because a set of DEPTH_OFFSET values may produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET.

Note

DEPTH_OFFSET has no effect unless the FILL keyword is also set.

DIMENSIONS

Set this keyword to a two-element vector of the form [width, height] to specify the dimensions of the drawing area of the specific tool in units specified by the UNITS keyword. If no value is provided, a default value of one half the screen size is used. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

DOWNHILL

Set this keyword to indicate that downhill tick marks should be rendered as part of each contour level to indicate the downhill direction relative to the contour line.

FILL

Set this keyword to indicate that the contours should be filled. The default is to draw the contour levels as lines without filling. Filling contours may produce less than satisfactory results if your data contains NaNs, or if the contours are not closed.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

GRID_UNITS

Set this keyword to an integer specifying the units for the contour grid. This keyword applies only when there is a map projection inserted. It has the following values:

- 0 — None. The contour grid is in arbitrary units that are not tied to a map projection. The contour will not be warped to the current map projection.

- 1 — Meters. The contour grid is in meters, and is tied to a particular map projection. The contour will be automatically warped to the current map projection. You are responsible for choosing the dataspace map projection that matches the contour's map projection.

- 2 — Degrees. The contour grid is in degrees longitude/latitude, and will be automatically warped to the current map projection.

HIDE

Set this keyword to a boolean value to indicate whether this object should be drawn:

- 0 = Draw graphic (the default)

- 1 = Do not draw graphic

IDENTIFIER

Set this keyword to a named variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by the RGB_TABLE keyword) set this keyword to automatically insert a colorbar. By default the colorbar will be positioned in the bottom center of the view. To manually position the colorbar, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the colorbar in normalized coordinates.

INSERT_LEGEND

Set this keyword to insert a legend for the newly-created visualization. By default the legend will be positioned in the upper right corner of the view. To manually position the legend, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the legend in normalized

coordinates. If you are overplotting, and a legend already exists, then a new legend item will be inserted into the existing legend.

LABEL_FONT

Set this keyword to an instance of an IDLgrFont object to describe the default font to be used for contour labels. This font will be used for all text labels automatically generated by IDL (i.e., if C_LABEL_SHOW is set but the corresponding C_LABEL_OBJECTS text object is not provided), or for any text label objects provided via C_LABEL_OBJECTS that do not already have the font property set. The default value for this keyword is a NULL object reference, indicating that 12 pt. Helvetica will be used.

LABEL_FORMAT

Set this keyword to a string that represents a format string or the name of a function to be used to format the contour labels. If the string begins with an open parenthesis, it is treated as a standard format string. (Refer to the Format Codes in the IDL Reference Guide.) If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate contour level labels.

The callback function is called with three parameters: *Axis*, *Index*, and *Value* and an optional DATA keyword, where:

- *Axis* is simply the value 2 to indicate that values along the Z axis are being formatted, which allows a single callback routine to be used for both axis labeling and contour labeling.

- *Index* is the contour level index (indices start at 0).

- *Value* is the data value of the current contour level.

- DATA is the optional keyword allowing any user-defined value specified through the LABEL_FRMTDATA keyword to ICONTOUR.

LABEL_FRMTDATA

Set this keyword to a value of any type. It will be passed via the DATA keyword to the user-supplied formatting function specified via the LABEL_FORMAT keyword, if any. By default, this value is 0, indicating that the DATA keyword will not be set (and furthermore, need not be supported by the user-supplied function).

LABEL_UNITS

Set this keyword to a string indicating the units to be used for default contour level labeling.

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" - Use this value to indicate that the contour levels correspond to time values; IDL will determine the appropriate label format based upon the range of values covered by the contour Z data.
- "" - The empty string is equivalent to the "Numeric" unit. This is the default.

If any of the time units are utilized, then the contour values are interpreted as Julian date/time values.

Note —————

The singular form of each of the time unit strings is also acceptable (for example, LEVEL_UNITS='Day' is equivalent to LEVEL_UNITS='Days').

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in units specified by the UNITS keyword.

Note —————

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

MAX_VALUE

Set this keyword to the maximum value to be plotted. Data values greater than this value are treated as missing data. The default is the maximum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Note —————————————————————————————————————

The IEEE floating-point value *NaN* is also treated as missing data.

———

MONTHS

Set this keyword to a vector of 12 strings indicating the names to be used for the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the C_LABEL_FORMAT keyword. See "Format Codes" (Chapter 18, *Application Programming*) for more information on format codes.

MIN_VALUE

Set this keyword to the minimum value to be plotted. Data values less than this value are treated as missing data. The default is the minimum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Note —————————————————————————————————————

The IEEE floating-point value *NaN* is also treated as missing data.

———

N_LEVELS

Set this keyword to the number of contour levels to generate. This keyword is ignored if the C_VALUE keyword is set to a vector, in which case, the number of levels is derived from the number of elements in that vector. Set this keyword to zero to indicate that IDL should compute a default number of levels based on the range of data values. This is the default.

NAME

Set this keyword to a string that specifies the name of this visualization.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword to 1 (one) to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

PLANAR

Set this keyword to indicate that the contoured data is to be projected onto a plane. Unlike the underlying IDLgrContour object, the default for ICONTOUR is planar (PLANAR = 1), which displays the contoured data in a plane. See the ZVALUE keyword to specify the Z value at which to display the planar Contour plot if it is displayed in a three dimensional data space.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

RGB_INDICES

Set this keyword to a vector of indices into the color table to select colors to use for contour level colors. Setting the RGB_INDICES keyword activates the palette color mode, which allows colors from a specified color table to be used for the contour levels. The values set for RGB_INDICES are indices into the RGB_TABLE array of colors. If the number of colors selected using RGB_INDICES is less than the number of contour levels, the colors are repeated cyclically. If indices are not specified with the RGB_INDICES keyword, a default vector is constructed based on the values of the contour levels within the contour data range scaled to the byte range of RGB_TABLE.

See "Using Palettes" on page 1021 for more details on the palette color mode.

RGB_TABLE

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array containing color values to use for contour level colors. Setting the RGB_TABLE keyword activates the palette color mode, which allows colors from a specified color table to be used for the contour levels. The colors for each level are selected from RGB_TABLE using the RGB_INDICES vector. If indices are not specified with the RGB_INDICES keyword then a default vector is constructed based on the values of the contour levels within the contour data range scaled to the byte range of RGB_TABLE.

If the visualization is in palette color mode, but colors have not been specified with the RGB_TABLE keyword, the contour plot uses a default grayscale ramp.

See "Using Palettes" on page 1021 for more details on the palette color mode.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.

1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

SHADE_RANGE

Set this keyword to a two-element array that specifies the range of pixel values (color indices) to use for shading. The first element is the color index for the darkest pixel. The second element is the color index for the brightest pixel. This value is ignored when the contour is drawn to a graphics destination that uses the RGB color model.

SHADING

Set this keyword to an integer representing the type of shading to use:

- 0 = Flat (default): The color has a constant intensity for each face of the contour, based on the normal vector.

- 1 = Gouraud: The colors are interpolated between vertices, and then along scanlines from each of the edge intensities.

Gouraud shading may be slower than flat shading, but results in a smoother appearance.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

- If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

TICKINTERVAL

Set this keyword equal to a number indicating the distance between downhill tickmarks, in data units. If TICKINTERVAL is not set, or if you explicitly set it to zero, IDL will compute the distance based on the geometry of the contour. IDL converts, maintains, and returns this data as double-precision floating-point.

TICKLEN

Set this keyword equal to a number indicating the length of the downhill tickmarks, in data units. If TICKLEN is not set, or if you explicitly set it to zero, IDL will compute the length based on the geometry of the contour. IDL converts, maintains, and returns this data as double-precision floating-point

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the contour visualization. The default is zero.

USE_TEXT_ALIGNMENTS

Set this keyword to indicate that, for any IDLgrText labels (as specified via the C_LABEL_OBJECTS keyword), the ALIGNMENT and VERTICAL_ALIGNMENT property values for the given IDLgrText object(s) are to be used to draw the corresponding labels. By default, this value is zero, indicating that the ALIGNMENT and VERTICAL_ALIGNMENT properties of the label IDLgrText object(s) will be set to default values (0.5 for each, indicating centered labels).

VIEW_GRID

Set this keyword to a two-element vector of the form [columns, rows] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

[XYZ]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XYZ]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XYZ]LOG

Set this keyword to specify a logarithmic axis. The minimum value of the axis range must be greater than zero.

[XYZ]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely. ZMAJOR is ignored unless PLANAR is set to 0.

[XYZ]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely. ZMINOR is ignored unless PLANAR is set to 0.

[XYZ]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum. ZRANGE is ignored unless PLANAR is set to 0.

[XYZ]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark. ZSUBTICKLEN is ignored unless PLANAR is set to 0.

[XYZ]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black). ZTEXT_COLOR is ignored unless PLANAR is set to 0.

[XYZ]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica

- 1 = Courier

- 2 = Times

- 3 = Symbol

- 4 = Hershey

ZTICKFONT_INDEX is ignored unless PLANAR is set to 0.

Tip ───

Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

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[XYZ]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points. ZTICKFONT_SIZE is ignored unless PLANAR is set to 0.

[XYZ]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- 0 = Normal

- 1 = Bold

- 2 = Italic

- 3 = Bold Italic

ZTICKFONT_STYLE is ignored unless PLANAR is set to 0.

[XYZ]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note ———————————————————————————————————

For more information, see "[XYZ]TICKFORMAT" on page 5478.

———

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

ZTICKFORMAT is ignored unless PLANAR is set to 0.

[XYZ]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis

[XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'], and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

ZTICKINTERVAL is ignored unless PLANAR is set to 0.

[XYZ]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

ZTICKLAYOUT is ignored unless PLANAR is set to 0.

Note
For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

[XYZ]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point. ZTICKLEN is ignored unless PLANAR is set to 0.

[XYZ]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark. ZTICKNAME is ignored unless PLANAR is set to 0.

[XYZ]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.
- ""- Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

ZTICKUNITS is ignored unless PLANAR is set to 0.

Note

Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

[XYZ]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick

values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point. ZTICKVALUES is ignored unless PLANAR is set to 0.

[XYZ]TITLE

Set this keyword to a string representing the title of the specified axis. ZTITLE is ignored unless PLANAR is set to 0.

ZVALUE

For a planar contour plot, the height of the Z plane onto which the contour plot is projected. If the ZVALUE is zero, and PLANAR is true, then the contour visualization is considered to be 2D. If the ZVALUE is nonzero, then the contour visualization is considered to be 3D, and the dataspace associated with this contour will be automatically switched to 3D.

Note

This keyword will not have any visual effect unless PLANAR is true and the plot is in a 3D dataspace, for example by selecting the **Surface** operation to add a surface plot to the dataspace along with the contour plot.

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command Line (as described in Example 1), or data can be imported via the **File** menu in the iTool window (as described in Examples 2 and 3). For detailed information on importing data via the iTool file menu, refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

This example shows how to use the IDL Command Line to bring contour data into the iContour tool.

At the IDL Command Line, enter:

```
file = FILEPATH('convec.dat', SUBDIRECTORY = ['examples', 'data'])
data = READ_BINARY(file, DATA_DIMS = [248, 248])
ICONTOUR, data
```

Double-click on a contour to display the contour properties. Change the **Number of levels** setting to 20, change **Use palette color** to True, and use the **Levels Color**

Table setting to load the `EOS B` predefined color table through the **Load Predefined** button in the Palette Editor. Then, change the **Fill contours** setting to `True`.

The following figure displays the output of this example:
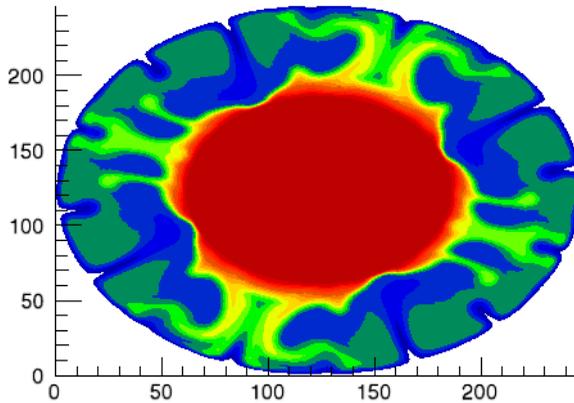
Figure 11-1: Earth Mantle Convection iContour Example

Example 2

This example shows how to use the iTool **File** → **Open** command to load DICOM data into the iContour tool.

At the IDL Command Line, enter:

```
ICONTOUR
```

Select **File** → **Open** to display the Open dialog, then browse to find `mr_brain.dcm` in the `examples/data` directory in the IDL distribution, and click **Open**.

Double-click on a contour to display the contour properties. Then, change **Use palette color** to `True` and the **Fill contours** setting to `True`.

Smooth the data by selecting **Operations** → **Filter** → **Smooth**.

The following figure displays the output of this example:
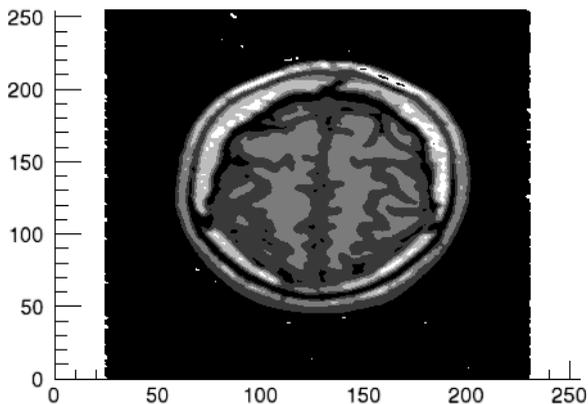
Figure 11-2: Smoothed Brain MRI iContour Example

Example 3

This example shows how to use the **File → Import** command to load binary data into the iContour tool.

At the IDL Command Line, enter:

    ICONTOUR

Select **File → Import** to display the IDL Import Data wizard.

1. At Step 1, select **From a File** and click **Next>>**.

2. At Step 2, under **File Name:**, browse to find idemosurf.dat in the examples/data directory in the IDL distribution, and click **Next**>>.

3. At Step 3, select **Contour** and click **Finish**.

The Binary Template wizard is displayed. In the Binary Template, change **File's byte ordering** to Little Endian. Then, click **New Field**, and enter the following information in the New Field dialog:

- • **Field Name:** data (or a name of your choosing)

- • **Type:** Float (32 bit)

- • **Number of Dimensions:** 2

- • **1st Dimension Size:** 200

- **2nd Dimension Size:** 200

Click **OK** to close the New Field dialog and the Binary Template dialog, and the contours are displayed.

Double-click on a contour to display the contour properties. Change the **Number of levels** setting to 10, change **Use palette color** to True, and use the **Levels Color Table** setting to load the Rainbow18 predefined color table through the **Load Predefined** button in the Palette Editor. Then, change the **Fill contours** setting to True.

Change the **Projection** setting from Planar to Three-D.

The following figure displays the output of this example:
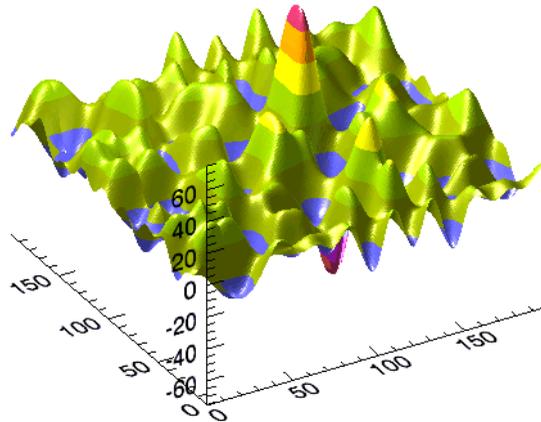
Figure 11-3: Filled Three-Dimensional iContour Example

Version History

6.0	Introduced
6.1	Added BACKGROUND_COLOR, GRID_UNITS, INSERT_COLORBAR, MACRO_NAMES, and STYLE_NAME keywords

6.2		Added DISABLE_SPLASH_SCREEN and VIEW_TITLE keywords
6.4		Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, INSERT_COLORBAR, INSERT_LEGEND, RENDERER, SCALE_ISOTROPIC, TRANSPARENCY, VIEW_ZOOM, and [XYZ]LOG keywords

IDENTITY

The IDENTITY function returns an identity array (an array with ones along the main diagonal and zeros elsewhere) of the specified dimensions.

This routine is written in the IDL language. Its source code can be found in the file identity.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = IDENTITY(*N* [, /DOUBLE])

Return Value

Returns an *n* by *n* identity array.

Arguments

N

The desired column and row dimensions.

Keywords

DOUBLE

Set this keyword to return a double-precision identity array.

Examples

```
; Define an array, A:
A = [[ 2.0,  1.0,  1.0, 1.5], $
     [ 4.0, -6.0,  0.0, 0.0], $
     [-2.0,  7.0,  2.0, 2.5], $
     [ 1.0,  0.5,  0.0, 5.0]]

; Compute the inverse of A using the INVERT function:
inverse = INVERT(A)

; Verify the accuracy of the computed inverse using the
; mathematical identity, A x A^-1 - I(4) = 0, where A^-1 is the
; inverse of A and I(4) is the 4 by 4 identity array:
PRINT, A ## inverse - IDENTITY(4)
```

Version History

5.0	Introduced

See Also

FINDGEN, FLTARR

IDL_Container Object Class

See "IDL_Container" in Chapter 34.

IDL_VALIDNAME

The IDL_VALIDNAME function determines whether a string may be used as a valid IDL variable name or structure tag name. Optionally, the routine can convert non-valid characters into underscores, returning a valid name string.

Syntax

Result = IDL_VALIDNAME(*String* [, /CONVERT_ALL] [, /CONVERT_SPACES])

Return Value

Returns the input string or strings, optionally converting all spaces or non-alphanumeric characters to underscores. If an input string cannot be used as a valid variable or structure tag name, a null string is returned.

Arguments

String

A scalar string or string array or representing the IDL variable or structure tag names to be checked.

Keywords

CONVERT_ALL

If this keyword is set, then each element of *String* is converted into a valid IDL variable name using the following rules:

- All non-alphanumeric characters (except "_", "!" and "$") are converted to underscores

- If the first character is a number or a "$", then an underscore is prepended to the string

- If the first character is not a valid character ("_", "!", "A"…"Z") then that character is converted to an underscore

- If the element of *String* is an empty string or a reserved word (such as "AND") then an underscore is prepended to the string

Tip ───

The CONVERT_ALL keyword guarantees that a valid variable name is returned. It is useful in converting user-supplied strings into valid IDL variable names.

───

CONVERT_SPACES

If this keyword is set, then all spaces within each element of *String* are converted to underscores. If an element of *String* contains any other non-alphanumeric characters, then a null string is returned, indicating that the string cannot be used as a valid variable name.

Note ──

CONVERT_SPACES behaves the same as CREATE_STRUCT when checking structure tag names.

───

Examples

The following table provides IDL_VALIDNAME examples and their results.

Example	Result
IDL_VALIDNAME('abc')	'abc'
IDL_VALIDNAME(' a b c ')	''
IDL_VALIDNAME(' a b c ', /CONVERT_SPACES)	'_a_b_c_'
IDL_VALIDNAME('$var')	''
IDL_VALIDNAME('$var', /CONVERT_ALL)	'_$VAR'
IDL_VALIDNAME('and')	''
IDL_VALIDNAME('and', /CONVERT_ALL)	'_AND'
IDL_VALIDNAME(['and', 'or'], /CONVERT_ALL)	['_AND', '_OR']

Table 11-1: IDL_VALIDNAME Examples

Version History

6.0	Introduced
6.4	Modified to accept string arrays as well as scalar strings

See Also

CREATE_STRUCT

IDLan* Object Class

The following IDLan* object classes are documented in Chapter 29, "Analysis Object Classes":

- IDLanROI
- IDLanROIGroup

IDLcom* Object Class

The following IDLcom* object classes are documented in Chapter 34, "Miscellaneous Object Classes":

- IDLcomActiveX
- IDLcomIDispatch

IDLEXBR_ASSISTANT

The IDLEXBR_ASSISTANT procedure launches the Export Bridge Assistant. If no keywords are supplied, IDL launches the Assistant without opening a project.

Syntax

IDLEXBR_ASSISTANT [, COLUMNHEIGHT=*value*]
   [, COLUMNWIDTH=*value*] [, /COM] [, OBJECT_FILE=*filename*]
   [, PROJECT_FILE=*pathname*] [, /DRAWABLE_EVENTHANDLERS]

Arguments

None

Keywords

COLUMNHEIGHT

Set this keyword to specify the column height of the assistant. The column height applies to both columns and does not include the title bar, menu bar, and toolbar. The default column height is 600. The minimum column height is 300.

COLUMNWIDTH

Set this keyword to specify the column width of the assistant. There are two columns in the display, one for the tree view and one for the property sheet and the text containing the logs. The default column width is 400. The minimum column width is 100.

COM

If OBJECT_FILE is supplied and COM is not set, the default is to create a Java project in the Assistant. If COM is set, the Assistant creates a COM project instead. If OBJECT_FILE is not set, the COM keyword is ignored.

OBJECT_FILE

Use this keyword to specify the full pathname of an IDL object definition file, either IDL source code (.pro) or an IDL SAVE file (.sav). If OBJECT_FILE is specified, IDL creates a new project in the Assistant. The default project destination is Java. Use the COM keyword to specify that the destination for the new project is COM.

PROJECT_FILE

Use this keyword to specify the full pathname of an existing Export Bridge Assistant project file (`*_wrapdef.sav`) to open.

DRAWABLE_EVENTHANDLERS

By default, the event handler methods of drawable IDL source objects as well as the methods of the IDLitDirectWindow class are not presented in the Assistant for export. These methods are typically not needed and their presence can be confusing. If users want to simulate events programmatically, they might want to implement these methods in the wrapper object. If the OBJECT_FILE keyword is set to create a new project and the DRAWABLE_EVENTHANDLERS keyword is set, the Assistant presents these methods, which can be exported to the wrapper object.

Version History

6.3	Introduced

IDLff* Object Class

The following IDLff* object classes are documented in Chapter 30, "File Format Object Classes":

- IDLffDICOM
- IDLffDXF
- IDLffJPEG2000
- IDLffLangCat
- IDLffMJPEG2000

- IDLffMrSID
- IDLffShape
- IDLffXMLDOM Classes
- IDLffXMLSAX

IDLgr* Object Classes

The following IDLgr* object classes are documented in Chapter 32, "Graphics Object Classes":

- IDLgrAxis
- IDLgrBuffer
- IDLgrClipboard
- IDLgrColorbar
- IDLgrContour
- IDLgrFont
- IDLgrImage
- IDLgrLegend
- IDLgrLight

- IDLgrModel
- IDLgrMPEG
- IDLgrPalette
- IDLgrPattern
- IDLgrPlot
- IDLgrPolygon
- IDLgrPolyline
- IDLgrPrinter
- IDLgrROI

- IDLgrROIGroup
- IDLgrScene
- IDLgrSurface
- IDLgrSymbol
- IDLgrTessellator
- IDLgrText
- IDLgrView
- IDLgrViewgroup
- IDLgrVolume

- IDLgrVRML
- IDLgrWindow

IDLit* Object Classes

The following IDLit* object classes are documented in Chapter 31, "iTools Object Classes":

- IDLitCommand
- IDLitCommandSet
- IDLitComponent
- IDLitContainer
- IDLitData
- IDLitDataContainer
- IDLitDataOperation
- IDLitDirectWindow
- IDLitIMessaging
- IDLitManipulator
- IDLitManipulatorContainer
- IDLitManipulatorManager
- IDLitManipulatorVisual
- IDLitOperation
- IDLitParameter
- IDLitParameterSet
- IDLitReader
- IDLitTool
- IDLitUI
- IDLitVisualization
- IDLitWindow
- IDLitWriter

IDLITSYS_CREATETOOL

The IDLITSYS_CREATETOOL function creates an instance of the specified tool registered within the IDL Intelligent Tools system.

This routine is written in the IDL language. Its source code can be found in the file idlitsys_createtool.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

Result = IDLITSYS_CREATETOOL(*StrTool*
   [, ANISOTROPIC_SCALE_2D=*value*] [, ANISOTROPIC_SCALE_3D=*value*]
   [, DIMENSIONS=[*width*,*height*]] [, /DISABLE_SPLASH_SCREEN]
   [, IDENTIFIER=*variable*] [, INITIAL_DATA=*data*] [, LOCATION=[*x*,*y*]]
   [, MACRO_NAMES=*string or string array*] [, /NO_SAVEPROMPT]
   [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}] [, SCALE_ISOTROPIC=*value*]
   [, STYLE_NAME=*string*] [, USER_INTERFACE=*string*]
   [, VIEW_GRID=*vector*] [, /VIEW_NEXT] [, VIEW_NUMBER=*number*]
   [, VISUALIZATION_TYPE=*vistype*])

Return Value

Returns an iToolID that can be used to reference the created tool at a later time.

Arguments

StrTool

The name of a tool that has been registered with the iTools system via the ITREGISTER routine.

Keywords

Note ───

Additional keywords/properties associated with the target visualization at the command line are passed to the underlying system to be applied to the created tool and visualizations.

───

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

DIMENSIONS

Set this keyword to a two-element vector of the form [*width*, *height*] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INITIAL_DATA

Set this keyword to the data objects that are used to create the initial visualizations in the created tool.

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note ⎯⎯

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OVERPLOT

Set this keyword to the iToolID of the tool in which the visualization is to be created. This iToolID can be obtained during the creation of a previous tool or from the ITGETCURRENT routine.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits. The style is applied to all items within all views and the current tool style is updated with the new style.

USER_INTERFACE

Set this keyword equal to a string containing the name of a custom user interface that was previously registered using the USER_INTERFACE keyword to the ITREGISTER procedure. The following user interfaces are provided by default:

- 'Default' — uses the standard iTools user interface.

- 'None' — creates an iTool without a user interface and uses a graphics buffer object instead of a window. If you use this interface, by default DISABLE_SPLASH_SCREEN is set to True.

  Tip
  This interface could be used for batch processing, where you can use a macro to automatically process the input data and output the results to a file. Note, however, that setting the user interface to 'None' applies only to the newly created tool. If your macro operation starts a new tool or requires user input, those tools or dialogs will still appear.

  Note also that you are responsible for closing any iTools created by your batch process. In a macro, consider using the **File → Exit** macro operation to close the tool after processing.

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created; it is ignored if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified.

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note
The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note ———————————————————————————————————

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

___

VISUALIZATION_TYPE

Set this keyword to a string containing the name of a registered visualization type that should be used to visualize any data specified by the INITIAL_DATA keyword. If this keyword is not specified, the iTool will select a visualization type based on the data type of the input data.

Examples

See Chapter 5, "Example: Simple iTool" (*iTool Developer's Guide*).

Version History

6.0	Introduced
Pre 6.1	Deprecated the PANEL_LOCATION keyword
6.1	Added MACRO_NAMES and STYLE_NAME keywords
6.2	Added DISABLE_SPLASH_SCREEN, USER_INTERFACE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, RENDERER, and SCALE_ISOTROPIC keywords

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

ITREGISTER, Chapter 5, "Creating an iTool Launch Routine" (*iTool Developer's Guide*)

IF...THEN...ELSE

The IF...THEN...ELSE statement conditionally executes a statement or block of statements.

Note ───

For information on using IF...THEN...ELSE and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

───

Syntax

IF *expression* THEN *statement* [ELSE *statement*]

or

IF *expression* THEN BEGIN

  statements

ENDIF [ELSE BEGIN

  statements

ENDELSE]

Examples

The following example illustrates the use of the IF statement using the ELSE clause. Notice that the IF statement is ended with ENDIF, and the ELSE statement is ended with ENDELSE. Also notice that the IF statement can be used with or without the BEGIN...END block:

```
A = 2
B = 4

IF (A EQ 2) AND (B EQ 3) THEN BEGIN
   PRINT, 'A = ', A
   PRINT, 'B = ', B
ENDIF ELSE BEGIN
   IF A NE 2 THEN PRINT, 'A <> 2' ELSE PRINT, 'B <> 3'
ENDELSE
```

IDL Prints:

```
B <> 3
```

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, FOR, GOTO, REPEAT...UNTIL, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

IGAMMA

The IGAMMA function computes the incomplete gamma function.

$$P_x(a) \equiv \frac{\displaystyle\int_0^x e^{-t} t^{a-1} dt}{\displaystyle\int_0^\infty e^{-t} t^{a-1} dt}$$

IGAMMA uses either a power series representation or a continued fractions method. If *Z* is less than or equal to *A*+1, a power series representation is used. If *Z* is greater than *A*+1, a continued fractions method is used.

This routine is written in the IDL language. Its source code can be found in the file `igamma.pro` in the `lib` subdirectory of the IDL distribution.

This routine can also be used with the GAMMA function to calculate the following other variations of the incomplete gamma function.

- $\gamma_x(a) = P_x(a)\Gamma(a) = \int_0^x e^{-t} t^{a-1} dt$, which can be calculated with IGAMMA and GAMMA:

      igmaVariant1 = IGAMMA(A, Z)*GAMMA(A)

- $\Gamma_x(a) = \Gamma(a) - \gamma(a) = \int_x^\infty e^{-t} t^{a-1} dt$, which can be calculated with IGAMMA and GAMMA:

      igmaVariant2 = GAMMA(A)*(1 - IGAMMA(A, Z))

- $\gamma_x^*(a) = x^{-a} P_x(a) = (x^{-a}/(\Gamma(a)))\int_0^x e^{-t} t^{a-1} dt$, which can be calculated with IGAMMA:

      igmaVariant3 = x^(-A)*IGAMMA(A, Z)

Syntax

Result = IGAMMA(*A*, *Z* [, /DOUBLE] [, EPS=*value*] [, ITER=*variable*]
  [, ITMAX=*value*] [, METHOD=*variable*])

Return Value

If both arguments are scalar, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *A* and *Z*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and

the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

If any of the arguments are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

A

A scalar or array that specifies the parametric exponent of the integrand. *A* may be complex.

Z

A scalar or array that specifies the upper limit of integration. *Z* may be complex. If *Z* is not complex then the values must be greater than or equal to zero.

Keywords

DOUBLE

Set this keyword to return a double-precision result.

EPS

Set this keyword to the desired relative accuracy, or tolerance. The default tolerance is 3.0e-7 for single precision, and 3.0d-12 for double precision.

ITER

Set this keyword to a named variable that will contain the actual number of iterations performed.

ITMAX

Set this keyword to specify the maximum number of iterations. The default value is 100,000.

METHOD

This keyword is obsolete. METHOD will still be accepted, but will always return 0.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Example 1

Compute the incomplete gamma function for the corresponding elements of A and Z.

```
; Define an array of parametric exponents:
A = [0.10, 0.50, 1.00, 1.10, 6.00, 26.00]

; Define the upper limits of integration:
Z = [0.0316228, 0.0707107, 5.00000, 1.04881, 2.44949, 25.4951]

; Compute the incomplete gamma functions:
result = IGAMMA(A, Z)

PRINT, result
```

IDL prints:

```
[0.742026, 0.293128, 0.993262, 0.607646, 0.0387318, 0.486387]
```

Version History

4.0	Introduced
5.6	*A* and *Z* arguments accept complex input

See Also

BETA, GAMMA, IBETA, LNGAMMA

IIMAGE

The IIMAGE procedure creates an iTool and associated user interface (UI) configured to display and manipulate image data.

Note —————————————————————————

If no arguments are specified, the IIMAGE procedure creates an empty Image tool.

———————————————————————————————————————

This routine is written in the IDL language. Its source code can be found in the file iimage.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iImage tool, see "Working with Images" (*iTool User's Guide*).

Syntax

IIMAGE[, *Image*[, *X*, *Y*]]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
   [, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
   [, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
   [, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
   [, MACRO_NAMES=*string or string array*] [, NAME=*string*]
   [, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
   [, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
   [, VIEW_GRID=[*columns*, rows]] [, /VIEW_NEXT]
   [, VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

Image Keywords: [, ALPHA_CHANNEL=*array*] [, BLUE_CHANNEL=*array*]
   [, CHANNEL=*bitmask*] [, CLIP_PLANES=*array*]
   [, GREEN_CHANNEL=*array*] [, GRID_UNITS=*value*] [, /HIDE]
   [, IMAGE_DIMENSIONS=[*width*, *height*]] [, IMAGE_LOCATION=[*x*, *y*]]
   [, INSERT_COLORBAR=*value*] [, /INTERPOLATE] [, /ORDER]
   [, RED_CHANNEL=*array*] [, RGB_TABLE=*array*]
   [, TRANSPARENCY=*value*] [, ZVALUE=*value*]

Axis Keywords: [, [XY]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
   [, [XY]MAJOR=*integer*] [, [XY]MINOR=*integer*] [, [XY]RANGE=[*min*, *max*]]
   [, [XY]SUBTICKLEN=*ratio*] [, [XY]TEXT_COLOR=*RGB vector*]
   [, [XY]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}] [, [XY]TICKFONT_SIZE=*float*]
   [, [XY]TICKFONT_STYLE={0 | 1 | 2 | 3}]
   [, [XY]TICKFORMAT=*string or string array*] [, [XY]TICKINTERVAL=*value*]
   [, [XY]TICKLAYOUT={0 | 1 | 2}] [, [XY]TICKLEN=*value*]

[, [XY]TICKNAME=*string array*] [, [XY]TICKUNITS=*string*]
[, [XY]TICKVALUES=*vector*] [, [XY]TITLE=*string*]

Arguments

Image

Either a vector, a two-dimensional, or a three-dimensional array representing the sample values to be displayed as an image.

If *Image* is a vector:

- The *X* and *Y* arguments must also be present and contain the same number of elements. In this case, a dialog will be presented that offers the option of gridding the data to a regular grid (the results of which will be displayed as an indexed-color image).

If *Image* is a two-dimensional array:

- If either dimension is 3:

  Image represents an array of *x*, *y*, and *z* values (either $[[x_0, y_0, z_0], [x_1, y_1, z_1], ..., [x_n, y_n, z_n]]$ or $[[x_0, x_1, ..., x_n], [y_0, y_1, ..., y_n], [z_0, z_1, ..., z_n]]$ where *n* is the length of the other dimension). In this case, the *X* and *Y* arguments, if present, will be ignored. A dialog will be presented that allows the option of gridding the data to a regular grid (the results of which will be displayed as an indexed-color image, using the *z* values as the image data values).

- If neither dimension is 3:

  Image represents an array of sample values to be displayed as a color-indexed image. If *X* and *Y* are provided, the sample values are defined as a function of the corresponding (*x*, *y*) locations; otherwise, the sample values are implicitly treated as a function of the array indices of each element of *Image*.

If *Image* is a three-dimensional array:

- If one of the dimensions is 3:

  Image is a 3 x *n* x *m*, *n* x 3 x *m*, or *n* x *m* x 3 array representing the red, green, and blue channels of the image to be displayed.

- If one of the dimensions is 4:

  Image is a 4 x *n* x *m*, *n* x 4 x *m*, or *n* x *m* x 4 array representing the red, green, blue, and alpha channels of the image to be displayed.

X

Either a vector or a two-dimensional array representing the *x*-coordinates of the image grid.

If the *Image* argument is a vector:

- • *X* must be a vector with the same number of elements as *Image*.

If the *Image* argument is a two-dimensional array (for which neither dimension is 3):

- • If *X* is a vector:

  Each element of *X* specifies the *x*-coordinates for a column of *Image* (e.g., *X*[0] specifies the *x*-coordinate for *Image*[0, *]).

- • If *X* is a two-dimensional array:

  Each element of *X* specifies the *x*-coordinate of the corresponding point in *Image* (X_{ij} specifies the *x*-coordinate of $Image_{ij}$).

- • If the *Image* argument is a three-dimensional RGB or RGBA image:

  X must be a vector, where each element of *X* specifies the *x*-coordinate for a column of *Image* (*X*[0] specifies the *x*-coordinate for Image[*, 0, *]).

Y

Either a vector or a two-dimensional array representing the *y*-coordinates of the image grid.

If the *Image* argument is a vector:

- • *Y* must be a vector with the same number of elements.

If the *Image* argument is a two-dimensional array:

- • If *Y* is a vector:

  Each element of *Y* specifies the *y*-coordinates for a row of *Image* (e.g., *Y*[0] specifies the *y*-coordinate for *Image*[*, 0]).

- • If *Y* is a two-dimensional array:

  Each element of *Y* specifies the *y*-coordinate of the corresponding point in *Image* (Y_{ij} specifies the y-coordinate of $Image_{ij}$).

- • If the Image argument is a three-dimensional RGB or RGBA image:

  Y must be a vector, where each element of *Y* specifies the *y*-coordinate for a row of *Image* (*Y*[0] specifies the *y*-coordinate for *Image*[*, *, 0]).

Keywords

Note ——

> Keywords to the IIMAGE routine that correspond to the names of *registered properties* of the iImage tool must be specified in full, without abbreviation.

———

ALPHA_CHANNEL

Set this keyword to a two-dimensional array representing the alpha channel pixel values for the image to be displayed. This keyword is ignored if the *Image* argument is present, and is intended to be used in conjunction with some combination of the RED_CHANNEL, GREEN_CHANNEL, and BLUE_CHANNEL keywords.

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

BLUE_CHANNEL

Set this keyword to a two-dimensional array representing the blue channel pixel values for the image to be displayed. This keyword is ignored if the *Image* argument

is present, and is intended to be used in conjunction with some combination of the RED_CHANNEL, GREEN_CHANNEL, and ALPHA_CHANNEL keywords.

CHANNEL

Set this keyword to a hexadecimal bitmask that defines which color channel(s) to draw. Each bit that is a 1 is drawn; each bit that is a 0 is not drawn. For example, 'ff0000'X represents a Blue channel write. The default is to draw all channels, and is represented by the hexadecimal value 'ffffff'X.

CLIP_PLANES

Set this keyword to an array of dimensions [4, *N*] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this keyword is a scalar (-1) indicating that no clipping planes are to be applied.

Note

A window is only able to support a limited number of clipping planes. Some of these clipping planes may already be in use by the tool to support specific data display features. If the total number of clipping planes exceeds the limit, an informational message is displayed.

DIMENSIONS

Set this keyword to a two-element vector of the form [width, height] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

GREEN_CHANNEL

Set this keyword to a two-dimensional array representing the green channel pixel values for the image to be displayed. This keyword is ignored if the *Image* argument is present, and is intended to be used in conjunction with some combination of the RED_CHANNEL, BLUE_CHANNEL, and ALPHA_CHANNEL keywords.

GRID_UNITS

Set this keyword to an integer specifying the units for the image grid. This keyword applies only when there is a map projection inserted. It has the following values:

- 0 – None. The image grid is in arbitrary units that are not tied to a map projection. The image will not be warped to the current map projection.

- 1 – Meters. The image grid is in meters, and is tied to a particular map projection. The image will be warped to the current map projection.

- 2 – Degrees. The image grid is in degrees longitude/latitude, and will be automatically warped to the current map projection.

HIDE

Set this keyword to a boolean value indicating whether this object should be drawn:

- 0 = Draw graphic (the default)

- 1 = Do not draw graphic

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

IMAGE_DIMENSIONS

Set this keyword to a 2-element vector, [*width*, *height*], to specify the image dimensions (in data units). By default, the dimensions match the pixel width of the image.

IMAGE_LOCATION

Set this keyword to a 2-element vector, [*x*, *y*], to specify the image location (in data units). By default, the location is [0, 0].

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by the RGB_TABLE keyword) set this keyword to automatically insert a colorbar. By default the colorbar will be positioned in the bottom center of the view. To manually position the colorbar, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the colorbar in normalized coordinates.

INTERPOLATE

Set this keyword to one (1) to display the iImage tool using bilinear interpolation. The default is to use nearest neighbor interpolation.

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note
Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

NAME

Set this keyword to a string to specify the name for this visualization. The name is used for tool-related display purposes only.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

ORDER

Set this keyword to force the rows of the image data to be drawn from top to bottom. By default, image data is drawn from the bottom row up to the top row.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword to 1 (one) to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

RED_CHANNEL

Set this keyword to a two-dimensional array representing the red channel pixel values for the image to be displayed. This keyword is ignored if the *Image* argument is present, and is intended to be used in conjunction with some combination of the GREEN_CHANNEL, BLUE_CHANNEL, and ALPHA_CHANNEL keywords.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

RGB_TABLE

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array of RGB color values. If no color tables are supplied, the tool will provide a default 256-entry linear grayscale ramp.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

- If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

• Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the image visualization. The default is zero.

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

[XY]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XY]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XY]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

[XY]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

[XY]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum.

[XY]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

[XY]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black).

[XY]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica

- 1 = Courier

- 2 = Times

- 3 = Symbol

- 4 = Hershey

Tip

Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

[XY]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points.

[XY]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- 0 = Normal

- 1 = Bold

- 2 = Italic

- 3 = Bold Italic

[XY]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an

array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note
For more information, see "[XYZ]TICKFORMAT" on page 5478.

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

[XY]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'], and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

[XY]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

Note

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

[XY]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

[XY]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark.

[XY]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- • Numeric

- • Years

- • Months

- • Days

- • Hours

- • Minutes

- • Seconds

- • Time - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- • ""- Use an empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the Numeric unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

Note

Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

[XY]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

[XY]TITLE

Set this keyword to a string representing the title of the specified axis.

ZVALUE

Set this keyword to the height of the Z plane onto which the image will be projected. The default is zero. If the ZVALUE is zero then the image visualization is considered to be 2D. If the ZVALUE is nonzero, then the image visualization is considered to be 3D, and the dataspace associated with this image will be automatically switched to 3D.

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command Line (as described in Example 1), or data can be imported via the **File** menu in the iTool window (as described in Examples 2 and 3). For detailed information on importing data via the iTool file menu, refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

This example shows how use the IDL Command Line to load data into the iImage tool.

At the IDL Command Line, enter:

```
file = FILEPATH('mineral.png', $
    SUBDIRECTORY = ['examples', 'data'])
data = READ_PNG(file)
IIMAGE, data, TITLE = 'Electron Image of Mineral Deposits'
```

Double-click the image to display image properties, and use the **Image Palette** setting to load the Stern Special predefined color table through the **Load Predefined** button in the Palette Editor.

Use the Text Annotation tool to insert a title at the top of the image. Select **Insert → Colorbars** to insert a color bar at the bottom of the image. Double-click on the colorbar to display its properties, and change the **Title** setting to Stern Special.

The following figure displays the output of this example:
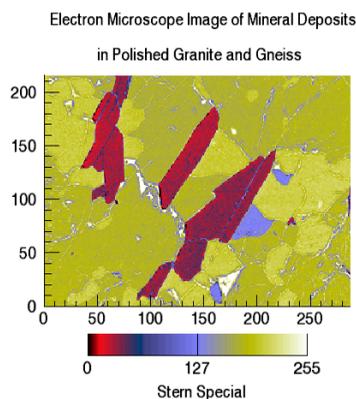
Figure 11-4: Mineral iImage Example with Sterns Color Table

Example 2

This example shows how to use the iTool **File** → **Open** command to load binary data into the iImage tool.

At the IDL Command Line, enter:

```
IIMAGE
```

Select **File** → **Open** to display the Open dialog, then browse to find `worldelv.dat` in the `examples/data` directory in the IDL distribution, and click **Open**.

In the Binary Template dialog, click **New Field**, and enter the following information in the New Field dialog:

- **Field Name:** `data` (or a name of your choosing)
- **Type:** `Byte (unsigned 8-bits)`
- **Number of Dimensions:** 2
- **1st Dimension Size:** `360`
- **2nd Dimension Size:** `360`

Click **OK** to close the New Field dialog and the Binary Template dialog, and the image is displayed.

Note ───

For more information on using the Binary Template to import data, see "Using the BINARY_TEMPLATE Interface" on page 166.

───

Double-click the image to display image properties, and use the **Image Palette** setting to load the `STD GAMMA-II` predefined color table through the **Load Predefined** button in the Palette Editor.

The following figure displays the output of this example:
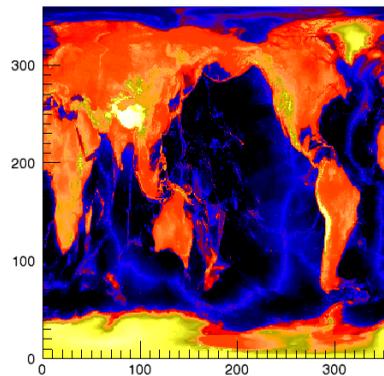
Figure 11-5: World Elevation iImage Example

Example 3

This example shows how to use the IDL Import Data Wizard to load image data into the iImage tool.

At the IDL Command Line, enter:

```
IIMAGE
```

Select **File → Import** to display the IDL Import Data wizard.

1. At Step 1, select **From a File** and click **Next>>**.

2. At Step 2, under **File Name:**, browse to find n_vasinfecta.jpg in the examples/data directory in the IDL distribution, and click **Next**>>.

3. At Step 3, select **Image** and click **Finish**.

Define the edges within the image by selecting **Operations → Filter → Sobel Filter**.

The following figure displays the output of this example:
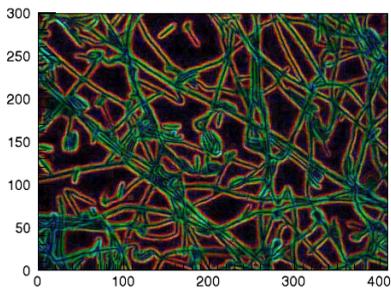
Figure 11-6: Sobel FIltered Neocosmospora Vasinfecta iImage Example

Version History

6.0	Introduced
6.1	Added BACKGROUND_COLOR, GRID_UNITS, MACRO_NAMES, and STYLE_NAME keywords
6.2	Added DISABLE_SPLASH_SCREEN and VIEW_TITLE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, INSERT_COLORBAR, RENDERER, SCALE_ISOTROPIC, TRANSPARENCY, VIEW_ZOOM keywords

IMAGE_CONT

The IMAGE_CONT procedure overlays an image with a contour plot.

This routine is written in the IDL language. Its source code can be found in the file image_cont.pro in the lib subdirectory of the IDL distribution.

Syntax

IMAGE_CONT, *A* [, /ASPECT] [, /INTERP] [, /WINDOW_SCALE]

Arguments

A

The two-dimensional array to display and overlay.

Keywords

ASPECT

Set this keyword to retain the image's aspect ratio. Square pixels are assumed. If WINDOW_SCALE is set, the aspect ratio is automatically retained.

INTERP

If this keyword is set, bilinear interpolation is used if the image is resized.

WINDOW_SCALE

Set this keyword to scale the window size to the image size. Otherwise, the image size is scaled to the window size. This keyword is ignored when outputting to devices with scalable pixels (e.g., PostScript).

Examples

```
; Create an image to display:
A = BYTSCL(DIST(356))

; Display image and overplot contour lines:
IMAGE_CONT, A, /WINDOW
```

Version History

Original	Introduced

See Also

CONTOUR, ICONTOUR, IIMAGE, TV

IMAGE_STATISTICS

The IMAGE_STATISTICS procedure computes sample statistics for a given array of values. An optional mask may be specified to restrict computations to a spatial subset of the input data.

Syntax

IMAGE_STATISTICS, *Data* [, COUNT=*variable*] [, DATA_SUM=*variable*]
   [, /LABELED] [, LUT=*array*] [, MASK=*array*] [, MAXIMUM=*variable*]
   [, MEAN=*variable*] [, MINIMUM=*variable*] [, STDDEV=*variable*]
   [, SUM_OF_SQUARES=*variable*] [, VARIANCE=*variable*] [, /VECTOR]
   [, WEIGHT_SUM=*variable*] [, /WEIGHTED]

Arguments

Data

An *N*-dimensional input data array.

Keywords

COUNT

Set this keyword to a named variable to contain the number of samples that correspond to nonzero values within the mask.

DATA_SUM

Set this keyword to a named variable to contain the sum of the samples that lie within the mask.

LABELED

When set, this keyword indicates values in the mask representing region labels, where each pixel of the mask is set to the index of the region in which that pixel belongs (see the LABEL_REGION function in the *IDL Reference Guide*). If the LABELED keyword is set, each statistic's value is computed for each region index. Thus, a vector containing the results is provided for each statistic with one element per region. By default, this keyword is set to zero, indicating that all samples with a corresponding nonzero mask value are used to form a scalar result for each statistic.

Note ———

The LABELED keyword cannot be used with either the WEIGHT_SUM or the
WEIGHTED keywords.

———

LUT

Set this keyword to a one-dimensional array. For non-floating point input *Data*, the
pixel values are looked up through this table before being used in any of the statistical
computations. This allows an integer image array to be calibrated to any user
specified intensity range for the sake of calculations. The length of this array must
include the range of the input array. This keyword may not be set with floating point
input data. When signed input data types are used, they are first cast to the
corresponding IDL unsigned type before being used to access this array. For example,
the integer value –1 looks up the value 65535 in the LUT array.

MASK

An array of *N*, or *N*–1 (when the VECTOR keyword is used) dimensions representing
the mask array. If the LABELED keyword is set, MASK contains the region indices
of each pixel; otherwise statistics are only computed for data values where the MASK
array is non-zero.

MAXIMUM

Set this keyword to a named variable to contain the maximum value of the samples
that lie within the mask.

MEAN

Set this keyword to a named variable to contain the mean of the samples that lie
within the mask.

MINIMUM

Set this keyword to a named variable to contain the minimum value of the samples
that lie within the mask.

STDDEV

Set this keyword to a named variable to contain the standard deviation of the samples
that lie within the mask.

SUM_OF_SQUARES

Set this keyword to a named variable to contain the sum of the squares of the samples that lie within the mask.

VARIANCE

Set this keyword to a named variable to contain the variance of the samples that lie within the mask.

VECTOR

Set this keyword to specify that the leading dimension of the input array is not to be considered spatial but consists of multiple data values at each pixel location. In this case, the leading dimension is treated as a vector of samples at the spatial location determined by the remainder of the array dimensions.

WEIGHT_SUM

Set the WEIGHT_SUM keyword to a named variable to contain the sum of the weights in the mask.

Note ─────────────────────────────────────

The WEIGHT_SUM keyword cannot be used if the LABELED keyword is specified.

───

WEIGHTED

If the WEIGHTED keyword is set, the values in the MASK array are used to weight individual pixels with respect to their count value. If a MASK array is not provided, all pixels are assigned a weight of 1.0.

Note ─────────────────────────────────────

The WEIGHTED keyword cannot be used if the LABELED keyword is specified.

───

Examples

See "Calculating Image Statistics" (Chapter 4, *Image Processing in IDL*).

Version History

5.3	Introduced

IMAGINARY

The IMAGINARY function returns the imaginary part of its complex-valued argument.

Syntax

Result = IMAGINARY(*Complex_Expression*)

Return Value

If the complex-valued argument is double-precision, the result will be double-precision, otherwise the result will be single-precision floating-point.

Arguments

Complex_Expression

The complex-valued expression for which the imaginary part is desired.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

```
; Create an array of complex values:
C = COMPLEX([1,2,3],[4,5,6])

; Print just the imaginary parts of each element in C:
PRINT, IMAGINARY(C)
```

IDL prints:

```
  4.00000 5.00000 6.00000
```

Version History

Original	Introduced

See Also

COMPLEX, DCOMPLEX, REAL_PART

IMAP

The IMAP procedure creates an iTool and associated user interface (UI) configured to display and manipulate image and contour data that is georeferenced, as well as shapefile data that is interactively imported once an iMap tool is created.

Note

If no arguments are specified, the IMAP procedure creates an empty iMap tool.

This procedure is written in the IDL language. Its source code can be found in the file imap.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iMap tool, see "Working with Maps" (*iTool User's Guide*).

Syntax

Empty Map Projection

IMAP [, MAP_PROJECTION=*string*]

Image Visualization

IMAP [, *Image*[, *X*, *Y*]] [, GEOTIFF=*variable*] [, GRID_UNITS=*value*]
  [, MAP_PROJECTION=*string*]

Contour Visualization

IMAP [, *Z*[, *X*, *Y*]] , /CONTOUR [, GRID_UNITS=*value*]
  [, MAP_PROJECTION=*string*]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
  [, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
  [, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
  [, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
  [, MACRO_NAMES=*string or string array*] [, NAME=*string*]
  [, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
  [, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
  [, VIEW_GRID=[*columns*, *rows*]] [, /VIEW_NEXT]
  [, VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

iTool Image Keywords: This procedure accepts all IIMAGE keywords. For more information, see "IIMAGE" on page 1074.

iTool Contour Keywords: If the CONTOUR keyword is set, this procedure accepts all ICONTOUR keywords. For more information, see "ICONTOUR" on page 1021.

Map Projection Keywords: [, CENTER_LATITUDE=*value*] [, CENTER_LONGITUDE=*value*] [, DATUM=*string*] [, FALSE_EASTING=*value*] [, FALSE_NORTHING=*value*] [, HEIGHT=*value*] [, HEMISPHERE={0 | 1}] [, HOM_AZIM_LONGITUDE=*value*] [, HOM_AZIM_ANGLE=*value*] [, HOM_LATITUDE1=*value*] [, HOM_LATITUDE2=*value*] [, HOM_LONGITUDE1=*value*] [, HOM_LONGITUDE2=*value*] [, IS_ZONES=*value*] [, IS_JUSTIFY=*value*] [, LIMIT=[*latmin, lonmin, latmax, lonmax*]] [, MERCATOR_SCALE=*value*] [, OEA_ANGLE=*value*] [, OEA_SHAPEM=*value*] [, OEA_SHAPEN=*value*] [, SEMIMAJOR_AXIS=*value*] [, SEMIMINOR_AXIS=*value*] [, SOM_INCLINATION=*value*] [, SOM_LONGITUDE=*value*] [, SOM_PERIOD=*value*] [, SOM_RATIO=*value*] [, SOM_FLAG=*value*] [, SOM_LANDSAT_NUMBER=*value*] [, SOM_LANDSAT_PATH=*value*] [, SPHERE_RADIUS=*value*] [, STANDARD_PARALLEL=*value*] [, STANDARD_PAR1=*value*] [, STANDARD_PAR2=*value*] [, TRUE_SCALE_LATITUDE=*value*] [, ZONE=*value*]

Axis Keywords: [, [XY]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}] [, [XY]MAJOR=*integer*] [, [XY]MINOR=*integer*] [, [XY]RANGE=[*min, max*]] [, [XY]SUBTICKLEN=*ratio*] [, [XY]TEXT_COLOR=*RGB vector*] [, [XY]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}] [, [XY]TICKFONT_SIZE=*float*] [, [XY]TICKFONT_STYLE={0 | 1 | 2 | 3}] [, [XY]TICKFORMAT=*string or string array*] [, [XY]TICKINTERVAL=*value*] [, [XY]TICKLAYOUT={0 | 1 | 2}] [, [XY]TICKLEN=*value*] [, [XY]TICKNAME=*string array*] [, [XY]TICKUNITS=*string*] [, [XY]TICKVALUES=*vector*] [, [XY]TITLE=*string*]

Image Visualization Arguments

Image

A vector, a two-dimensional array, or a three-dimensional array representing the sample values to be displayed as an image.

If *Image* is a vector:

- The *X* and *Y* arguments must also be present and contain the same number of elements. In this case, a dialog will be presented that offers the option of gridding the data to a regular grid (the results of which will be displayed as an indexed-color image).

If *Image* is a two-dimensional array:

- If either dimension is 3:

  Image represents an array of *x*, *y*, and *z* values (either $[[x_0, y_0, z_0], [x_1, y_1, z_1], ..., [x_n, y_n, z_n]]$ or $[[x_0, x_1, ..., x_n], [y_0, y_1, ..., y_n], [z_0, z_1, ..., z_n]]$ where *n* is the length of the other dimension). In this case, the *X* and *Y* arguments, if present, will be ignored. A dialog will be presented that allows the option of gridding the data to a regular grid (the results of which will be displayed as an indexed-color image, using the *z* values as the image data values).

- If neither dimension is 3:

  Image represents an array of sample values to be displayed as a color-indexed image. If *X* and *Y* are provided, the sample values are defined as a function of the corresponding (*x*, *y*) locations; otherwise, the sample values are implicitly treated as a function of the array indices of each element of *Image*.

If *Image* is a three-dimensional array:

- If one of the dimensions is 3:

  Image is a 3 x *n* x *m*, *n* x 3 x *m*, or *n* x *m* x 3 array representing the red, green, and blue channels of the image to be displayed.

- If one of the dimensions is 4:

  Image is a 4 x *n* x *m*, *n* x 4 x *m*, or *n* x *m* x 4 array representing the red, green, blue, and alpha channels of the image to be displayed.

X

Either a vector or a two-dimensional array representing the *x*-coordinates of the image grid.

If the *Image* argument is a vector:

- *X* must be a vector with the same number of elements as *Image*.

If the *Image* argument is a two-dimensional array (for which neither dimension is 3):

- If *X* is a vector:

  Each element of *X* specifies the *x*-coordinates for a column of *Image* (e.g., *X*[0] specifies the *x*-coordinate for *Image*[0, *]).

- If *X* is a two-dimensional array:

  Each element of *X* specifies the *x*-coordinate of the corresponding point in *Image* (X_{ij} specifies the *x*-coordinate of *Image*$_{ij}$).

Y

Either a vector or a two-dimensional array representing the *y*-coordinates of the image grid.

If the *Image* argument is a vector:

- *Y* must be a vector with the same number of elements.

If the *Image* argument is a two-dimensional array:

- If *Y* is a vector:

  Each element of *Y* specifies the *y*-coordinates for a column of *Image* (e.g., *Y*[0] specifies the *y*-coordinate for *Image*[*, 0]).

- If *Y* is a two-dimensional array:

  Each element of *Y* specifies the *y*-coordinate of the corresponding point in *Image* (Y_{ij} specifies the y-coordinate of *Image*$_{ij}$).

Contour Visualization Arguments

Z

A vector or two-dimensional array containing the values to be contoured. If the *X* and *Y* arguments are provided, the contour is plotted as a function of the (*x*, *y*) locations specified by their contents. Otherwise, the contour is generated as a function of the two-dimensional array index of each element of *Z*.

X

A vector or two-dimensional array specifying the *x*-coordinates for the contour surface. If *X* is a vector, each element of *X* specifies the *x*-coordinate for a column of *Z* (e.g., *X*[0] specifies the *x*-coordinate for *Z*[0, *]). If *X* is a two-dimensional array, each element of *X* specifies the *x*-coordinate of the corresponding point in *Z* (i.e., X_{ij} specifies the *x*-coordinate for Z_{ij}).

Y

A vector or two-dimensional array specifying the *y*-coordinates for the contour surface. If *Y* is a vector, each element of *Y* specifies the *y*-coordinate for a row of *Z*

(e.g., *Y*[0] specifies the *y*-coordinate for *Z*[*,0]). If *Y* is a two-dimensional array, each element of *Y* specifies the *y*-coordinate of the corresponding point in *Z* (Y_{ij} specifies the *y*-coordinate for Z_{ij}).

Keywords

> **Note** ───
>
> Keywords to the IMAP routine that correspond to the names of *registered properties* of the iMap tool must be specified in full, without abbreviation.
> ──

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

CONTOUR

Set this keyword to create a contour visualization from the supplied data. By default, the procedure creates an image visualization.

GEOTIFF

Set this keyword equal to a structure containing the GeoTIFF tags (for information on GeoTIFF tags, see the GEOTIFF keyword in the READ_TIFF function) from a GeoTIFF file. This keyword is only valid when creating an image visualization, and is ignored if the CONTOUR keyword is set.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

MAP_PROJECTION

Set this keyword to a string specifying the name of an IDL GCTP map projection to use for the initial projection. If this keyword is specified, the allowed map projection keywords are available. Table 11-2 provides the projection names and the allowed keywords associated with them.

These properties are applied to the newly created dataspace, without affecting existing dataspaces. If you create an image with IMAP and use this keyword to define a map projection, IDL uses these properties to set up the image's projection. For more information, see "Registering an Image" (Chapter 15, *iTool User's Guide*).

Projection Name	Allowed Keywords
UTM	CENTER_LATITUDE, ZONE
State Plane	ZONE
Albers Equal Area	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Lambert Conformal Conic	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Mercator	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, TRUE_SCALE_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Polar Stereographic	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Polyconic	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING

Table 11-2: Map Projections and Their Allowed Keywords

Projection Name	Allowed Keywords
Equidistant Conic A	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PARALLEL, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Equidistant Conic B	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Transverse Mercator	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Stereographic	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Lambert Azimuthal	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Azimuthal	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Gnomonic	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Orthographic	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Near Side Perspective	SPHERE_RADIUS, HEIGHT, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Sinusoidal	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING

Table 11-2: Map Projections and Their Allowed Keywords (Continued)

Projection Name	Allowed Keywords
Equirectangular	SPHERE_RADIUS, CENTER_LONGITUDE, TRUE_SCALE_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Miller Cylindrical	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
Van der Grinten	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Hotine Oblique Mercator A	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING, HOM_LONGITUDE1, HOM_LATITUDE1, HOM_LONGITUDE2, HOM_LATITUDE2
Hotine Oblique Mercator B	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, HOM_AZIM_ANGLE, HOM_AZIM_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
Robinson	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
Space Oblique Mercator A	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, SOM_INCLINATION, SOM_LONGITUDE, FALSE_EASTING, FALSE_NORTHING, SOM_PERIOD, SOM_RATIO, SOM_FLAG
Space Oblique Mercator B	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, SOM_LANDSAT_NUMBER, SOM_LANDSAT_PATH, FALSE_EASTING, FALSE_NORTHING
Alaska Conformal	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, FALSE_EASTING, FALSE_NORTHING
Interrupted Goode	SPHERE_RADIUS
Mollweide	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING

Table 11-2: Map Projections and Their Allowed Keywords (Continued)

Projection Name	Allowed Keywords
Interrupted Mollweide	SPHERE_RADIUS
Hammer	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
Wagner IV	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
Wagner VII	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
Oblated Equal Area	SPHERE_RADIUS, OEA_SHAPEM, OEA_SHAPEN, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING, OEA_ANGLE
Integerized Sinusoidal	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING, IS_ZONES, IS_JUSTIFY

Table 11-2: Map Projections and Their Allowed Keywords (Continued)

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER, or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

DIMENSIONS

Set this keyword to a two-element vector of the form [*width, height*] to specify the dimensions of the drawing area of the specific tool in units specified by the UNITS keyword. If no value is provided, a default value of one half the screen size is used. The minimum width of the window correlates to the width of the menu bar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

GRID_UNITS

Set this keyword to an integer specifying the units for the image or contour grid. This keyword applies only when there is a map projection inserted. It has the following values:

- 0 — None. The image or contour grid is in arbitrary units that are not tied to a map projection. The image or contour will not be warped to the current map projection.

- 1 — Meters. The image or contour grid is in meters, and is tied to a particular map projection. The image or contour will be automatically warped to the current map projection. You are responsible for choosing the dataspace map projection that matches the image or contour's map projection.

- 2 — Degrees. The image or contour grid is in degrees longitude/latitude, and will be automatically warped to the current map projection.

IDENTIFIER

Set this keyword to a named variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left corner of the tool relative to the display screen, in units specified by the UNITS keyword.

Note

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If

a macro of the specified name does not exist, IDL generates an error and the routine exits.

NAME

Set this keyword to a string that specifies the name of this visualization.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword to 1 to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible

values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

- If the tool exists and OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns, rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created. For example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified, then VIEW_GRID is ignored.

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently selected view before issuing any graphical commands. If the currently selected view is the last one in the layout, then VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note
The contents of the newly-selected view will be emptied unless OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note
The contents of the newly-selected view will be emptied unless OVERPLOT is set.

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

[XY]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XY]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XY]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

[XY]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

[XY]RANGE

Set this keyword to the desired data range of the axis, a two-element vector. The first element is the axis minimum, and the second is the axis maximum.

[XY]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

[XY]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black).

[XY]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica

- • 1 = Courier
- • 2 = Times
- • 3 = Symbol
- • 4 = Hershey

Tip ───

Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

───

[XY]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points.

[XY]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- • 0 = Normal
- • 1 = Bold
- • 2 = Italic
- • 3 = Bold Italic

[XY]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- • *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis
- • *Index* is the tick mark index (indices start at 0)
- • *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- • *Axis*, *Index*, and *Value* are the same as described above.
- • *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note ———

For more information, see "[XYZ]TICKFORMAT" on page 5478.

——

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

[XY]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XY]RANGE and the number of major tick marks ([XY]MAJOR). The value of this keyword takes precedence over the value set for the [XY]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'] and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

[XY]TICKLAYOUT

Set this keyword to an integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- • 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- • 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- • 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

Note

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

[XY]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

[XY]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark.

[XY]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- • Numeric
- • Years
- • Months
- • Days

- • Hours

- • Minutes

- • Seconds

- • Time — Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- • Use the empty string ("") to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the Numeric unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values.

Note

Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

Note

Note that the singular form of each of the time value strings is also acceptable (e.g., TICKUNITS = "Day" is equivalent to TICKUNITS = "Days").

[XY]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

[XY]TITLE

Set this keyword to a string representing the title of the specified axis.

Map Projection Keywords:

CENTER_LATITUDE

Set this keyword to the latitude of the point on the earth's surface to be mapped to the center of the projection plane. Latitude is measured in degrees north of the equator and must be in the range -90 to +90. The default value is zero.

CENTER_LONGITUDE

Set this keyword to the longitude of the point on the earth's surface to be mapped to the center of the map projection. Longitude is measured in degrees east of the Greenwich meridian and must be in the range -360 to +360. The default value is zero.

Note ——

For the Hotine Oblique Mercator projection, the center latitude should not be set to 0, +90, or -90.

——

DATUM

Set this keyword to a scalar string containing the name of the datum to use for the ellipsoid. The default value depends on the projection selected, but is either the Clarke 1866 ellipsoid or a sphere with a radius of 6370.997 kilometers.

Table 11-3 shows the datums (or spheroids) available for use with the DATUM keyword.

Name	Semimajor Axis (m)	Semiminor Axis (m)
Clarke 1866 (NAD27)	6378206.4	6356583.8
Clarke 1880	6378249.145	6356514.86955
Bessel	6377397.155	6356078.96284
International 1967	6378157.5	6356772.2
International 1909	6378388.0	6356911.94613
WGS 72	6378135.0	6356750.519915
Everest	6377276.3452	6356075.4133
WGS 66	6378145.0	6356759.769356
GRS 1980/WGS 84 (NAD 83)	6378137.0	6356752.31414
Airy	6377563.396	6356256.91
Modified Everest	6377304.063	6356103.039
Modified Airy	6377340.189	6356034.448

Table 11-3: Datums Available for Use with the DATUM Keyword

Name	Semimajor Axis (m)	Semiminor Axis (m)
Walbeck	6378137.0	6356752.314245
Southeast Asia	6378155.0	6356773.3205
Australian National	6378160.0	6356774.719
Krassovsky	6378245.0	6356863.0188
Hough	6378270.0	6356794.343479
Mercury 1960	6378166.0	6356784.283666
Modified Mercury 1968	6378150.0	6356768.337303
Sphere	6370997.0	6370997.0

Table 11-3: Datums Available for Use with the DATUM Keyword (Continued)

Note

For many projections, you can specify your own datum by using either the SEMIMAJOR_AXIS and SEMIMINOR_AXIS keywords or the SPHERE_RADIUS keyword.

FALSE_EASTING

Set this keyword to the false easting value (in meters) to be added to each *x*-coordinate for the forward transform, or subtracted from each *x* coordinate for the inverse transform.

FALSE_NORTHING

Set this keyword to the false northing value (in meters) to be added to each *y*-coordinate for the forward transform, or subtracted from each *y*-coordinate for the inverse transform.

HEIGHT

Set this keyword to the height (in meters) above the earth's surface for satellite projections.

HEMISPHERE

Set this keyword equal to 1 to display the Southern hemisphere when using a UTM or Polar projection. Set this keyword equal to 0 (the default) to display the Northern hemisphere.

HOM_AZIM_LONGITUDE

Set this keyword to the longitude in degrees of the central meridian point where the azimuth occurs.

HOM_AZIM_ANGLE

Set this keyword to the azimuth angle, measured in degrees, east of a north-south line that intersects the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

HOM_LATITUDE1

Set this keyword to the latitude in degrees of the first point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

Note ———
HOM_LATITUDE1 cannot be equal to HOM_LATITUDE2.
——

HOM_LATITUDE2

Set this keyword to the latitude in degrees of the second point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

Note ———
HOM_LATITUDE1 cannot be equal to HOM_LATITUDE2.
——

HOM_LONGITUDE1

Set this keyword to the longitude in degrees of the first point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

HOM_LONGITUDE2

Set this keyword to the longitude in degrees of the second point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

IS_ZONES

Set this keyword to the number of longitudinal zones to include in the projection.

IS_JUSTIFY

Set this keyword to indicate what to do with rows with an odd number of columns. The following values are allowed:

- 0 — Indicates the extra column is on the right of the projection *y*-axis

- 1 — Indicates the extra column is on the left of the projection *y*-axis

- 2 — Calculates an even number of columns

LIMIT

Set this keyword to a four-element vector of the form [*latmin, lonmin, latmax, lonmax*] that specifies the boundaries of the region to be mapped. The points [*lonmin, latmin*] and [*lonmax, latmax*] are the longitudes and latitudes of two points diagonal from each other on the region's boundary.

MERCATOR_SCALE

Set this keyword to the scale factor at the central meridian (for the Transverse Mercator projection) or the center of the projection (for the Hotine Oblique Mercator projection). For the Transverse Mercator projection, the default scale is 0.9996.

OEA_ANGLE

Set this keyword to the Oblated Equal Area oval rotation angle in degrees.

OEA_SHAPEM

Set this keyword to the Oblated Equal Area shape parameter *m*. The value of OEA_SHAPEM determines the horizontal flatness of the oblong region, and is usually set to a value between one and three.

Note

Setting both OEA_SHAPEM and OEA_SHAPEN equal to 2 is equivalent to using the Lambert Azimuthal projection.

OEA_SHAPEN

Set this keyword to the Oblated Equal Area oval shape parameter *n*. The value of OEA_SHAPEN determines the vertical flatness of the oblong region, and is usually set to a value between one and three.

Note

Setting both OEA_SHAPEM and OEA_SHAPEN equal to 2 is equivalent to using the Lambert Azimuthal projection.

SEMIMAJOR_AXIS

Set this keyword to the length in meters of the semimajor axis of the reference ellipsoid. The default is the semimajor axis length of either the Clarke 1866 datum (6378206.4 meters) or the Sphere radius (6370997.0 meters), depending on the projection.

SEMIMINOR_AXIS

Set this keyword to the length in meters of the semiminor axis of the reference ellipsoid. The default is the semiminor axis length of either the Clarke 1866 datum (6356583.8 meters) or the Sphere radius (6370997.0 meters), depending on the projection.

SOM_INCLINATION

Set this keyword to the orbit inclination angle in degrees of the ascending node, counter-clockwise from the equator.

SOM_LONGITUDE

Set this keyword to the longitude in degrees of the ascending orbit at the equator.

SOM_PERIOD

Set this keyword to the period in minutes of the satellite revolution.

SOM_RATIO

Set this keyword to the Landsat ratio to compensate for confusion at the northern end of orbit. A typical value is 0.5201613.

SOM_FLAG

Set this keyword to the end-of-path flag for Landsat, where 0 is the start and 1 is the end.

SOM_LANDSAT_NUMBER

Set this keyword to the Landsat satellite number.

SOM_LANDSAT_PATH

Set this keyword to the Landsat path number. Use 1 for Landsat 1, 2, and 3; use 2 for Landsat 4, 5 and 6.

SPHERE_RADIUS

Set this keyword to the radius in meters of the reference sphere. The default value is 6370997.

STANDARD_PARALLEL

Set this keyword to the latitude in degrees of the standard parallel along which the scale is true.

STANDARD_PAR1

Set this keyword to the latitude in degrees of the first standard parallel along which the scale is true.

Note

For Albers Equal Area and Lambert Conformal Conic projections, STANDARD_PAR1 and STANDARD_PAR2 should not be set to values that are equal and opposite.

STANDARD_PAR2

Set this keyword to the latitude in degrees of the second standard parallel along which the scale is true.

Note

For Albers Equal Area and Lambert Conformal Conic projections, STANDARD_PAR1 and STANDARD_PAR2 should not be set to values that are equal and opposite.

TRUE_SCALE_LATITUDE

Set this keyword to the latitude in degrees of true scale.

ZONE

Set this keyword to an integer specifying the zone for the UTM projection or the State Plane projection.

Note

For the UTM projection, you can also use the CENTER_LONGITUDE and CENTER_LATITUDE keywords to set the zone. Internally, the ZONE value will be computed from the longitude and latitude.

Note

UTM zones in the southern hemisphere must be specified by negative numbers (e.g., -53).

Note

For UTM, the zone number should be in the range -60 to -1 (Southern Hemisphere) or 1 to 60 (Northern Hemisphere).

IIMAGE Keywords Accepted

See IIMAGE for the description of the following keywords:

ALPHA_CHANNEL, BLUE_CHANNEL, CHANNEL, CLIP_PLANES, GREEN_CHANNEL, GRID_UNITS, HIDE, IMAGE_DIMENSIONS, IMAGE_LOCATION, INTERPOLATE, ORDER, RED_CHANNEL, RGB_TABLE, ZVALUE

ICONTOUR Keywords Accepted

See ICONTOUR for the description of the following keywords:

AM_PM, ANISOTROPY, C_COLOR, C_FILL_PATTERN, C_LABEL_INTERVAL, C_LABEL_NOGAPS, C_LABEL_OBJECTS, C_LABEL_SHOW, C_LINESTYLE, C_THICK, C_USE_LABEL_COLOR,

C_USE_LABEL_ORIENTATION, C_VALUE, CLIP_PLANES, COLOR,
DAYS_OF_WEEK, DEPTH_OFFSET, DOWNHILL, FILL, GRID_UNITS, HIDE,
LABEL_FONT, LABEL_FORMAT, LABEL_FRMTDATA, LABEL_UNITS,
MAX_VALUE, MIN_VALUE, MONTHS, N_LEVELS, PLANAR, RGB_INDICES,
RGB_TABLE, SHADE_RANGE, SHADING, TICKINTERVAL, TICKLEN,
USE_TEXT_ALIGNMENTS, ZVALUE

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command
Line (as described in Examples 2 and 3) or data can be imported via the **File** menu in
the iTool window. For detailed information on importing data via the iTool file menu,
refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

```
IMAP, MAP_PROJECTION='Lambert'
```

This command opens a new iMap tool with the Lambert Conformal Conic projection
loaded (Figure 11-7).
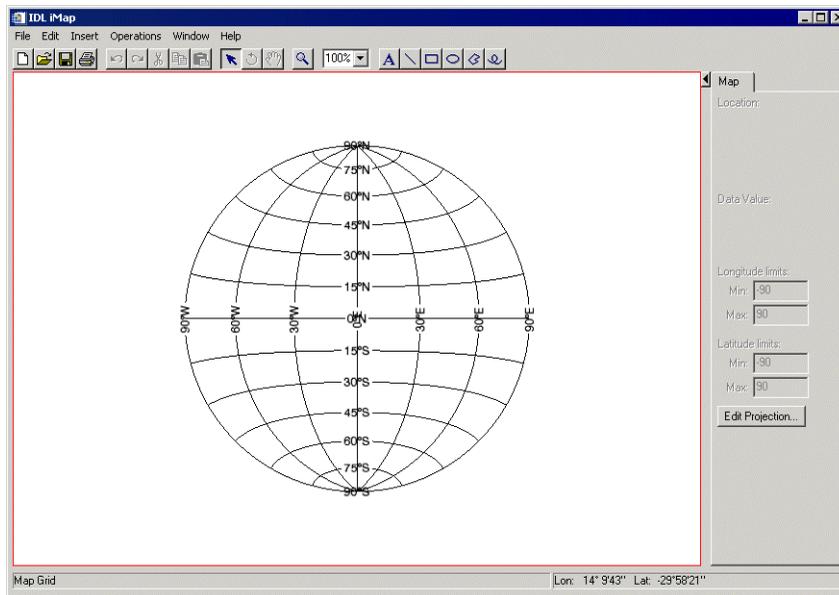
Figure 11-7: iMap Example — Empty Lambert Projection

Example 2

```
file = FILEPATH('avhrr.png', SUBDIRECTORY=['examples','data'])
data = READ_PNG(file, r, g, b)
IMAP, data, LIMIT=[-90,-180,90,180], $
   MAP_PROJECTION='Mollweide', RGB_TABLE=[[r],[g],[b]], $
   IMAGE_TRANSPARENCY=50, GRID_UNITS=2, $
   IMAGE_LOCATION=[-180,-90], IMAGE_DIMENSIONS=[360,180]
```

This series of commands opens a new iMap tool and loads an image of the world, registered in degrees, into a Mollweide map projection (Figure 11-8).
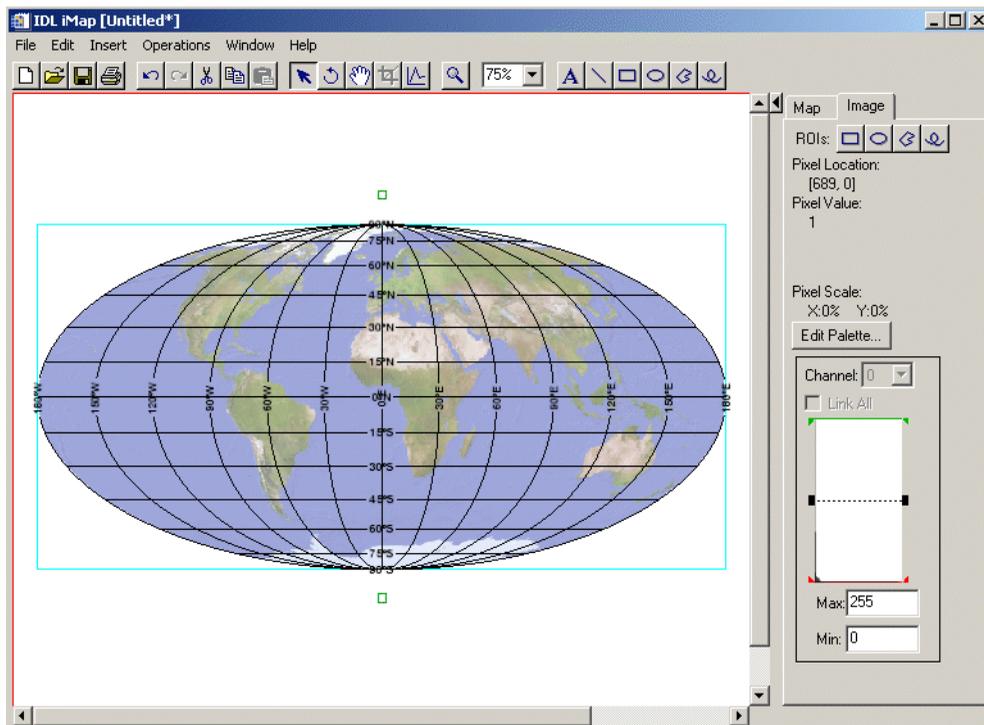
Figure 11-8: iMap Example — World Image with Mollweide Projection

Example 3

This example builds on Example 2, adding contours to the world image in the Mollweide projection.

```
clons = FINDGEN(360) - 179.5
clats = FINDGEN(180) - 89.5
```

```
cdata = SIN(clons/30) # COS(clats/30)
IMAP, cdata, clons, clats, /CONTOUR, /OVERPLOT, $
   RGB_TABLE=39, GRID_UNITS=2, $
   N_LEVELS=10, C_THICK=REPLICATE(2,10)
```

This series of commands plots the contour data atop Example 2's display (Figure 11-8).
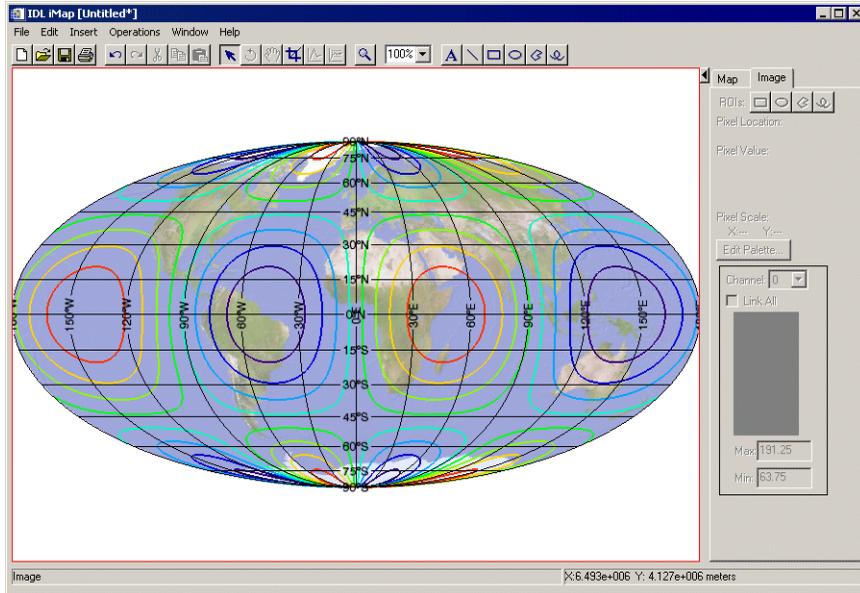
Figure 11-9: iMap Example — Overplotted Contour Data in Rainbow Colors

Version History

6.1	Introduced
6.2	Added DISPLAY_SPLASH_SCREEN and VIEW_TITLE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, GEOTIFF, RENDERER, SCALE_ISOTROPIC, VIEW_ZOOM keywords

INDGEN

The INDGEN function returns an integer array with the specified dimensions.

Syntax

Result = INDGEN(D_1 [, ..., D_8] [, /BYTE | , /COMPLEX | , /DCOMPLEX | ,
/DOUBLE | , /FLOAT | , /L64 | , /LONG | , /STRING | , /UINT | , /UL64 | ,
/ULONG] [, TYPE=*value*])

Return Value

Each element of the returned integer array is set to the value of its one-dimensional
subscript.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the
result. If a single argument is specified, it can be either a scalar expression or an array
of up to eight elements. If multiple arguments are specified, they must all be scalar
expressions. Up to eight dimensions can be specified. If the dimension arguments are
not integer values, IDL will convert them to integer values before creating the new
array.

Keywords

BYTE

Set this keyword to create a byte array.

COMPLEX

Set this keyword to create a complex, single-precision, floating-point array.

DCOMPLEX

Set this keyword to create a complex, double-precision, floating-point array.

DOUBLE

Set this keyword to create a double-precision, floating-point array.

FLOAT

Set this keyword to create a single-precision, floating-point array.

L64

Set this keyword to create a 64-bit integer array.

LONG

Set this keyword to create a longword integer array.

STRING

Set this keyword to create a string array.

TYPE

The type code to set the type of the result. See the description of the SIZE function for a list of IDL type codes.

UINT

Set this keyword to create an unsigned integer array.

UL64

Set this keyword to create an unsigned 64-bit integer array.

ULONG

Set this keyword to create an unsigned longword integer array.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Create *I*, a 5-element vector of integer values with each element set to the value of its subscript by entering:

```
I = INDGEN(5)
```

Version History

Original	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

INT_2D

The INT_2D function computes the double integral of a bivariate function using iterated Gaussian quadrature. The algorithm's transformation data is provided in tabulated form with 15 decimal accuracy.

This routine is written in the IDL language. Its source code can be found in the file int_2d.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = INT_2D(*Fxy*, *AB_Limits*, *PQ_Limits*, *Pts* [, /DOUBLE] [, /ORDER])

Return Value

Returns a double value containing the integral.

Arguments

Fxy

A scalar string specifying the name of a user-supplied IDL function that defines the bivariate function to be integrated. For dy/dx integration (the default, or if the ORDER keyword is explicitly set to zero), the Fxy function must be able to accept a scalar value for X and a vector for Y, and must return a vector of the same length as Y. For dx/dy integration (if the ORDER keyword is set), the Fxy function must be able to accept a vector for X and a scalar value for Y, and must return a vector of the same length as X.

For example, if we wish to integrate the following function:

$$f(x, y) = e^{-x^2 - y^2}$$

We define a function FXY to express this relationship in the IDL language:

```
FUNCTION fxy, X, Y
   RETURN, EXP(-X^2. -Y^2.)
END
```

AB_Limits

A two-element vector containing the lower (A) and upper (B) limits of integration with respect to the variable *x*.

PQ_Limits

A scalar string specifying the name of a user-supplied IDL function that defines the lower ($P(x)$) and upper ($Q(x)$) limits of integration with respect to the variable *y*. The function must accept *x* and return a two-element vector result.

For example, we might write the following IDL function to represent the limits of integration with respect to *y*:

```
FUNCTION PQ_limits, X
   RETURN, [-SQRT(16.0 - X^2), SQRT(16.0 - X^2)]
END
```

Pts

The number of transformation points used in the computation. Possible values are: 6, 10, 20, 48, or 96.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ORDER

A scalar value of either 0 or 1. If set to 0, the integral is computed using a dy-dx order of integration. If set to 1, the integral is computed using a dx-dy order of integration.

Examples

Example 1

Compute the double integral of the bivariate function.

$$I = \int_{x = 0.0}^{x = 2.0} \int_{y = 0.0}^{y = x^2} y \cdot \cos(x^5) dy dx$$

```
; Define the Fxy function.
FUNCTION Fxy, x, y
   RETURN, y*COS(x^5)
END
```

```
; Define the limits of integration for y as a function of x:
FUNCTION PQ_Limits, x
   RETURN, [0.0, x^2]
END

; Define limits of integration for x:
AB_Limits = [0.0, 2.0]

; Using the function and limits defined above, integrate with 48
; and 96 point formulas using a dy-dx order of integration and
; double-precision arithmetic:
PRINT, INT_2D('Fxy', AB_Limits, 'PQ_Limits', 48, /DOUBLE)
PRINT, INT_2D('Fxy', AB_Limits, 'PQ_Limits', 96, /DOUBLE)
```

INT_2D with 48 transformation points yields: 0.055142668

INT_2D with 96 transformation points yields: 0.055142668

Example 2

Compute the double integral of the bivariate function:

$$I = \int_{x = 0.0}^{x = 2.0} \int_{y = 0.0}^{y = x^2} y \cdot \cos(x^5) dx dy$$

```
; Define the Fxy function.
FUNCTION Fxy, x, y
   RETURN, y*COS(x^5)
END

; Define the limits of integration for y as a function of x:
FUNCTION PQ_Limits, y
    RETURN, [sqrt(y), 2.0]
END

; Define limits of integration for x:
AB_Limits = [0.0, 4.0]

; Using the function and limits defined above, integrate with 48
; and 96 point formulas using a dy-dx order of integration and
; double-precision arithmetic:
PRINT, INT_2D('Fxy', AB_Limits, 'PQ_Limits', 48, /DOUBLE, /ORDER)
PRINT, INT_2D('Fxy', AB_Limits, 'PQ_Limits', 96, /DOUBLE, /ORDER)
```

INT_2D with 48 transformation points yields: 0.055142678

INT_2D with 96 transformation points yields: 0.055142668

The exact solution (7 decimal accuracy) is: 0.055142668

Version History

Pre 4.0	Introduced

See Also

INT_3D, INT_TABULATED, QROMB, QROMO, QSIMP

INT_3D

The INT_3D function computes the integral of a trivariate function using iterated Gaussian quadrature. The algorithm's transformation data is provided in tabulated form with 15 decimal accuracy.

This routine is written in the IDL language. Its source code can be found in the file int_3d.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = INT_3D(*Fxyz*, *AB_Limits*, *PQ_Limits*, *UV_Limits*, *Pts* [, /DOUBLE])

Return Value

Returns the triple integral.

Arguments

Fxyz

A scalar string specifying the name of a user-supplied IDL function that defines the trivariate function to be integrated. The function must accept X, Y, and Z, and return a scalar result.

For example, if we wish to integrate the following function:

$$f(x, y, z) = z \cdot (x^2 + y^2 + z^2)^{3/2}$$

We define a function FXY to express this relationship in the IDL language:

```
FUNCTION fxyz, X, Y, Z
   RETURN, z*(x^2+y^2+z^2)^1.5
END
```

AB_Limits

A two-element vector containing the lower (A) and upper (B) limits of integration with respect to the variable *x*.

PQ_Limits

A scalar string specifying the name of a user-supplied IDL function that defines the lower ($P(x)$) and upper ($Q(x)$) limits of integration with respect to the variable *y*. The function must accept *x* and return a two-element vector result.

For example, we might write the following IDL function to represent the limits of integration with respect to *y*:

```
FUNCTION PQ_limits, X
    RETURN, [-SQRT(4.0 - X^2), SQRT(4.0 - X^2)]
END
```

UV_Limits

A scalar string specifying the name of a user-supplied IDL function that defines the lower ($U(x,y)$) and upper ($V(x,y)$) limits of integration with respect to the variable *z*. The function must accept *x* and *y* and return a two-element vector result.

For example, we might write the following IDL function to represent the limits of integration with respect to *z*:

```
FUNCTION UV_limits, X, Y
    RETURN, [0, SQRT(4.0 - X^2 - Y^2)]
END
```

Pts

The number of transformation points used in the computation. Possible values are: 6, 10, 20, 48, or 96.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

Compute the triple integral of the trivariate function

$$I = \int_{x=-2}^{x=2} \int_{y=-\sqrt{4-x^2}}^{y=\sqrt{4-x^2}} \int_{z=0}^{z=\sqrt{4-x^2-y^2}} z \cdot (x^2 + y^2 + z^2)^{3/2} dz\, dy\, dx$$

Using the functions and limits defined above, integrate with 10, 20, 48, and 96 point formulas (using double-precision arithmetic):

```
PRINT, INT_3D('Fxyz', [-2.0, 2.0], 'PQ_Limits', 'UV_Limits', 10,$
   /D)
PRINT, INT_3D('Fxyz', [-2.0, 2.0], 'PQ_Limits', 'UV_Limits', 20,$
   /D)
PRINT, INT_3D('Fxyz', [-2.0, 2.0], 'PQ_Limits', 'UV_Limits', 48,$
   /D)
PRINT, INT_3D('Fxyz', [-2.0, 2.0], 'PQ_Limits', 'UV_Limits', 96,$
   /D)
```

INT_3D with 10 transformation points yields: 57.444248

INT_3D with 20 transformation points yields: 57.446201

INT_3D with 48 transformation points yields: 57.446265

INT_3D with 96 transformation points yields: 57.446266

The exact solution (6 decimal accuracy) is: 57.446267

Version History

Pre 4.0	Introduced

See Also

INT_2D, INT_TABULATED, QROMB, QROMO, QSIMP

INT_TABULATED

The INT_TABULATED function integrates a tabulated set of data { X_i , F_i } on the closed interval [MIN(*X*) , MAX(*X*)], using a five-point Newton-Cotes integration formula.

Warning ───
Data that is highly oscillatory requires a sufficient number of samples for an accurate integral approximation.
───

This routine is written in the IDL language. Its source code can be found in the file int_tabulated.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = INT_TABULATED(*X*, *F* [, /DOUBLE] [, /SORT])

Return Value

Returns the area under the curve represented by the function.

Arguments

X

The tabulated single- or double-precision floating-point *X*-value data. Data may be irregularly gridded and in random order. (If the data is randomly ordered, set the SORT keyword.)

Warning ───
Each *X* value must be unique; if duplicate *X* values are detected, the routine will exit and display a warning message.
───

Note ──
X is returned modified if SORT is set.
───

F

The tabulated single- or double-precision floating-point *F*-value data. Upon input to the function, X_i and F_i must have corresponding indices for all values of *i*. If *X* is reordered, *F* is also reordered.

Note ——————————————————————————————————

F is returned modified if SORT is set.

———

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

SORT

Set this keyword to sort the tabulated *x*-value data into ascending order. If SORT is set, both *X* and *F* values are returned sorted.

Examples

Define 11 *x*-values on the closed interval [0.0 , 0.8]:

```
X = [0.0, .12, .22, .32, .36, .40, .44, .54, .64, .70, .80]
```

Define 11 *f*-values corresponding to *xi*:

```
F = [0.200000, 1.30973, 1.30524, 1.74339, 2.07490, 2.45600, $
     2.84299, 3.50730, 3.18194, 2.36302, 0.231964]
result = INT_TABULATED(X, F)
```

In this example, the f-values are generated from a known function

$$f = 0.2 + 25x - 200x^2 + 675x^3 - 900x^4 + 400x^5$$

which allows the determination of an exact solution. A comparison of methods yields the following results:

- The Multiple Application Trapezoid Method yields: 1.5648

- The Multiple Application Simpson's Method yields: 1.6036

- INT_TABULATED yields: 1.6271

The exact solution (4 decimal accuracy) is: 1.6405

Version History

Pre 4.0	Introduced

See Also

INT_2D, INT_3D, QROMB, QROMO, QSIMP

INTARR

The INTARR function returns an integer vector or array.

Syntax

Result = INTARR(D_1 [, ..., D_8] [, /NOZERO])

Return Value

Returns the integer array of the specified dimensions.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, INTARR sets every element of the result to zero. If NOZERO is nonzero, this zeroing is not performed and INTARR executes faster.

Examples

Create I, a 3-element by 3-element integer array with each element set to 0 by entering:

```
I = INTARR(3, 3)
```

Version History

Original	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

INTERPOL

The INTERPOL function performs linear, quadratic, or spline, interpolation on vectors with a regular or irregular grid.

This routine is written in the IDL language. Its source code can be found in the file interpol.pro in the lib subdirectory of the IDL distribution.

Syntax

For regular grids:

Result = INTERPOL(*V, N* [, /LSQUADRATIC] [, /QUADRATIC] [, /SPLINE])

For irregular grids:

Result = INTERPOL(*V, X, U* [, /LSQUADRATIC] [, /QUADRATIC] [, /SPLINE])

Return Value

The result is a single- or double-precision floating-point vector, or a complex vector if the input vector is complex.

Arguments

V

An input vector of any type except string.

N

The number of points in the result when both input and output grids are regular. The abscissa values for the output grid will contain the same endpoints as the input.

X

The abscissa values for *V*, in the irregularly-gridded case. *X* must have the same number of elements as *V*, and the values *must* be strictly ascending or descending.

U

The abscissa values for the result. The result will have the same number of elements as *U*. *U* does not need to be monotonic.

Keywords

LSQUADRATIC

If set, interpolate using a least squares quadratic fit to the equation $y = a + bx + cx^2$, for each 4 point neighborhood (x[i-1], x[i], x[i+1], x[i+2]) surrounding the interval of the interpolate, x[i] ≤ u < x[i+1].

QUADRATIC

If set, interpolate by fitting a quadratic $y = a + bx + cx^2$, to the three point neighborhood (x[i-1], x[i], x[i+1]) surrounding the interval x[i] ≤ u < x[i+1].

SPLINE

If set, interpolate by fitting a cubic spline to the 4 point neighborhood (x[i-1], x[i], x[i+1], x[i+2]) surrounding the interval, x[i] ≤ u < x[i+1].

Note

If LSQUADRATIC or QUADRATIC or SPLINE is not set, the default is to use linear interpolation.

Examples

Create a floating-point vector of 61 elements in the range [-3, 3].

```
X = FINDGEN(61)/10 - 3

; Evaluate V[x] at each point:
V = SIN(X)

; Define X-values where interpolates are desired:
U = [-2.50, -2.25, -1.85, -1.55, -1.20, -0.85, -0.50, -0.10, $
  0.30, 0.40, 0.75, 0.85, 1.05, 1.45, 1.85, 2.00, 2.25, 2.75 ]

; Interpolate:
result = INTERPOL(V, X, U)

; Plot the function:
PLOT, X, V

; Plot the interpolated values:
OPLOT, U, result
```

Version History

Original	Introduced

See Also

BILINEAR, INTERPOLATE, KRIG2D

INTERPOLATE

The INTERPOLATE function returns an array of linear, bilinear or trilinear interpolates, depending on the dimensions of the input array *P*.

Interpolates outside the bounds of *P* can be set to a user-specified value by using the MISSING keyword.

Syntax

Result = INTERPOLATE(*P*, *X* [, *Y* [, *Z*]] [, CUBIC=*value*{-1 to 0}] [, /GRID]
   [, MISSING=*value*])

Return Value

Linear interpolates are returned in the one-dimensional case, bilinear in the two-dimensional case and trilinear interpolates in the three-dimensional case. The returned array has the same type as *P* and its dimensions depend on those of the location parameters *X*, *Y*, and *Z*, as explained below.

Arguments

P

The array of data values. *P* can be an array of any dimensions. Interpolation occurs in the *M* rightmost indices of *P*, where *M* is the number of interpolation arrays.

X, Y, Z

Arrays of numeric type containing the locations for which interpolates are desired. For linear interpolation (*P* is a vector), the result has the same dimensions as *X*. The *i*-th element of the result is *P* interpolated at location X_i. The *Y* and *Z* parameters should be omitted.

For bilinear interpolation *Z* should not be present.

Note ───

Location points outside the bounds of the array *P*—that is, elements of the *X*, *Y*, or *Z* arguments that are either less than zero or greater than the largest subscript in the corresponding dimension of *P* — are interpolated to the closest value within the bounds of the array *P*.

───

If the keyword GRID is not set, all location arrays must have the same number of elements. See the description of the GRID keyword below for more details on how interpolates are computed from *P* and these arrays.

Keywords

CUBIC

Set this keyword to a value between -1 and 0 to use the cubic convolution interpolation method with the specified value as the interpolation parameter. Setting this keyword equal to a value greater than zero specifies a value of -1 for the interpolation parameter. Park and Schowengerdt (see reference below) suggest that a value of -0.5 significantly improves the reconstruction properties of this algorithm.

Cubic convolution is an interpolation method that closely approximates the theoretically optimum sinc interpolation function using cubic polynomials. According to sampling theory, details of which are beyond the scope of this document, if the original signal, *f*, is a band-limited signal, with no frequency component larger than ω_0, and *f* is sampled with spacing less than or equal to $1/(2\omega_0)$, then *f* can be reconstructed by convolving with a sinc function: $\mathrm{sinc}(x) = \sin(\pi x) / (\pi x)$.

The number of neighboring points used varies according to the dimension:

- 1-dimensional: 4 points

- 2-dimensional: 16 points

- 3-dimensional: not supported

Note ————————————————————————————————
Cubic convolution interpolation is significantly slower than bilinear interpolation. Also note that cubic interpolation is not supported for three-dimensional data.
——

For further details see:

Rifman, S.S. and McKinnon, D.M., "Evaluation of Digital Correction Techniques for ERTS Images; Final Report", Report 20634-6003-TU-00, TRW Systems, Redondo Beach, CA, July 1974.

S. Park and R. Schowengerdt, 1983 "Image Reconstruction by Parametric Cubic Convolution", Computer Vision, Graphics & Image Processing 23, 256.

GRID

The GRID keyword controls how the location arrays specify where interpolates are desired. This keyword has no effect in the case of linear interpolation.

If GRID is not set: The location arrays, *X*, *Y*, and, if present, *Z* must have the same number of elements. The result has the same structure and number of elements as *X*.

In the case of bilinear interpolation, the result is obtained as follows: Let $l = \lfloor X_i \rfloor$ and $k = \lfloor Y_i \rfloor$. Element *i* of the result is computed by interpolating between $P(l, k)$, $P(l+1, k)$, $P(l, k+1)$, and $P(l+1, k+1)$. to obtain the estimated value at (X_i, Y_i). Trilinear interpolation is a direct extension of the above.

If GRID is set: Let N_x be the number of elements in *X*, let N_y be the number of elements in *Y*, and N_z be the number of elements in *Z*. The result has dimensions (N_x, N_y) for bilinear interpolation, and (N_x, N_y, N_z) for trilinear interpolation. For bilinear interpolation, element (i, j) of the result contains the value of *P* interpolated at position (X_i, Y_i). For trilinear interpolation, element (i, j, k) of the result is *P* interpolated at (X_i, Y_i, Z_i).

MISSING

The value to return for elements outside the bounds of *P*. For one-dimensional input, the bounds of *P* are 0 to *n*, where *n* is the number of elements in *P*. For higher-dimensional input, the bounds of *P* are 0 to *n*-1 where *n* is the largest subscript of the corresponding dimension of *P*.

Note —————————————————————————————
  If MISSING value is set to a complex number, IDL uses only the real part.
——

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

The example below computes bilinear interpolates with the keyword GRID set:

```
p = FINDGEN(4,4)
PRINT, INTERPOLATE(p, [.5, 1.5, 2.5], [.5, 1.5, 2.5], /GRID)
```

and prints the 3 by 3 array:

```
2.50000    3.50000    4.50000
6.50000    7.50000    8.50000
10.5000    11.5000    12.5000
```

corresponding to the locations:

(.5,.5), (1.5, .5), (2.5, .5),
(.5,1.5), (1.5, 1.5), (2.5, 1.5),
(.5,2.5), (1.5, 2.5), (2.5, 2.5)

Another example computes interpolates, with GRID not set and a parameter outside the bounds of *P*:

```
PRINT, INTERPOLATE(p, [.5, 1.5, 2.5, 3.1], [.5, 1.5, 2.5, 2])
```

and prints the result:

```
2.50000    7.50000    12.5000    11.0000
```

corresponding to the locations (.5,.5), (1.5, 1.5), (2.5, 2.5) and (3.1, 2.0). Note that the last location is outside the bounds of *P* and is set from the value of the last column. The following command uses the MISSING keyword to set such values to -1:

```
PRINT, INTERPOLATE(p, [.5, 1.5, 2.5, 3.1], [.5, 1.5, 2.5, 2], $
   MISSING = -1)
```

and gives the result:

```
2.50000    7.50000    12.5000    -1.00000
```

Version History

Pre 4.0	Introduced

See Also

BILINEAR, INTERPOL, KRIG2D

INTERVAL_VOLUME

The INTERVAL_VOLUME procedure is used to generate a tetrahedral mesh from volumetric data. The generated mesh spans the portion of the volume where the volume data samples fall between two constant data values. This can also be thought of as a mesh constructed to fill the volume between two isosurfaces which are drawn according to the two supplied constant data values. The algorithm is very similar to the ISOSURFACE algorithm and expands upon the SHADE_VOLUME algorithm. A topologically-consistent tetrahedral mesh is returned by decomposing the volume into oriented tetrahedra. This also allows the algorithm to find the interval volume of any tetrahedral mesh.

If an auxiliary array is provided, its data is interpolated onto the output vertices and is returned. This auxiliary data array may have multiple values at each vertex. Any size-leading dimension is allowed as long as the number of values in the subsequent dimensions matches the number of elements in the input data array.

For more information on the INTERVAL_VOLUME algorithm, see the paper, "Interval Volume Tetrahedrization", Nielson and Sung, *Proceedings: IEEE Visualization*, 1997.

Syntax

INTERVAL_VOLUME, *Data*, *Value0*, *Value1*, *Outverts*, *Outconn*
    [, AUXDATA_IN=*array*, AUXDATA_OUT=*variable*]
    [, GEOM_XYZ=*array*, TETRAHEDRA=*array*]
    [, PROGRESS_CALLBACK=*string*] [, PROGRESS_METHOD=*string*]
    [, PROGRESS_OBJECT=*objref*] [, PROGRESS_PERCENT=*percent*{0 to 100}]
    [, PROGRESS_USERDATA=*value*]

Arguments

Data

Input three-dimensional array of scalars that define the volume data.

Value0

Input scalar iso-value. This value specifies one of the limits for the interval volume. The generated interval volume encloses all volume samples between and including *Value0* and *Value1*. *Value0* may be greater than or less than *Value1*, but the two values may not be exactly equal. This value also cannot be a NaN, but can be +/- INF.

Value1

Input scalar iso-value. This value specifies the other limit for the interval volume. The generated interval volume encloses all volume samples between and including *Value0* and *Value1*. *Value1* may be greater than or less than *Value0*, but the two values may not be exactly equal. This value also cannot be a NaN, but can be +/- INF.

Outverts

A named variable to contain an output [3, n] array of floating point vertices making up the tetrahedral mesh.

Outconn

A named variable to contain an output array of tetrahedral mesh connectivity values. This array is one-dimensional and consists of a series of four vertex indices, where each group of four indices describes a tetrahedron. The connectivity values are indices into the vertex array returned in *Outverts*. If no tetrahedra are extracted, this argument returns the array [-1].

Keywords

AUXDATA_IN

This keyword defines the input array of auxiliary data with trailing dimensions being the number of values in Data.

Note ———
If you specify the AUXDATA_IN then you must specify AUXDATA_OUT.
———

AUXDATA_OUT

Set this keyword to a named variable that will contain an output array of auxiliary data sampled at the locations in *Outverts*.

Note ———
If you specify AUXDATA_OUT then you must specify AUXDATA_IN.
———

GEOM_XYZ

This keyword defines a [3, n] input array of vertex coordinates (one for each value in the *Data* array). This array is used to define the spatial location of each scalar. If this keyword is omitted, *Data* must be a three-dimensional array and the scalar locations are assumed to be on a uniform grid.

Note _____

If you specify GEOM_XYZ then you must specify TETRAHEDRA.

_____

PROGRESS_CALLBACK

Set this keyword to a scalar string containing the name of the IDL function that the INTERVAL_VOLUME procedure calls at PROGRESS_PERCENT intervals as it generates the interval volume.

The PROGRESS_CALLBACK function returns a zero to signal INTERVAL_VOLUME to stop generating the interval volume. This causes INTERVAL_VOLUME to return a single vertex and a connectivity array of [-1], which specifies an empty mesh. If the callback function returns any non-zero value, INTERVAL_VOLUME continues to generate the interval volume.

The PROGRESS_CALLBACK function must specify a single argument, *Percent*, which INTERVAL_VOLUME sets to an integer between 0 and 100, inclusive.

The PROGRESS_CALLBACK function may specify an optional USERDATA keyword parameter, which INTERVAL_VOLUME sets to the variable provided in the PROGRESS_USERDATA keyword.

The following code shows an example of a progress callback function:

```
FUNCTION myProgressCallback, $
   percent, USERDATA = myStruct

oProgressBar = myStruct.oProgressBar

; This method updates the progress bar
; graphic and returns TRUE if the user
; has NOT pressed the cancel button.
keepGoing = oProgressBar->$
   UpdateProgressValue(percent)

RETURN, keepGoing

END
```

PROGRESS_METHOD

Set this keyword to a scalar string containing the name of a function method that the INTERVAL_VOLUME procedure calls at PROGRESS_PERCENT intervals as it generates the interval. If this keyword is set, then the PROGRESS_OBJECT keyword must be set to an object reference that is an instance of a class that defines the specified method.

The PROGRESS_METHOD function method callback has the same specification as the callback described in the PROGRESS_CALLBACK keyword, except that it is defined as an object class method:

```
FUNCTION myClass::myProgressCallback, $
   percent, USERDATA = myStruct
```

PROGRESS_OBJECT

Set this keyword to an object reference that is an instance of a class that defines the method specified with the PROGRESS_METHOD keyword. If this keyword is set, then the PROGRESS_METHOD keyword must also be set.

PROGRESS_PERCENT

Set this keyword to a scalar in the range [1, 100] to specify the interval between invocations of the callback function. The default value is 5 and IDL silently clamps other values to the range [1, 100].

For example, a value of 5 (the default) specifies INTERVAL_VOLUME will call the callback function when the interval volume process is 0% complete, 5% complete, 10% complete, ..., 95% complete, and 100% complete.

PROGRESS_USERDATA

Set this property to any IDL variable that INTERVAL_VOLUME passes to the callback function in the callback function's USERDATA keyword parameter. If this keyword is specified, then the callback function must be able to accept keyword parameters.

TETRAHEDRA

This keyword defines an input array of tetrahedral connectivity values. If this array is not specified, the connectivity is assumed to be a rectilinear grid over the input three-dimensional array. If this keyword is specified, the input data array need not be a three-dimensional array. Each tetrahedron is represented by four values in the

connectivity array. Every four values in the array correspond to the vertices of a
single tetrahedron.

Note ───

  If you specify TETRAHEDRA then you must specify GEOM_XYZ.

───

Examples

The following example generates an interval volume and displays the surface of the
volume:

```
RESTORE, FILEPATH('clouds3d.dat', $
   SUBDIRECTORY=['examples','data'])
INTERVAL_VOLUME, rain, 0.1, 0.6, verts, conn
conn = TETRA_SURFACE(verts, conn)
oRain = OBJ_NEW('IDLgrPolygon', verts, POLYGONS=conn, $
   COLOR=[255,255,255], SHADING=1)
XOBJVIEW, oRain, BACKGROUND=[150,200,255]
```

Version History

5.5	Introduced
6.0	Added PROGRESS_CALLBACK, PROGRESS_METHOD, PROGRESS_OBJECT, PROGRESS_PERCENT, and PROGRESS_USERDATA keywords

See Also

ISOSURFACE, SHADE_VOLUME, XVOLUME

INVERT

The INVERT function uses the Gaussian elimination method to compute the inverse of a square array. Errors from singular or near-singular arrays are accumulated in the optional *Status* argument.

Note ───
If you are working with complex inputs, use the LA_INVERT function instead.
───

Syntax

Result = INVERT(*Array* [, *Status*] [, /DOUBLE])

Return Value

The result is a single- or double-precision array of floating or complex values.

Arguments

Array

The array to be inverted. *Array* must have two dimensions of equal size (i.e., a square array) and can be of any type except string. Note that the resulting array will be composed of single- or double-precision floating-point or complex values, depending on whether the DOUBLE keyword is set.

Status

A named variable to receive the status of the operation. Possible status values are:

- 0 = Successful completion.

- 1 = Singular array (which indicates that the inversion is invalid).

- 2 = Warning that a small pivot element was used and that significant accuracy was probably lost.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Create an array A:
A = [[ 5.0, -1.0, 3.0], $
     [ 2.0,  0.0, 1.0], $
     [ 3.0,  2.0, 1.0]]
result = INVERT(A)

; We can check the accuracy of the inversion by multiplying the
; inverted array by the original array. The result should be a 3 x
; 3 identity array.
PRINT, result # A
```

IDL prints:

```
    1.00000     0.00000     0.00000
    0.00000     1.00000     0.00000
    0.00000  9.53674e-07    1.00000
```

Version History

Original	Introduced

See Also

COND, DETERM, LA_INVERT, REVERSE, ROTATE, TRANSPOSE

IOCTL

The IOCTL function provides a thin wrapper over the UNIX `ioctl(2)` system call. IOTCL performs special functions on the specified file. The set of functions actually available depends on your version of UNIX and the type of file (tty, tape, disk file, etc.) referred to.

To use IOCTL, read the C programmer's documentation describing the `ioctl(2)` function for the desired device and convert all constants and data to their IDL equivalents.

Syntax

Result = IOCTL(*File_Unit* [, *Request*, *Arg*] [, /BY_VALUE] [, /MT_OFFLINE]
    [, /MT_REWIND] [, MT_SKIP_FILE=[-]*number_of_files*]
    [, MT_SKIP_RECORD=[-]*number_of_records*] [, /MT_WEOF]
    [, /SUPPRESS_ERROR])

Return Value

The value returned by the system `ioctl` function is returned as the value of the IDL IOCTL function.

Arguments

File_Unit

The IDL logical unit number (LUN) for the open file on which the `ioctl` request is made.

Request

A longword integer that specifies the ioctl request code. These codes are usually contained in C language header files provided by the operating system, and are not generally portable between UNIX versions. If one of the "MT" keywords is used, this argument can be omitted.

Arg

A named variable through which data if passed to and from ioctl. IOCTL requests usually request data from the system or supply the system with information. The user must make *Arg* the correct type and size. Errors in typing or sizing *Arg* can corrupt

the IDL address space and/or make IDL crash. If one of the MT keywords is used, this argument can be omitted.

Keywords

Note that the keywords below that start with "MT" can be used to issue commonly used magnetic tape ioctl() calls. When these keywords are used, the *Request* and *Arg* arguments are ignored and an be omitted. Magnetic tape operations not available via these keywords can still be executed by supplying the appropriate *Request* and *Arg* values. When issuing magnetic tape IOCTL calls, be aware that different devices have different rules for which ioctl calls are allowed, and when. The documentation for your computer system explains those rules.

BY_VALUE

If this keyword is set, *Arg* is converted to a scalar longword and this longword is passed by value. Normally, *Arg* is passed to ioctl by reference (i.e., by address).

MT_OFFLINE

Set this keyword to rewind and unload a tape.

MT_REWIND

Set this keyword to rewind a tape.

MT_SKIP_FILE

Use this keyword to skip files on a tape. A positive value skips forward that number of files. A negative value skips backward.

MT_SKIP_RECORD

Use this keyword to skip records on tape. A positive value skips forward that number of files. A negative value skips backward.

MT_WEOF

Set this keyword to write an EOF ("tape mark") on the tape at the current location.

SUPPRESS_ERROR

Set this keyword to log errors quietly and cause a value of -1 to be returned. The default is for IDL to notice any failures associated with the use of `ioctl` and issue the appropriate IDL error and halt execution.

Examples

The following example prints the size of the terminal being used by the current IDL session. It is known to work under SunOS 4.1.2. Changes may be necessary for other operating systems or even other versions of SunOS.

```
; Variable to receive result. This structure is described in
; Section 4 of the SunOS manual pages under termios(4):
winsize = {row:0u, col:0u, xpixel:0u, ypixel:0u}

; The request code for obtaining the tty size, as determined by
; reading the termios(4) documentation, and reading the system
; include files in the /usr/include/sys directory:
TIOCGWINSZ = 21608L

; Make the information request. -1 is the IDL logical file unit for
; the standard output:
ret = IOCTL(-1, TIOCGWINSZ, winsize)

; Output the results:
PRINT,winsize.row, winsize.col, $
   format='("TTY has ", I0," rows and ", I0," columns.")'
```

The following points should be noted in this example:

* Even though we only want the number of rows and columns, we must include all the fields required by the TIOCGWINSIZ ioctl in the winsize variable (as documented in the termio(4) manual page). Not providing a large enough result buffer would cause IDL's memory to be corrupted.

* The value of TIOCGWINSZ was determined by examining the system header files provided in the /usr/include/sys directory. Such values are not always portable between major operating system releases.

Version History

Pre 4.0	Introduced

See Also

OPENR/OPENU/OPENW

IPLOT

The IPLOT procedure creates an iTool and the associated user interface (UI) configured to display and manipulate plot data.

Note ―――――――――――――――――――――――――――――――――――――――

If no arguments are specified, the IPLOT procedure creates an empty Plot tool.

―――

This routine is written in the IDL language. Its source code can be found in the file iplot.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iPlot tool, see "Working with Plots" (*iTool User's Guide*).

Syntax

Cartesian

IPLOT, [*X*,] *Y*

or

IPLOT, *X*, *Y*, *Z*

Polar

IPLOT[, *R*], *Theta*, /POLAR

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
   [, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
   [, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
   [, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
   [, MACRO_NAMES=*string or string array*] [, NAME=*string*]
   [, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
   [, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
   [, VIEW_GRID=[*columns*, rows]] [, /VIEW_NEXT]
   [, VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

Plot Keywords: [, CLIP_PLANES=*array*] [, COLOR = *RGB vector*]
   [, ERRORBAR_COLOR=*vector*] [, ERRORBAR_CAPSIZE=*float* {0.0 to 1.0}]
   [, /FILL_BACKGROUND] [, FILL_COLOR=*vector*] [, FILL_LEVEL=*value*]
   [, FILL_TRANSPARENCY=*float* {0.0 to 100.0}] [, /HIDE]
   [, INSERT_COLORBAR=*value*] [, INSERT_LEGEND=*value*]
   [, /HISTOGRAM] [, LINESTYLE=*integer*] [, MAX_VALUE=*value*]
   [, MIN_VALUE=*value*] [, NSUM=*value*] [, /POLAR]

[, RGB_TABLE=*byte array*] [, /SCATTER] [, SYM_COLOR=*RGB vector*]
[, SYM_INCREMENT=*integer*] [, SYM_INDEX=*integer*]
[, SYM_OBJECT=*object reference*] [, SYM_SIZE=*float* {0.0 to 1.0}]
[, SYM_THICK=*float*{1.0 to 10.0}] [, THICK=*float* {1.0 to 10.0}]
[, TRANSPARENCY=*value*] [, /USE_DEFAULT_COLOR]
[, VERT_COLORS=*byte vector*] [, /XY_SHADOW] [, /[XYZ]_ERRORBARS]
[, /[XYZ]LOG] [, [XYZ]ERROR=*vector* or *array*] [, /XZ_SHADOW]
[, /YZ_SHADOW]

Axis Keywords: [, [XYZ]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
[, [XYZ]MAJOR=*integer*] [, [XYZ]MINOR=*integer*]
[, [XYZ]RANGE=[*min*, *max*]] [, [XYZ]SUBTICKLEN=*ratio*]
[, [XYZ]TEXT_COLOR=*RGB vector*]
[, [XYZ]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}]
[, [XYZ]TICKFONT_SIZE=*float*] [, [XYZ]TICKFONT_STYLE={0 | 1 | 2 | 3}]
[, [XYZ]TICKFORMAT=*string or string array*]
[, [XYZ]TICKINTERVAL=*value*] [, [XYZ]TICKLAYOUT={0 | 1 | 2}]
[, [XYZ]TICKLEN=*value*] [, [XYZ]TICKNAME=*string array*]
[, [XYZ]TICKUNITS=*string*] [, [XYZ]TICKVALUES=*vector*]
[, [XYZ]TITLE=*string*]

Arguments

R

If the POLAR keyword is set, *R* is a vector representing the radius of the polar plot. If *R* is specified, *Theta* is plotted as a function of *R*. If *R* is not specified, *Theta* is plotted as a function of the vector index of *Theta*.

Theta

If the POLAR keyword is set, *Theta* is a vector representing the angle (in radians) of the polar plot.

X

A vector representing the *x*-coordinates of the plot.

Y

A vector or a two-dimensional array. If *Y* is:

- a vector, it represents the *y*-coordinates of the plot. If *X* is not specified, *Y* is plotted as a function of the vector index of *Y*. If *X* is specified, *Y* is plotted as a function of *X*.

- a 2-by-*n* array, *Y*[0, *] represents the *x*-coordinates and *Y*[1, *] represents the *y*-coordinates of the plot.

- a 3-by-*n* array, *Y*[0, *] represents the *x*-coordinates, *Y*[1, *] represents the *y*-coordinates, and *Y*[2, *] represents the *z*-coordinates of the plot.

Z

A vector representing the *z*-coordinates of the plot.

Keywords

Note

Keywords to the IPLOT routine that correspond to the names of *registered properties* of the iPlot tool must be specified in full, without abbreviation.

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a

visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

CLIP_PLANES

Set this keyword to an array of dimensions [4, *N*] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this keyword is a scalar (-1) indicating that no clipping planes are to be applied.

Note

A window is only able to support a limited number of clipping planes. Some of these clipping planes may already be in use by the tool to support specific data display features. If the total number of clipping planes exceeds the limit, an informational message is displayed.

COLOR

Set this keyword to an RGB value specifying the color to be used as the foreground color for this plot. The default is [0, 0, 0] (black).

DIMENSIONS

Set this keyword to a two-element vector of the form [*width*, *height*] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

ERRORBAR_COLOR

Set this keyword to an RGB value specifying the color for the error bar. The default value is [0, 0, 0] (black).

ERRORBAR_CAPSIZE

Set this keyword to a floating-point value specifying the size of the error bar endcaps. This value ranges from 0 to 1.0, where a value of 1.0 results in an endcap that is 10% of the data range.

FILL_BACKGROUND

This keyword is only available for 2D plots.

Set this keyword to fill the area under the plot. This keyword is only available for two-dimensional plots. This keyword is ignored for three-dimensional plots.

FILL_COLOR

This keyword is only available for 2D plots.

Set this keyword to an RGB value specifying the color for the filled area. The default value is [128,128,128] (white). This keyword is only available for two-dimensional plots. This keyword is ignored for three-dimensional plots, or if FILL_BACKGROUND is not set.

FILL_LEVEL

This keyword is only available for 2D plots.

Set this keyword to a floating-point value specifying the *y*-value for the lower boundary of the fill region. This keyword is only available for two-dimensional plots. This keyword is ignored for three-dimensional plots, or if FILL_BACKGROUND is not set.

FILL_TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the background fill. This keyword is ignored for three-dimensional plots, or if FILL_BACKGROUND is not set.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

HIDE

Set this keyword to a boolean value indicating whether this object should be drawn:

- 0 = Draw graphic (the default)

- • 1 = Do not draw graphic

HISTOGRAM

This keyword is only available for 2D plots.

Set this keyword to force only horizontal and vertical lines to be used to connect the plotted points. By default, the points are connected using a single straight line. This keyword is only available for two-dimensional plots. This keyword is ignored for three-dimensional plots.

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by the RGB_TABLE keyword) set this keyword to automatically insert a colorbar. By default the colorbar will be positioned in the bottom center of the view. To manually position the colorbar, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the colorbar in normalized coordinates.

INSERT_LEGEND

Set this keyword to insert a legend for the newly-created visualization. By default the legend will be positioned in the upper right corner of the view. To manually position the legend, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the legend in normalized coordinates. If you are overplotting, and a legend already exists, then a new legend item will be inserted into the existing legend.

LINESTYLE

Set this keyword to indicate the line style that should be used to draw the plot lines. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \le repeat \le 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If

a macro of the specified name does not exist, IDL generates an error and the routine exits.

MAX_VALUE

The maximum value to be plotted. If this keyword is present, data values greater than the value of MAX_VALUE are treated as missing data and are not plotted.

Note
The IEEE floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

MIN_VALUE

The minimum value to be plotted. If this keyword is present, data values less than the value of MIN_VALUE are treated as missing data and are not plotted.

Note
The IEEE floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

NAME

Set this keyword to a string to specify the name for this visualization.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

NSUM

Set this keyword to the number of data points to average when plotting. If NSUM is larger than 1, every group of NSUM points is averaged to produce one plotted point. If there are M data points, then M/NSUM points are plotted.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword to 1 (one) to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

POLAR

Set this keyword to display the plot as a polar plot. If this keyword is set, the arguments will be interpreted as *R* and *Theta* or simply *Theta* for a single argument. If *R* is not supplied the plot will use a vector of indices for the *R* argument.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

RGB_TABLE

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array containing color values to use for vertex colors. If the values supplied are not of type byte, they are scaled to the byte range using BYTSCL. Use the VERT_COLORS keyword to specify indices that select colors from the values specified with RGB_TABLE.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible

values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

SCATTER

Set this keyword to generate a scatter plot. This action is equivalent to setting LINESTYLE = 6 (no line) and SYM_INDEX = 3 (Period symbol).

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

• If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

SYM_COLOR

Set this keyword to an RGB value specifying the color for the plot symbol.

Note
This color is applied to the symbol only if the USE_DEFAULT_COLOR keyword is explicitly set equal to zero.

SYM_INCREMENT

Set this keyword to an integer value specifying the number of vertices to increment between symbol instances. The default value is 1, which places a symbol on every vertex.

SYM_INDEX

Set this keyword to one of the following scalar-represented internal default symbols:

- 0 = No symbol
- 1 = Plus sign, '+' (default)
- 2 = Asterisk
- 3 = Period (Dot)
- 4 = Diamond
- 5 = Triangle
- 6 = Square
- 7 = X
- 8 = Arrow Head

SYM_OBJECT

Set this keyword equal to an object reference to be used for the plotting symbol. The SYM_OBJECT may be either an IDLgrModel object or an atomic graphics object. If this keyword is specified, the SYM_INDEX keyword is ignored, and the Symbol

property in the resulting plot visualization will not be available. You must clean up the symbol object yourself after exiting iPlot.

SYM_SIZE

Set this keyword to a floating-point value from 0.0 to 1.0 specifying the size of the plot symbol. A value of 1.0 results in an symbol that is 10% of the width/height of the plot.

SYM_THICK

Set this keyword to floating-point value from 1 to 10 points specifying the thickness of the plot symbol.

THICK

Set this keyword to a value between 1.0 and 10.0, specifying the line thickness to be used to draw the plotted lines, in points. The default is 1.0 points.

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the plot line. The default is zero.

USE_DEFAULT_COLOR

Set this keyword to use the color of the plot line for any plot symbols (this is the default). If this keyword is explicitly set to 0, the color specified by the SYM_COLOR keyword is used for symbols.

VERT_COLORS

Set this keyword to a vector of indices into the color table to select colors to use for each vertex (plot data point). Alternately, set this keyword to a 3 by *N* byte array containing color values to use for each vertex. If the values supplied are not of type byte, they are scaled to the byte range using BYTSCL. If indices are supplied but no colors are provided with the RGB_TABLE keyword, then a default grayscale ramp is used. If a 3 by *N* array of colors is provided, the colors are used directly and the color values provided with RGB_TABLE are ignored. If the number of indices or colors specified is less than the number of vertices, the colors are repeated cyclically.

Note

VERT_COLORS can be an array of RGB triplets or RGBA colors.

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

XY_SHADOW

This keyword is only available for 3D plots.

Set this keyword to display a shadow of the plot in a three-dimensional plot. The shadow lies in the XY plane at the minimum value of the data space range of the *z*-axis. This keyword has no effect for two-dimensional plots.

[XYZ]_ERRORBARS

Set this keyword to show error bars. The Z_ERRORBARS keyword is for three-dimensional plots only.

[XYZ]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XYZ]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XYZ]LOG

Set this keyword to specify a logarithmic axis. The minimum value of the axis range must be greater than zero. The ZLOG keyword is for three-dimensional plots only.

[XYZ]ERROR

Set this keyword to either a vector or a 2 by *N* array of error values to be displayed as error bars for the [XYZ] dimension of the plot. The length of this array must be equal in length to the number of vertices of the plot or it will be ignored. If this keyword is set to a vector, the value will be applied as both a negative and positive error and the error bar will be symmetric about the plot vertex. If this keyword is set to a 2 by *N* array the [0, *] values define the negative error and the [1, *] values define the positive error, allowing asymmetric error bars. The ZERROR keyword is for three-dimensional plots only.

[XYZ]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting

MAJOR equal to zero suppresses major tickmarks entirely. ZMAJOR is for three-dimensional plots only.

[XYZ]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely. ZMINOR is for three-dimensional plots only.

[XYZ]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum. ZRANGE is for three-dimensional plots only.

[XYZ]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark. ZSUBTICKLEN is for three-dimensional plots only.

[XYZ]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black). ZTEXT_COLOR is for three-dimensional plots only.

[XYZ]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica
- 1 = Courier
- 2 = Times
- 3 = Symbol
- 4 = Hershey

ZTICKFONT_INDEX is for three-dimensional plots only.

Tip ───
Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

[XYZ]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points. ZTICKFONT_SIZE is for three-dimensional plots only.

[XYZ]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- 0 = Normal
- 1 = Bold
- 2 = Italic
- 3 = Bold Italic

ZTICKFONT_STYLE is for three-dimensional plots only.

[XYZ]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:
- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note

For more information, see "[XYZ]TICKFORMAT" on page 5478.

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

ZTICKFORMAT is for three-dimensional plots only.

[XYZ]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'], and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

ZTICKINTERVAL is for three-dimensional plots only.

[XYZ]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

ZTICKLAYOUT is for three-dimensional plots only.

Note

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

[XYZ]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point. ZTICKLEN is for three-dimensional plots only.

[XYZ]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark. ZTICKNAME is for three-dimensional plots only.

[XYZ]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"

- "Time" - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- ""- Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

ZTICKUNITS is for three-dimensional plots only.

Note
  Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

[XYZ]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point. ZTICKVALUES is for three-dimensional plots only.

[XYZ]TITLE

Set this keyword to a string representing the title of the specified axis. ZTITLE is for three-dimensional plots only.

XZ_SHADOW

This keyword is only available for 3D plots.

Set this keyword to display a shadow of the plot in a three-dimensional plot. The shadow lies in the XZ plane at the minimum value of the data space range of the *y*-axis. This keyword has no effect for two-dimensional plots.

YZ_SHADOW

This keyword is only available for 3D plots.

Set this keyword to display a shadow of the plot in a three-dimensional plot. The shadow lies in the YZ plane at the minimum value of the data space range of the *x*-axis. This keyword has no effect for two-dimensional plots.

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command Line (as described in Example 1), or data can be imported via the File menu in the iTool window (as described in Examples 2 and 3). For detailed information on importing data via the iTool file menu, refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

This example shows how to use the IDL Command Line to load data and variables into the iPlot tool.

At the IDL Command Line, enter:

```
file = FILEPATH('elnino.dat', SUBDIRECTORY = ['examples','data'])
data = READ_BINARY(file, DATA_TYPE = 4, DATA_DIMS = [500, 1], $
   ENDIAN = 'little')
time = DINDGEN(500)*0.25d + 1871
IPLOT, time, data, TITLE = 'El Nino', COLOR = [255, 128, 0]
```

Place a title on the time axis of your plot by selecting the axis, right-clicking to display the context menu, selecting **Properties** to display the property sheet, and typing Year in the **Title** field.

Place a title on the temperature axis of your plot by selecting the axis, displaying the property sheet, and entering the following in the **Title** field:

```
Temperature Anomaly (!Uo!NC)
```

Annotate your plot by selecting the Text Annotation tool, clicking near the top of the plot, and typing El Nino.

Add the special character to the annotation by selecting the annotation text, displaying the property sheet, selecting the lower-case n in Nino in the **Title** field, and replacing it with the following:

```
!Z(U+0F1)
```

Note ───

U+0F1 is unicode for the ñ character.
───

The following figure displays the output of this example:
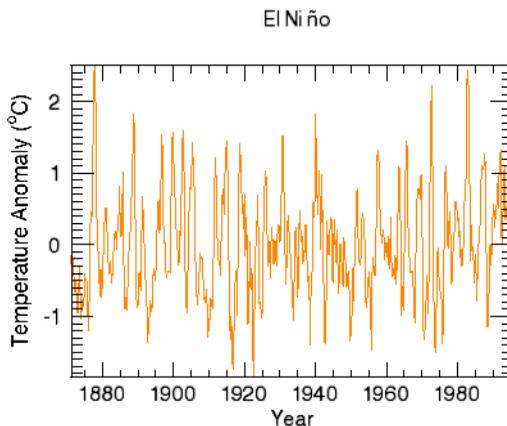
Figure 11-10: El Niño iPlot Example

Example 2

This example shows how to use the **File → Open** command to load binary data into the iPlot tool.

At the IDL Command Line, enter:

```
IPLOT
```

Select **File → Open** command to display the Open dialog, then browse to find `dirty_sine.dat` in the `examples/data` directory in the IDL distribution, and click **Open**.

In the Binary Template dialog, click **New Field**, and enter the following information in the New Field dialog:

- **Field Name:** data (or a name of your choosing)
- **Type:** Byte (unsigned 8-bits)
- **Number of Dimensions:** 1
- **1st Dimension Size:** 256

Click **OK** to close the New Field dialog and the Binary Template dialog, and the surface is displayed.

Note

For more information on using the Binary Template to import data, see "Using the BINARY_TEMPLATE Interface" on page 166.

Annotate your plot by selecting the Text Annotation tool, clicking near the curve, and typing Noisy Sine Wave.

The following figure displays the output of this example:
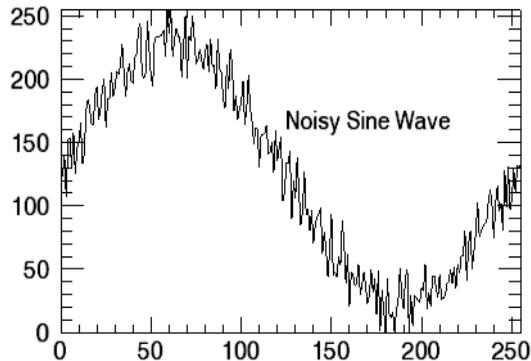
Figure 11-11: Noisy Sine Data iPlot Example

Example 3

This example shows how to use the **File → Import** command to load ASCII data into the iPlot tool.

At the IDL Command Line, enter:

```
IPLOT
```

Select **File → Import** to display the IDL Import Data wizard.

1. At Step 1, select **From a File** and click **Next>>**.

2. At Step 2, under **File Name:**, browse to find sine_waves.txt in the examples/data directory in the IDL distribution, and click **Next**>>.

3. At Step 3, select **Plot** and click **Finish**.

Then, the ASCII Template wizard is displayed.

1. At Step 1, click **Next>>** to accept the displayed data type/range definition.

2. At Step 2, click **Next**>> to accept the displayed delimiter/fields definition.

3. At Step 3, click **Finish** to accept the displayed field specification. The
   sine_waves.txt plot is displayed in the iPlot window.

The plot consists of two overlapping sine waves. To make it easier to distinguish
between the two, change the appearance of the noisy sine wave to a dotted line
pattern by selecting the noisy sine wave, right-clicking to display the context menu,
selecting **Properties**, and changing the **Linestyle** property to a dotted line.

The following figure displays the output of this example:
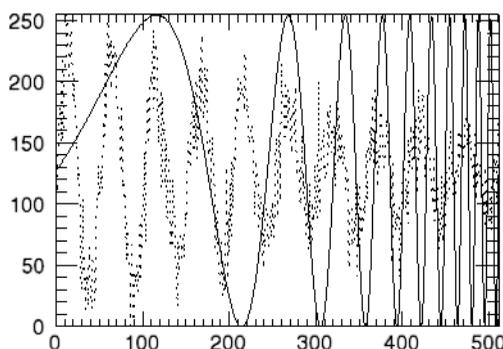
Figure 11-12: Overlapping Sine Waves iPlot Example

Version History

6.0	Introduced
6.1	Added BACKGROUND_COLOR, FIT_TO_VIEW, MACRO_NAMES, STYLE_NAME, VIEW_ZOOM keywords
6.2	Added DISPLAY_SPLASH_SCREEN and VIEW_TITLE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FILL_TRANSPARENCY INSERT_COLORBAR, INSERT_LEGEND, SCALE_ISOTROPIC, and SYM_OBJECT keywords

IR_FILTER

The IR_FILTER function filters data with an infinite impulse response (IIR) or finite impulse response (FIR) filter.

This routine is written in the IDL language. Its source code can be found in the file ir_filter.pro in the lib subdirectory of the IDL distribution.

The form of the filter is given by the following equation:

$$d_0 y_n = \sum_{k=0}^{M} c_k x_{n-k} + \sum_{j=1}^{N} d_j y_{n-j}$$

If the input vector *D* contains only one element, d_0, the second term of the equation drops out, and the filter is nonrecursive or finite impulse response (FIR). If *D* contains more than one element, the filter is recursive or infinite impulse response (IIR).

If d_0 is not equal to 1, the routine normalizes the filter coefficients by d_0.

This filter, H(z), would be described in the *z*-domain by the following equation:

$$H(z) = \frac{\displaystyle\sum_{k=0}^{M} c_k z^{-k}}{\displaystyle\sum_{j=0}^{N} d_j z^{-j}}$$

Syntax

Result = IR_FILTER(*C* [, *D*], *Data* [, /DOUBLE])

Return Value

The *Result* is a vector containing the filtered data.

Arguments

C

A vector defining the numerator coefficients.

D

An optional vector where the first element of *D* is the scaling factor and the rest of the elements, if any, are scaling factors. If not supplied, the default is [1].

Data

The input data vector to be filtered.

Keywords

DOUBLE

If set, this function returns the filtered data in double precision. The default is to return the data in the precision with which it was entered.

Example

Consider the following transfer function:

$$H(z^{-1}) = \frac{c(z^{-1})}{d(z^{-1})} = \frac{3 + 2z^{-1}}{2 + 0.4z^{-1}}$$

The coefficients of the numerator, ordered in ascending powers of z^{-1}, are

    c=[3, 2]

The coefficients of the denominator, with a d_0 scaling factor of 1, are

    d=[2, 0.4]

The call to the filter function on a data vector `data` is

    filtered_data = IR_FILTER(c, d, data)

Version History

6.3	Introduced

ISHFT

The ISHFT function performs the bit shift operation on bytes, integers and longwords.

Syntax

$Result$ = ISHFT(P_1, P_2)

Return Value

If P_2 is positive, P_1 is left shifted P_2 bit positions with 0 bits filling vacated positions. If P_2 is negative, P_1 is right shifted with 0 bits filling vacated positions.

Arguments

P$_1$

The scalar or array to be shifted.

P$_2$

The scalar or array containing the number of bit positions and direction of the shift.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Bit shift each element of the integer array [1, 2, 3, 4, 5] three bits to the left and store the result in B by entering:

```
B = ISHFT([1,2,3,4,5], 3)
```

The resulting array B is [8, 16, 24, 32, 40].

Version History

Original	Introduced

See Also

SHIFT

ISOCONTOUR

The ISOCONTOUR procedure interprets the contouring algorithm found in the IDLgrContour object. The algorithm allows for contouring on arbitrary meshes and returns line or orientated tessellated polygonal output. The interface will also allow secondary data values to be interpolated and returned at the output vertices as well.

Syntax

ISOCONTOUR, *Values*, *Outverts*, *Outconn*
    [, AUXDATA_IN=*array*, AUXDATA_OUT=*variable]*
    [, C_LABEL_INTERVAL=*vector of values*] [, C_LABEL_SHOW=*vector of integers*] [, C_VALUE=*scalar or vector*] [, /DOUBLE] [, /FILL]
    [, GEOMX=*vector*] [, GEOMY=*vector*] [, GEOMZ=*vector*]
    [, LEVEL_VALUES=*variable*] [, N_LEVELS=*levels*]
    [, OUT_LABEL_OFFSETS=*variable*] [, OUT_LABEL_POLYLINES=*variable*]
    [, OUT_LABEL_STRINGS=*variable*] [, OUTCONN_INDICES=*variable*]
    [, POLYGONS=*array of polygon descriptions*]

Arguments

Values

A vector or two-dimensional array specifying the values to be contoured. If the data is of double-precision floating-point type, or if the DOUBLE keyword is set, computations are done in double precision and the result is a double-precision value. If the data is of any other type, it is converted (if necessary) to single-precision floating-point; all computations are then done in single precision and the result is a single-precision value.

Outconn

Output variable to contain the connectivity information of the contour geometry in the form: [n0, i(0, 0), i(0, 1)..., i(0, n0–1), n1, i(1, 0), ...].

Outverts

Output variable to contain the contour vertices. The vertices are returned in double-precision floating point if the DOUBLE keyword is specified with a non-zero value. Otherwise, the vertices are returned in single-precision floating point.

Keywords

AUXDATA_IN

The auxiliary values to be interpolated at contour vertices. If *p* is the dimensionality of the auxiliary values, set this argument to a *p*-by-*n* array (if the *Values* argument is a vector of length *n*), or to a *p*-by-*m*-by-*n* array (if the *Values* argument is an *m*-by-*n* two-dimensional array).

AUXDATA_OUT

If the AUXDATA_IN keyword was specified, set this keyword to a named output variable to contain the interpolated auxiliary values at the contour vertices. If *p* is the dimensionality of the auxiliary values, the output is a *p*-by-*n* array of values, where *n* is the number of vertices in *Outverts*.

C_LABEL_INTERVAL

Set this keyword to a vector of values indicating the distance (measured parametrically relative to the length of each contour path) between labels for each contour level. If the number of contour levels exceeds the number of provided intervals, the C_LABEL_INTERVAL values will be repeated cyclically. The default is 0.4.

C_LABEL_SHOW

Set this keyword to a vector of integers. For each contour value, if the corresponding value in the C_LABEL_SHOW vector is non-zero, the contour line for that contour value will be labeled (with the corresponding label information returned via the OUT_LABEL_POLYS, OUT_LABEL_OFFSETS, and OUT_LABEL_STRINGS keywords). If the number of contour levels exceeds the number of elements in this vector, the C_LABEL_SHOW values will be repeated cyclically. The default is 0 indicating that no contour levels will be labeled.

C_VALUE

Set this keyword to a scalar value or a vector of values for which contour levels are to be generated. If this keyword is set to 0, contour levels will be evenly sampled across the range of the *Values* argument, using the value of the N_LEVELS keyword to determine the number of samples.

DOUBLE

Set this keyword to use double-precision to compute the contours. IDL converts any data supplied by the *Values* argument or GEOMX, GEOMY, and GEOMZ keywords to double precision and returns the *Outverts* argument in double precision. The default behavior is to convert the input to single precision and return the *Outverts* in single precision.

FILL

Set this keyword to generate an output connectivity as a set of polygons (Outconn is in the form used by the IDLgrPolygon POLYGONS keyword). The resulting representation is as a set of filled contours. The default is to generate line contours (Outconn is in the form used by the IDLgrPolyline POLYLINES keyword).

GEOMX

Set this keyword to a vector or two-dimensional array specifying the *X* coordinates of the geometry with which the contour values correspond. If *X* is a vector, it must match the number of elements in the Values argument, or it must match the first of the two dimensions of the Values argument (in which case the *X* coordinates will be repeated for each row of data values).

If necessary, data in the supplied vector or array will be converted to match the data type of the *Values* argument.

GEOMY

Set this keyword to a vector or two-dimensional array specifying the *Y* coordinates of the geometry with which the contour values correspond. If *Y* is a vector, it must match the number of elements in the *Values* argument, or it must match the second of the two dimensions of the *Values* argument (in which case the *Y* coordinates will be repeated for each column of data values).

If necessary, data in the supplied vector or array will be converted to match the data type of the *Values* argument.

GEOMZ

Set this keyword to a vector or two-dimensional array specifying the *Z* coordinates of the geometry with which the contour values correspond.

If GEOMZ is a vector or an array, it must match the number of elements in the *Values* argument.

If GEOMZ is not set, the geometry will be derived from the *Values* argument (if it is set to a two-dimensional array). In this case connectivity is implied. The X and Y coordinates match the row and column indices of the array, and the Z coordinates match the data values.

If necessary, data in the supplied vector or array will be converted to match the data type of the *Values* argument.

LEVEL_VALUES

Set this keyword to a named output variable to receive a vector of values corresponding to the values used to generate the contours. The length of this vector is equal to the number of contour levels generated. This vector is returned in double precision floating point.

N_LEVELS

Set this keyword to the number of contour levels to generate. This keyword is ignored if the C_VALUE keyword is set to a vector, in which case the number of levels is derived from the number of elements in that vector. Set this keyword to 0 to indicate that IDL should compute a default number of levels based on the range of data values. This is the default.

OUT_LABEL_OFFSETS

Set this keyword to a named variable that upon return will contain a vector of offsets (parameterized to the corresponding contour line) indicating the positions of the contour labels.

Note

The C_LABEL_SHOW keyword should be specified if this keyword is used.

OUT_LABEL_POLYLINES

Set this keyword to a named variable that upon return will contain a vector of polyline indices, [P0, P1, …], that indicate which contour lines are labeled. Pi corresponds to the ith polyline specified via the Outconn argument. Note that if a given contour line has more than one label along its perimeter, then the corresponding polyline index may appear more than once in the LABEL_POLYS vector.

Note

The C_LABEL_SHOW keyword should be specified if this keyword is used.

OUT_LABEL_STRINGS

Set this keyword to a named variable that upon return will contain a vector of strings, [str0, str1, …], that indicate the label strings.

Note

The C_LABEL_SHOW keyword should be specified if this keyword is used.

OUTCONN_INDICES

Set this keyword to a named output variable to receive an array of beginning and ending indices of connectivity for each contour level.

The output array is of the form: $[start_0, end_0, start_1, end_1, ..., start_{nc-1}, end_{nc-1}]$, where *nc* is the number of contour levels. If a level has no contour lines, the start and stop pair is set to 0 and 0 for that level.

POLYGONS

Set this keyword to an array of polygonal descriptions that represents the connectivity information for the data to be contoured (as specified in the *Values* argument). A polygonal description is an integer or long array of the form: $[n, i_0, i_1, ..., i_{n-1}]$, where n is the number of vertices that define the polygon, and $i_0...i_{n-1}$ are indices into the GEOMX, GEOMY, and GEOMZ keywords that represent the polygonal vertices. To ignore an entry in the POLYGONS array, set the vertex count, n to 0. To end the drawing list, even if additional array space is available, set *n* to –1.

Version History

5.5	Introduced
5.6	Added C_LABEL_INTERVAL, C_LABEL_SHOW, OUT_LABEL_OFFSETS, OUT_LABEL_POLYLINES, and OUT_LABEL_STRINGS keywords

ISOSURFACE

The ISOSURFACE procedure algorithm expands on the SHADE_VOLUME algorithm. It returns topologically consistent triangles by using oriented tetrahedral decomposition internally. This also allows the algorithm to isosurface any arbitrary tetrahedral mesh. If the user provides an optional auxiliary array, the data in this array is interpolated onto the output vertices and is returned as well. This auxiliary data array is allowed to have more than one value at each vertex. Any size leading dimension is allowed as long as the number of values in the subsequent dimensions matches the number of elements in the input Data array.

Syntax

ISOSURFACE, *Data*, *Value*, *Outverts*, *Outconn*
   [, GEOM_XYZ=*array*, TETRAHEDRA=*array*]
   [, AUXDATA_IN=*array*, AUXDATA_OUT=*variable*]
   [, PROGRESS_CALLBACK=*string*] [, PROGRESS_METHOD=*string*]
   [, PROGRESS_OBJECT=*objref*] [, PROGRESS_PERCENT=*percent*{0 to 100}]
   [, PROGRESS_USERDATA=*value*]

Arguments

Data

Input three-dimensional array of scalars which are to be contoured.

Value

Input scalar contour value. This value specifies the constant-density surface (also called an iso-surface) to be extracted.

Outverts

A named variable to contain an output [3, *n*] array of floating point vertices making up the triangle surfaces.

Outconn

A named variable to contain an output array of polygonal connectivity values (see IDLgrPolygon, POLYGONS keyword). If no polygons were extracted, this argument returns the array [–1].

Keywords

AUXDATA_IN

Input array of auxiliary data with trailing dimensions being the number of values in Data.

Note

If AUXDATA_IN is specified then AUXDATA_OUT must also be specified.

AUXDATA_OUT

Set this keyword to a named variable that will contain an output array of auxiliary data sampled at the locations in Outverts.

Note

If AUXDATA_OUT is specified then AUXDATA_IN must also be specified.

GEOM_XYZ

A [3,n] input array of vertex coordinates (one for each value in the Data array). This array is used to define the spatial location of each scalar. If this keyword is omitted, Data must be a three-dimensional array and the scalar locations are assumed to be on a uniform grid.

Note

If GEOM_XYZ is specified then TETRAHEDRA must also be specified if either is to be specified.

PROGRESS_CALLBACK

Set this keyword to a scalar string containing the name of the IDL function that ISOSURFACE calls at PROGRESS_PERCENT intervals as it generates the isosurface.

The PROGRESS_CALLBACK function returns a zero to signal ISOSURFACE to stop generating the isosurface. This causes ISOSURFACE to return a single vertex and a connectivity array of [-1], which specifies an empty polygon. If the callback function returns any non-zero value, ISOSURFACE continues to generate the isosurface.

The PROGRESS_CALLBACK function must specify a single argument, *Percent*, which ISOSURFACE sets to an integer between 0 and 100, inclusive.

The PROGRESS_CALLBACK function may specify an optional USERDATA keyword parameter, which ISOSURFACE sets to the variable provided in the PROGRESS_USERDATA keyword.

The following code shows an example of a progress callback function:

```
FUNCTION myProgressCallback, percent,$    USERDATA = myStruct

oProgressBar = myStruct.oProgressBar

; This method updates the progress bar
; graphic and returns TRUE if the user has
; NOT pressed the cancel button.
keepGoing = oProgressBar-> $
   UpdateProgressValue(percent)

RETURN, keepGoing

END
```

PROGRESS_METHOD

Set this keyword to a scalar string containing the name of a function method that ISOSURFACE calls at PROGRESS_PERCENT intervals as it generates the isosurface. If this keyword is set, then the PROGRESS_OBJECT keyword must be set to an object reference that is an instance of a class that defines the specified method.

The PROGRESS_METHOD function method callback has the same specification as the callback described in the PROGRESS_CALLBACK keyword, except that it is defined as an object class method:

```
FUNCTION myClass::myProgressCallback, $
   percent, USERDATA = myStruct
```

PROGRESS_OBJECT

Set this keyword to an object reference that is an instance of a class that defines the method specified with the PROGRESS_METHOD keyword. If this keyword is set, then the PROGRESS_METHOD keyword must also be set.

PROGRESS_PERCENT

Set this keyword to a scalar in the range [1, 100] to specify the interval between invocations of the callback function. The default value is 5 and IDL silently clamps other values to the range [1, 100].

For example, a value of 5 (the default) specifies ISOSURFACE will call the callback function when the isosurface process is 0% complete, 5% complete, 10% complete, ..., 95% complete, and 100% complete.

PROGRESS_USERDATA

Set this property to any IDL variable that ISOSURFACE passes to the callback function in the callback function's USERDATA keyword parameter. If this keyword is specified, then the callback function must be able to accept keyword parameters.

TETRAHEDRA

An input array of tetrahedral connectivity values. If this array is not specified, the connectivity is assumed to be a rectilinear grid over the input three-dimensional array. If this keyword is specified, the input data array need not be a three-dimensional array. Each tetrahedron is represented by four values in the connectivity array. Every four values in the array correspond to the vertices of a single tetrahedron.

Version History

5.5	Introduced
6.0	Added PROGRESS_CALLBACK, PROGRESS_METHOD, PROGRESS_OBJECT, PROGRESS_PERCENT, and PROGRESS_USERDATA keywords

See Also

INTERVAL_VOLUME, SHADE_VOLUME, XVOLUME

ISURFACE

The ISURFACE procedure creates an iTool and the associated user interface (UI) configured to display and manipulate surface data.

Note

If no arguments are specified, the ISURFACE procedure creates an empty Surface tool.

This routine is written in the IDL language. Its source code can be found in the file isurface.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iSurface tool, see "Working with Surfaces" (*iTool User's Guide*).

Syntax

ISURFACE[, *Z* [, *X*, *Y*]]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
[, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
[, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
[, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
[, MACRO_NAMES=*string or string array*] [, NAME=*string*]
[, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
[, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
[, VIEW_GRID=[*columns*, *rows*]] [, /VIEW_NEXT]
[, VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

Surface Keywords: [, BOTTOM=*index or RGB vector*] [, CLIP_PLANES=*array*]
[, COLOR=*RGB vector*] [, DEPTH_OFFSET=*value*] [, /EXTENDED_LEGO]
[, /HIDDEN_LINES] [, /HIDE] [, INSERT_COLORBAR=*value*]
[, INSERT_LEGEND=*value*] [, LINESTYLE=*value*] [, MAX_VALUE=*value*]
[, MIN_VALUE=*value*] [, RGB_TABLE=*array*] [, SHADING={0 | 1}]
[, /SHOW_SKIRT] [, SKIRT=*Z value*] [, STYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
[, TEXTURE_ALPHA=*array*] [, TEXTURE_BLUE=*array*]
[, TEXTURE_GREEN=*array*] [, TEXTURE_HIGHRES={0 | 1 | 2}]
[, TEXTURE_IMAGE=*array*] [, /TEXTURE_INTERP]
[, TEXTURE_RED=*array*] [, THICK=*float* {1.0 to 10.0}]
[, TRANSPARENCY=*value*] [, /USE_TRIANGLES]
[, VERT_COLORS=*vector or array*] [, [XYZ]LOG=*value*]
[, ZERO_OPACITY_SKIP={0 | 1}]

Axis Keywords: [, [XYZ]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
   [, [XYZ]LOG=*value*] [, [XYZ]MAJOR=*integer*] [, [XYZ]MINOR=*integer*]
   [, [XYZ]RANGE=[*min, max*]] [, [XYZ]SUBTICKLEN=*ratio*]
   [, [XYZ]TEXT_COLOR=*RGB vector*]
   [, [XYZ]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}]
   [, [XYZ]TICKFONT_SIZE=*float*] [, [XYZ]TICKFONT_STYLE={0 | 1 | 2 | 3}]
   [, [XYZ]TICKFORMAT=*string or string array*]
   [, [XYZ]TICKINTERVAL=*value*] [, [XYZ]TICKLAYOUT={0 | 1 | 2}]
   [, [XYZ]TICKLEN=*value*] [, [XYZ]TICKNAME=*string array*]
   [, [XYZ]TICKUNITS=*string*] [, [XYZ]TICKVALUES=*vector*]
   [, [XYZ]TITLE=*string*]

Arguments

X

A vector or two-dimensional array specifying the *x*-coordinates of the grid.

If *X* is a vector:

   • If *Y* and *Z* are vectors and have the same length as *X*:

     Each element of *X* specifies the *x*-coordinates of a point in space (e.g., *X*[0]
     specifies the *x*-coordinate for *Y*[0] and *Z*[0]). The gridding wizard will
     automatically launch in this case.

   • If *Z* is a two-dimensional array:

     Each element of *X* specifies the *x*-coordinates for a column of *Z* (e.g., *X*[0]
     specifies the *x*-coordinate for *Z*[0, *]).

If *X* is a two-dimensional array, each element of *X* specifies the *x*-coordinate of the
corresponding point in *Z* (X_{ij} specifies the x-coordinate of Z_{ij}).

Y

A vector or two-dimensional array specifying the *y*-coordinates of the grid.

If *Y* is a vector:

   • If *X* and *Z* are vectors and have the same length as *Y*:

     Each element of *Y* specifies the *y*-coordinates of a point in space (e.g., *Y*[0]
     specifies the *y*-coordinate for *X*[0] and *Z*[0]). The gridding wizard will
     automatically launch in this case.

   • If *Z* is a two-dimensional array:

Each element of *Y* specifies the *y*-coordinates for a column of *Z* (e.g., *Y*[0] specifies the *y*-coordinate for *Z*[*, 0]).

If *Y* is a two-dimensional array, each element of *Y* specifies the *y*-coordinate of the corresponding point in *Z* (Y_{ij} specifies the y-coordinate of Z_{ij}).

Z

A vector or two-dimensional array specifying the data to be displayed.

If Z is a vector,

* If *X* and *Y* are vectors and have the same length as *Z*:

  Each element of *Z* specifies the *z*-coordinates of a point in space (e.g., *Z*[0] specifies the *z*-coordinate for *X*[0] and *Y*[0]). The gridding wizard will automatically launch in this case.

If Z is a two-dimensional array,

* If *X* and *Y* are provided:

  The surface is defined as a function of the (*x*, *y*) locations specified by their contents.

* If *X* and *Y* are not provided:

  The surface is generated as a function of the array indices of each element of *Z*.

Keywords

Note ───────────────────────────────────────

Keywords to the ISURFACE routine that correspond to the names of *registered properties* of the iSurface tool must be specified in full, without abbreviation.

──

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default

is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

BOTTOM

Set this keyword to an RGB color for drawing the bottom of the surface. Set this keyword to a scalar to draw the bottom with the same color as the top.

CLIP_PLANES

Set this keyword to an array of dimensions [4, *N*] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this keyword is a scalar (-1) indicating that no clipping planes are to be applied.

Note

A window is only able to support a limited number of clipping planes. Some of these clipping planes may already be in use by the tool to support specific data display features. If the total number of clipping planes exceeds the limit, an informational message is displayed.

COLOR

Set this keyword to the color to be used as the foreground color for this model. The color is specified as an RGB vector. The default is [225, 184, 0].

DEPTH_OFFSET

Set this keyword to an integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

Note

Use this feature to remove stitching artifacts—not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used. This can lead to portability problems because a set of DEPTH_OFFSET values may produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET.

Note

DEPTH_OFFSET has no effect unless the value of the STYLE keyword is 2 or 6 (Filled or LegoFilled).

DIMENSIONS

Set this keyword to a two-element vector of the form [width, height] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

EXTENDED_LEGO

Set this keyword to force the iSurface tool to display the last row and column of data when lego display styles are selected.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

HIDDEN_LINES

Set this keyword to draw point and wireframe surfaces using hidden line (point) removal. By default, hidden line removal is disabled.

HIDE

Set this keyword to a boolean value indicating whether this object should be drawn:

- 0 = Draw graphic (the default)
- 1 = Do not draw graphic

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by the RGB_TABLE keyword) set this keyword to automatically insert a colorbar. By default the colorbar will be positioned in the bottom center of the view. To manually position the colorbar, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the colorbar in normalized coordinates.

INSERT_LEGEND

Set this keyword to insert a legend for the newly-created visualization. By default the legend will be positioned in the upper right corner of the view. To manually position the legend, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the legend in normalized coordinates. If you are overplotting, and a legend already exists, then a new legend item will be inserted into the existing legend.

LINESTYLE

Set this keyword to indicate the line style that should be used to draw the surface lines. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \leq repeat \leq 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

MAX_VALUE

Set this keyword to the maximum value to be plotted. Data values greater than this value are treated as missing data. The default is the maximum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Note ──
The IEEE floating-point value *NaN* is also treated as missing data.
──

MIN_VALUE

Set this keyword to the minimum value to be plotted. Data values less than this value are treated as missing data. The default is the minimum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Note ──
The IEEE floating-point value *NaN* is also treated as missing data.
──

NAME

Set this keyword to a string to specify the name for this visualization. The name is used for tool-related display purposes only.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword equal to one to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

RGB_TABLE

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array containing RGB triplets defining the colors to be used in a color indexed texture image or by vertex colors. The values should be within the range of $0 \leq value \leq 255$. The array must be a 3 by *N* array where *m* must not exceed 256.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.

1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

SHADING

Set this keyword to an integer representing the type of shading to use if STYLE is set to 2 (Filled).

- 0 = Flat (default): The color has a constant intensity for each face of the surface, based on the normal vector.

- 1 = Gouraud: The colors are interpolated between vertices, and then along scanlines from each of the edge intensities.

Gouraud shading may be slower than flat shading, but results in a smoother appearance.

SHOW_SKIRT

Set this keyword to enable skirt drawing. The default is to disable skirt drawing.

SKIRT

Set this keyword to the *Z* value at which a skirt is to be defined around the array. The *Z* value is expressed in data units; the default is 0.0. If a skirt is defined, each point on the four edges of the surface is connected to a point on the skirt which has the given *Z* value, and the same *X* and *Y* values as the edge point. In addition, each point on the skirt is connected to its neighbor. The skirt value is ignored if skirt drawing is disabled (see SHOW_SKIRT above). IDL converts, maintains, and returns this data as double-precision floating-point.

STYLE

Set this keyword to an integer value that indicates the style to be used to draw the surface. Valid values are:

- 0 = Points
- 1 = Wire mesh
- 2 = Filled (the default)
- 3 = RuledXZ
- 4 = RuledYZ
- 5 = Lego
- 6 = LegoFilled: for outline or shaded and stacked histogram-style plots.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

- If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

TEXTURE_ALPHA

Set the keyword to a two-dimensional array containing the alpha channel of an image to be used as a texture image. Use of this keyword requires that TEXTURE_RED, TEXTURE_GREEN, and TEXTURE_BLUE be set to arrays of identical size and type.

TEXTURE_BLUE

Set the keyword to a two-dimensional array containing the blue channel of an image to be used as a texture image. Use of this keyword requires that TEXTURE_RED and TEXTURE_GREEN be set to arrays of identical size and type.

TEXTURE_GREEN

Set the keyword to a two-dimensional array containing the green channel of an image to be used as a texture image. Use of this keyword requires that TEXTURE_RED and TEXTURE_BLUE be set to arrays of identical size and type.

TEXTURE_HIGHRES

An integer value that determines the type of texture tiling, if any, that will be used to maintain the full pixel resolution of the original texture image. Set this property to one of the following options:

- 0 = If the texture map is larger than the maximum resolution supported by the 3-D hardware, the texture is scaled down to this resolution.

- 1 = If the texture map is larger than the maximum resolution supported by the hardware, texture tiling is used to ensure no loss of data. As a large image could easily consume all available video memory, this mode employs texture Level of Detail (LoD). Rather than loading the entire image into the texture tiles at the full resolution, the image tiles are downsampled based on the level of zoom. If the entire image is visible the texture tiles will contain highly downsampled data from the image to conserve video memory. As a portion of the image is zoomed in on, progressively higher resolution image data is loaded into the visible tiles, until the maximum resolution is reached. The tiles that are not visible during zooming are not loaded with high resolution data.

  Note ———
  This mode is recommended if IDL is running on modern 3-D hardware and resolution loss due to downscaling becomes problematic when TEXTURE_HIGHRES=0.
  ——

- 2 = If the texture map is larger than the maximum resolution supported by the hardware, texture tiling is used to ensure no loss of data. However, the highest resolution data is loaded into all tiles. LoD tiling is disabled. This mode should only be used if the video memory is sufficient for the image size.

If not set, and the texture map is larger than the maximum resolution supported by the 3-D hardware, the texture is scaled down to the maximum resolution supported by the 3-D hardware on your system. The default value is 0.

Note ────────────────────────────────────

TEXTURE_HIGHRES is supported only when STYLE=2 (Filled).

──

TEXTURE_IMAGE

Set this keyword to an array containing an image to be texture mapped onto the surface. If this keyword is omitted or set to a null object reference, no texture map is applied and the surface is filled with the color specified by the COLOR or VERTEX_COLORS property. The image array can be a two-dimensional array of color indexes or a three-dimensional array specifying RGB values at each pixel (3 x *n* x *m*, *n* x 3 x *m*, or *n* x *m* x 3). Setting TEXTURE_IMAGE to a three-dimensional array contains an alpha channel (4 x *n* x *m*, *n* x 4 x *m*, or *n* x *m* x 4) allows you to create a transparent iSurface object. The TEXTURE_IMAGE keyword will override any values passed to TEXTURE_RED, TEXTURE_GREEN, TEXTURE_BLUE, or TEXTURE_ALPHA.

TEXTURE_INTERP

Set this keyword to a nonzero value to indicate that bilinear sampling is to be used with texture mapping. The default method is nearest-neighbor sampling.

TEXTURE_RED

Set the keyword to a two-dimensional array containing the red channel of an image to be used as a texture image. Use of this keyword requires that TEXTURE_GREEN and TEXTURE_BLUE be set to arrays of identical size and type.

THICK

Set this keyword to a value between 1.0 and 10.0, specifying the line thickness to use to draw surface lines, in points. The default is 1.0 points.

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the surface visualization. The default is zero.

USE_TRIANGLES

Set this keyword to force the iSurface tool to use triangles instead of quads to draw the surface and skirt.

VERT_COLORS

Set this keyword to a vector, two-dimensional array of equal size to *Z*, or a two-dimensional array containing RGB triplets representing colors to be used at each vertex. If this keyword is set to a vector or a two-dimensional array of equal size to *Z*, these values are indices into a color table that can be specified by the RGB_TABLE keyword. If the RGB_TABLE keyword is not set, a grayscale color is used. If more vertices exist than elements in VERT_COLORS, the elements of VERT_COLORS are cyclically repeated. If this keyword is omitted, the surface is drawn in the color specified by the COLOR keyword or the default color.

Note ───
VERT_COLORS can be an array of RGB triplets or RGBA colors.
───

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note ───
The contents of the newly-selected view will be emptied unless /OVERPLOT is set.
───

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note ───

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

───

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

[XYZ]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XYZ]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XYZ]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

[XYZ]LOG

Set this keyword to specify a logarithmic axis. The minimum value of the axis range must be greater than zero.

[XYZ]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

[XYZ]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum.

[XYZ]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

[XYZ]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black).

[XYZ]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica

- 1 = Courier

- 2 = Times

- 3 = Symbol

- 4 = Hershey

Tip ───
Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

───

[XYZ]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points.

[XYZ]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- 0 = Normal
- 1 = Bold
- 2 = Italic
- 3 = Bold Italic

[XYZ]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:
- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis
- *Index* is the tick mark index (indices start at 0)
- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note ───

For more information, see "[XYZ]TICKFORMAT" on page 5478.

───

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

[XYZ]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'], and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

[XYZ]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

Note ———————————————————————————————

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

——

[XYZ]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark.

[XYZ]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- •   ""- Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

Note
Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

[XYZ]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TITLE

Set this keyword to a string representing the title of the specified axis.

ZERO_OPACITY_SKIP

Set this keyword to gain finer control over the rendering of textured surface pixels (texels) with an opacity of 0 in the texture map. Texels with zero opacity do not affect the color of a screen pixel since they have no opacity. If this keyword is set to 1, any texels are "skipped" and not rendered at all. If this keyword is set to zero, the Z-buffer is updated for these pixels and the display image is not affected as noted above. By updating the Z-buffer without updating the display image, the surface can be used as a *clipping* surface for other graphics primitives drawn after the current graphics object. The default value for this keyword is 1.

Note
This keyword has no effect if no texture map is used or if the texture map in use does not contain an opacity channel.

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command Line (as described in Example 1), or data can be imported via the File menu in the iTool window (as described in Examples 2 and 3). For detailed information on importing data via the iTool file menu, refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

This example shows how to use the IDL Command Line to load data into the iSurface tool.

At the IDL Command Line, enter:

```
file = FILEPATH('surface.dat', $
    SUBDIRECTORY = ['examples', 'data'])
data = READ_BINARY(file, DATA_DIMS = [350, 450], DATA_TYPE = 2, $
    ENDIAN = 'little')
ISURFACE, data, TITLE = 'Maroon Bells Elevation', $
    COLOR = [255, 128, 0]
```

Place a title on the elevation axis of your plot by selecting the axis, right-clicking to display the context menu, selecting **Properties** to display the property sheet, and typing Elevation (m) in the **Title** field.

Use the **Operations → Statistics...** option to display the iTools Statistics dialog. Within this dialog, observe the Z value's Maximum, which is 4241 at [29, 253]. Close the iTools Statistics dialog by selecting **File → Close**.

Annotate your plot by selecting the Text Annotation tool, clicking near the top of the highest peak in the display, and typing Highest Point (4241 m). Draw a line annotation between the text annotation and the highest peak on the surface.

The following figure displays the output of this example:
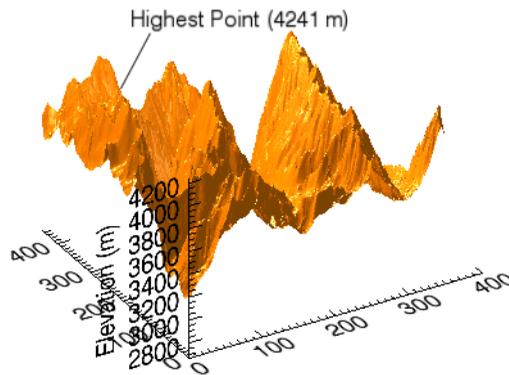
Figure 11-13: Maroon Bells iSurface Example

Example 2

This example shows how to use the **File → Open** command to load binary data into the iSurface tool.

At the IDL Command Line, enter:

```
ISURFACE
```

Select **File → Open** to display the Open dialog, then browse to find idemosurf.dat in the examples/data directory in the IDL distribution, and click **Open**.

The Binary Template wizard is displayed. In the Binary Template, change **File's byte ordering** to Little Endian. Then, click **New Field**, and enter the following information in the New Field dialog:

- **Field Name:** data (or a name of your choosing)
- **Type:** Float (32 bit)
- **Number of Dimensions:** 2
- **1st Dimension Size:** 200
- **2nd Dimension Size:** 200

Click **OK** to close the New Field dialog and the Binary Template dialog, and the surface is displayed.

Note ──

For more information on using the Binary Template to import data, see "Using the BINARY_TEMPLATE Interface" on page 166.

──

Insert a contour onto the surface by clicking the **Surface Contour** button on the toolbar, then clicking and dragging on the surface to position the contour at the desired height.

The following figure displays the output of this example:
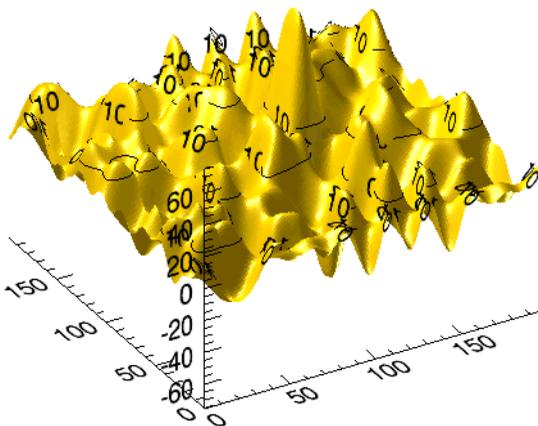
Figure 11-14: Binary Surface Data iSurface Example

Example 3

This example shows how to use the **File → Import** command to load ASCII data into the iSurface tool.

At the IDL Command Line, enter:

```
ISURFACE
```

Select **File → Import** to display the IDL Import Data wizard.

1. At Step 1, select **From a File** and click **Next>>**.

2. At Step 2, under **File Name:**, browse to find `irreg_grid1.txt` in the `examples/data` directory in the IDL distribution, and click **Next>>**.

3. At Step 3, select **Surface** and click **Finish**.

Then, the ASCII Template wizard is displayed.

1. At Step 1, click **Next>>** to accept the displayed Data Type/Range definitions.

2. At Step 2, click **Next>>** to accept the displayed Delimiter/Fields definitions.

3. At Step 3, click **Finish** to accept the displayed Field Specifications.

> **Note**
>
> For more information on using the ASCII Template to import data, see "Using the ASCII Template Dialog" under ASCII_TEMPLATE in this manual.

At the iTool's Create Visualization window, you have the option of launching the Gridding wizard or not creating a visualization. Choose **Launch the gridding wizard** and click **Ok**.

4. At Step 1, click **Next>>** to accept the interpolation of data values and locations.

5. At Step 2, click **Next>>** to accept the dimensions, start and spacing.

6. At Step 3, select **Inverse Distance** as the gridding method, click **Preview** to preview the possible results, and click **Finish** to display the surface.

Double-click the surface to display the Properties sheet, and change the **Fill shading** setting from `Flat` to `Gouraud`.

Use the Rotate tool on the Toolbar to rotate the surface slightly forward to better display the surface convolutions.

The following figure displays the output of this example.
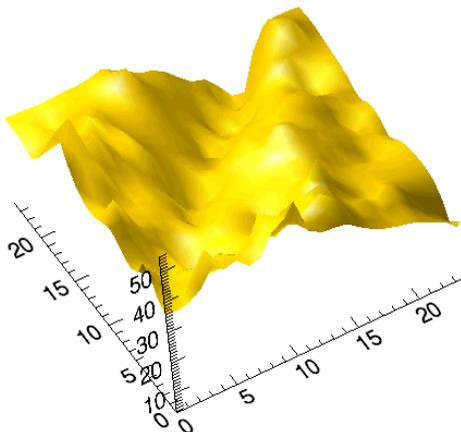
Figure 11-15: ASCII Surface Data iSurface Example

Version History

6.0	Introduced
6.1	Added BACKGROUND_COLOR, MACRO_NAMES, and STYLE_NAME keywords
6.2	Added DISABLE_SPLASH_SCREEN and VIEW_TITLE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, INSERT_COLORBAR, INSERT_LEGEND, MAX_VALUE, MIN_VALUE, RENDERER, SCALE_ISOTROPIC, TRANPARENCY, VIEW_ZOOM, and [XYZ]LOG keywords

ITCURRENT

The ITCURRENT procedure is used to set the current tool in the IDL Intelligent Tools system. This routine is used with the identifier of the tool to make it current in the system. If the identifier is valid, the specified tool becomes current.

When a tool is set as current, the visible display or the focus state of the tool does not change. Only the internal setting of the current tool changes.

Besides using this procedure to set the current tool, a tool is made current when it is created or when it is placed in focus in the current windowing system.

This routine is written in the IDL language. Its source code can be found in the file itcurrent.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

ITCURRENT, *iToolID*

Arguments

iToolID

The identifier of the existing iTool to be set as current.

Keywords

None.

Example

Enter the following at the IDL Command Line:

```
IPLOT, IDENTIFIER = PlotID1
current1 = ITGETCURRENT()
PRINT, 'The current tool is ', current1
```

An iPlot tool is created, and the newly created iPlot tool becomes the current tool. Output similar to the following appears in the IDL Output Log:

```
The current tool is /TOOLS/IPLOT_8
```

Enter the following at the IDL Command Line:

```
IPLOT, IDENTIFIER = PlotID2
current2 = ITGETCURRENT()
PRINT, 'The current tool is ', current2
```

A second iPlot tool is created, and this newly created iPlot tool becomes the current tool. Output similar to the following appears in the IDL Output Log:

```
The current tool is /TOOLS/IPLOT_9
```

Enter the following at the IDL Command Line:

```
ISURFACE, IDENTIFIER = SurfaceID1
current3 = ITGETCURRENT()
PRINT, 'The current tool is ', current3
```

An iSurface tool is created, and the newly created iSurface tool becomes the current tool. Output similar to the following appears in the IDL Output Log:

```
The current tool is /TOOLS/ISURFACE_5
```

Enter the following at the IDL Command Line:

```
ITCURRENT, PlotID1
current = ITGETCURRENT()
PRINT, 'The current tool is ', current
END
```

The iPlot tool created at the beginning of the example (PlotID1) becomes the current tool. Output similar to the following appears in the IDL Output Log:

```
The current tool is /TOOLS/IPLOT_8
```

Note that the system ID of the current tool (IPLOT_8) is the same as that of the current tool at the beginning of the exercise.

Version History

6.0	Introduced

See Also

ITDELETE, ITGETCURRENT, ITRESET

ITDELETE

The ITDELETE procedure is used to delete a tool in the IDL Intelligent Tools system. If a valid identifier is provided, the tool represented by the identifier is destroyed. If no identifier is provided, the current tool is destroyed.

When a tool is destroyed, all resources specific to that tool are released and the tool ceases to exist.

This routine is written in the IDL language. Its source code can be found in the file itdelete.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

ITDELETE[, *iToolID*]

Arguments

iToolID

This optional argument contains the identifier for the specific iTool to delete. If not provided, the current tool is destroyed.

Keywords

None.

Example

Enter the following at the IDL Command Line:

```
IPLOT, IDENTIFIER = PlotID1
ISURFACE, IDENTIFIER = SurfaceID1
```

Two tools are created: an iPlot tool and an iSurface tool.

Next, enter the following at the IDL Command Line:

```
ITDELETE, plotID1
```

The iPlot tool is deleted, leaving only the iSurface tool.

Version History

6.0	Introduced

See Also

ITCURRENT, ITGETCURRENT, ITRESET

ITGETCURRENT

The ITGETCURRENT function is used to get the identifier of, and optionally and object reference to, the current tool in the IDL Intelligent Tools system.

Note
You can also retrieve the identifier of an iTool by specifying the IDENTIFIER keyword in the call to the routine that creates the tool (*e.g.* IPLOT or IIMAGE).

This routine is written in the IDL language. Its source code can be found in the file `itgetcurrent.pro` in the `lib/itools` subdirectory of the IDL distribution.

Syntax

Result = ITGETCURRENT([, TOOL=*variable*])

Return Value

Returns the identifier of the current tool in the iTool system. If no tool exists, an empty string (`' '`) is returned.

Arguments

None.

Keywords

TOOL

Set this keyword to a named variable in which to return the object reference to the current tool object, or a null object if no tool exists.

Example

Suppose you have several iPlot tools running in your IDL session, and want to retrieve the iTool identifier for one of them. Select the iPlot tool using the mouse, and issue the following IDL command:

```
idPlot = ITGETCURRENT()
```

The `idPlot` variable would contain the iTool identifier for the selected tool.

Controlling the contents of an existing iTool from the IDL command line sometimes requires the use of the iTool's *object reference* rather than its identifier. For example, suppose you have created an iPlot tool using the following command:

```
IPLOT, SIN(FINDGEN(361) * !DTOR), COLOR=[0, 0, 255], THICK=2
```

To rotate the plot from the IDL command line, you could use the following statements:

```
idPlot = ITGETCURRENT(TOOL=oPlot)
void = oPlot->DoAction('OPERATIONS/OPERATIONS/ROTATE/ROTATERIGHT')
```

The process of controlling an iTool from the IDL command line is discussed in detail in Appendix A, "Controlling iTools from the IDL Command Line" (*iTool Developer's Guide*).

Version History

6.0	Introduced
6.1	Added TOOL keyword

See Also

ITCURRENT, ITDELETE, ITRESET

Appendix A, "Controlling iTools from the IDL Command Line" (*iTool Developer's Guide*)

ITREGISTER

The ITREGISTER procedure is used to register iTool object classes or other iTool functionality with the IDL Intelligent Tools system. Functionality that is registered with the iTools system is available to all iTools. See the Register methods of the IDLitTool class for information on how to register functionality with an individual iTool.

This routine is written in the IDL language. Its source code can be found in the file itregister.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

ITREGISTER, *Name*, *ItemName* [, /ANNOTATION] [, /DEFAULT]
    [, /FILE_READER] [, /FILE_WRITER] [, TYPES=*string*] [, /UI_PANEL]
    [, /UI_SERVICE] [, /USER_INTERFACE] [, /VISUALIZATION]

Arguments

Name

A string containing the name used to refer to the associated class once registration is completed. Subsequent calls to create items of this type will use this name to identify the associated class.

The *Name* argument and the keywords specified (if any) are used to define the iTool *identifier* for the component being registered. If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item. This means that calling ITREGISTER more than once with the same combination of *Name* argument and keywords will replace the previously registered item.

Note ——
If no keywords are supplied, *Name* is the name of an iTool.
——

ItemName

A string containing the class name of the object class or user interface routine that is to be associated with *Name*. When an item of name *Name* is requested from the system, an object of this class is created or the specified routine is called.

Note
If no keywords are supplied, *ItemName* is the name of an iTool class.

Keywords

Note
Keywords supplied in the call to ITREGISTER but not listed here are passed directly to the underlying objects' registration routines.

ANNOTATION

Set this keyword to indicate that an annotation is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the annotation type, and *ItemName* is the class name of the annotation type's object class.

DEFAULT

Set this keyword to specify that the item being registered should be the *default item* of its type. Making an item the default places the item first in the list of items of its type. When the iTool system chooses an item, it will use the first item in the list that matches the data type of the selected data. When items are displayed in a list for the user to select from, the default item will appear at the top of the list.

For example, if you register a visualization type with the DEFAULT keyword set, your visualization type will be used by the iTool (assuming the selected data is of the proper type) unless you specifically choose a different visualization type.

Note
If you register more than one item with the DEFAULT keyword set, the *last* item registered will appear *first* in the list of items of that type.

FILE_READER

Set this keyword to indicate that a file reader is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the file reader, and *ItemName* is the class name of the file reader's object class.

FILE_WRITER

Set this keyword to indicate that a file writer is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the file writer, and *ItemName* is the class name of the file writer's object class.

TYPES

This keyword is only used in conjunction with the UI_PANEL keyword.

Set this keyword equal to a string or string array containing iTool types with which the UI panel should be associated. When the registered type of a UI panel matches the registered type of an iTool, the panel will be displayed as part of the iTool's interface.

UI_PANEL

Set this keyword to indicate that a UI panel is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the panel and *ItemName* is the routine that should be called when the panel is created.

To specify that the UI panel is associated with a particular iTool or iTools, set the TYPES keyword to the iTool types that should expose this panel.

UI_SERVICE

Set this keyword to indicate that a UI service is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the UI service and *ItemName* is the routine that should be called to execute the service.

USER_INTERFACE

Set this keyword to indicate that a user interface is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the user interface, and *ItemName* is the name of the user interface procedure.

VISUALIZATION

Set this keyword to indicate that a visualization is being registered with the system. When this keyword is set, the value of *Name* is the string used to refer to the visualization type, and *ItemName* is the class name of the visualization type's object class.

Examples

Suppose you have an iTool class definition file named `myTool__define.pro`, located in a directory included in IDL's !PATH system variable. Register this class with the iTool system with the following command:

```
ITREGISTER, 'My First Tool', 'myTool'
```

Tools defined by the `myTool` class definition file can now be created by the iTool system by specifying the tool name `My First Tool`.

Similarly, suppose you have a user interface service defined in a file named `myUIFileOpen.pro`. Register this UI service with the iTool system with the following command:

```
ITREGISTER, 'My File Open', 'myUIFileOpen', /UI_SERVICE
```

Finally, suppose you have a user interface panel defined in a file named `myPanel.pro`, and that you want this panel to be added to the user interface of iTools registered with the TYPES property set to MYTOOL. Register this UI panel with the iTool system with the following command:

```
ITREGISTER, 'My Panel', 'myPanel', /UI_PANEL, TYPES = 'MYTOOL'
```

Version History

6.0	Introduced
6.1	Added ANNOTATION, DEFAULT, FILE_READER, FILE_WRITER, and USER_INTERFACE keywords

See Also

Chapter 5, "Creating an iTool" (*iTool Developer's Guide*)

ITRESET

The ITRESET procedure resets the IDL iTools session. When called, all active tools and overall system management is destroyed and associated resources released.

This routine is written in the IDL language. Its source code can be found in the file itreset.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

ITRESET[, /NO_PROMPT]

Arguments

None

Keywords

NO_PROMPT

Set this keyword to disable prompting the user before resetting the system. If this keyword is set, the user is not presented with a prompt and the reset is performed immediately.

Examples

The iTool Data Manager system maintains your data during the entire IDL session, unless ITRESET is used. This example shows how the data is maintained and how ITRESET is used to clear the iTool Data Manager.

Read in plot data and load it into an iPlot tool at the IDL Command Line:

```
file = FILEPATH('dirty_sine.dat', $
   SUBDIRECTORY = ['examples', 'data'])
data = READ_BINARY(file, DATA_DIMS = [256, 1])
IPLOT, data
```

Delete this tool with the ITDELETE procedure at the IDL Command Line:

```
ITDELETE
```

Read in surface data and load it into an iSurface tool at the IDL Command Line:

```
file = FILEPATH('elevbin.dat', $
   SUBDIRECTORY = ['examples', 'data'])
data = READ_BINARY(file, DATA_DIMS = [64, 64])
ISURFACE, data
```

Use **Window → Data Manager...** to access the Data Manager Browser. The browser contains both plot and surface parameters. Although the iPlot tool was deleted, its data remains in the Data Manager. Click **Dismiss**.

Use **File → New → iPlot** to create an empty iPlot tool. If you want to load the plot data in the Data Manager into this tool, use **Insert → Visualization** to access the Insert Visualization dialog, which allows you to specify the plot data to be displayed.

At the IDL Command Line, enter:

```
ITRESET, /NO_PROMPT
```

The two iTools are deleted and the data in the Data Manager is released. To verify the data in released, create an empty iSurface tool at the IDL Command Line:

```
ISURFACE
```

Use **Window → Data Manager...** to access the Data Manager Browser. No data appears in the browser. The iTool Data Manger in empty. Click **Dismiss**.

At the IDL Command Line, enter:

```
ITRESET, /NO_PROMPT
```

Version History

6.0	Introduced

See Also

ITCURRENT, ITDELETE, ITGETCURRENT

ITRESOLVE

The ITRESOLVE procedure resolves all IDL code within the iTools directory, as well as all other IDL code required for the iTools framework. This procedure is useful for constructing SAVE files containing user code that requires the iTools framework.

This routine is written in the IDL language. Its source code can be found in the file itresolve.pro in the lib/itools subdirectory of the IDL distribution.

Syntax

ITRESOLVE [, PATH=*string*]

Arguments

None.

Keywords

PATH

Set this keyword to a string containing the full path to the iTools directory. The default is to use the lib/itools subdirectory within which the ITRESOLVE procedure resides.

Examples

Example 1

Suppose you wish to create a SAVE file that contains all of the code necessary to run an iTool you have created with the name mytool. First, start with a clean IDL session and compile all of your own code:

```
.COMPILE mytool
```

Now compile all of the iTools code:

```
ITRESOLVE
```

Finally, create the SAVE file:

```
SAVE, FILE='mytool.sav', /ROUTINES, /COMPRESS
```

Example 2

Since ITRESOLVE calls RESOLVE_ALL, it will attempt to include all routines required by any already-compiled routine. This may cause problems if your application calls routines that are already contained in a different SAVE file, but you do not want the routines from the other SAVE file to be included within your own iTools SAVE file. In this case, resolve your routines in two steps:

First, start with a clean IDL session and compile all of the iTools code:

```
ITRESOLVE
```

Next, compile your own application:

```
.COMPILE mytool2
```

Then, resolve all of your required routines, skipping any that you do not want included:

```
RESOLVE_ALL, SKIP_ROUTINES=routines_that_should_not_be_resolved
```

Finally, create the SAVE file:

```
SAVE, FILE='mytool2.sav', /ROUTINES, /COMPRESS
```

Version History

6.1	Introduced

See Also

RESOLVE_ALL, SAVE

IVECTOR

The IVECTOR procedure creates an iTool and associated user interface (UI) configured to display and manipulate vector data.

Note ——————————————————————————————

If no arguments are specified, the IVECTOR procedure creates an empty Vector tool.

————————————————————————————————————

This routine is written in the IDL language. Its source code can be found in the file ivector.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iVector tool, see Chapter 16, "Working with Vectors" (*iTool User's Guide*).

Syntax

IVECTOR [, *U*, *V* [, *X*, *Y*]]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
[, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
[, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
[, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
[, MACRO_NAMES=*string or string array*] [, NAME=*string*]
[, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
[, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
[, VIEW_GRID=[*columns*, *rows*]] [, /VIEW_NEXT] [, VIEW_NUMBER=*integer*]
[, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

Vector Keywords: [, ARROW_STYLE={0 | 1}]
[, ARROW_THICK=*float* {1.0 to 10.0}] [, AUTO_COLOR={0 | 1 | 2 }]
[, /AUTO_SUBSAMPLE] [, COLOR=*RGB vector*]
[, DATA_LOCATION={0 | 1 | 2 }] [, DIRECTION_CONVENTION={0 | 1 | 2 }]
[, GRID_UNITS={0 | 1 | 2 }] [, HEAD_ANGLE=*float*] [, HEAD_INDENT=*float*]
[, /HEAD_PROPORTIONAL] [, HEAD_SIZE=*float*] [, /HIDE]
[, INSERT_COLORBAR=*value*] [, LENGTH_SCALE=*float*]
[, MAX_VALUE=*float*] [, MIN_VALUE=*float*] [, RGB_TABLE=*array*]
[, /STREAMLINES] [, STREAMLINE_NSTEPS=*integer*]
[, STREAMLINE_STEPSIZE=*float*] [, SUBSAMPLE_METHOD={0 | 1}]
[, SYM_COLOR=*value*] [, SYM_INDEX=*value*] [, SYM_SIZE=*value*]
[, THICK=float {1.0 to 10.0}] [, TRANSPARENCY=*value*]

[, USE_DEFAULT_COLOR=*value*] [, VECTOR_COLORS=*vector or array*]
[, VECTOR_STYLE={0 | 1}] [, X_STREAMPARTICLES=*integer*]
[, X_SUBSAMPLE=*integer*] [, [XYZ]LOG=*value*]
[, Y_STREAMPARTICLES=*integer*] [, Y_SUBSAMPLE=*integer*]
[, ZVALUE=*float*]

Axis Object Keywords: [, [XYZ]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
[, [XYZ]LOG=*value*] [, [XYZ]MAJOR=*integer*] [, [XYZ]MINOR=*integer*]
[, [XYZ]RANGE=[*min, max*]] [, [XYZ]SUBTICKLEN=*ratio*]
[, [XYZ]TEXT_COLOR=*RGB vector*]
[, [XYZ]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}] [, [XYZ]TICKFONT_SIZE=*float*]
[, [XYZ]TICKFONT_STYLE={0 | 1 | 2 | 3}]
[, [XYZ]TICKFORMAT=*string or string array*] [, [XYZ]TICKINTERVAL=*value*]
[, [XYZ]TICKLAYOUT={0 | 1 | 2}] [, [XYZ]TICKLEN=*value*]
[, [XYZ]TICKNAME=*string array*] [, [XYZ]TICKUNITS=*string*]
[, [XYZ]TICKVALUES=*vector*] [, [XYZ]TITLE=*string*]

Arguments

U

A one or two-dimensional array containing the horizontal components of the vectors. If the *X* and *Y* arguments are provided, the vectors are plotted as a function of the (*x*, *y*) locations specified by their contents. Otherwise, the vectors are plotted as a function of the two-dimensional array index of each element of *U*.

V

A one or two-dimensional array containing the vertical components of the vectors. *V* must have the same dimensions as *U*.

X

A one-dimensional array specifying the *x*-coordinates for the vectors. If *U* is a two-dimensional array then *X* must have the same number of elements as the first dimension of *U*, where each element of *X* specifies the x-coordinate for a column of *U* (*e.g.*, *X*[0] specifies the *x*-coordinate for *U*[0, *]). If *U* is a one-dimensional array then *X* must have the same number of elements as *U*, where each element of *X* specifies the *y*-coordinate for the corresponding element of *U*.

Y

A one-dimensional array specifying the *y*-coordinates for the vectors. If *U* is a two-dimensional array then *Y* must have the same number of elements as the second

dimension of *U*, where each element of *Y* specifies the *y*-coordinate for a row of *U* (*e.g.*, *Y*[0] specifies the *y*-coordinate for *U*[*, 0]). If *U* is a one-dimensional array then *Y* must have the same number of elements as *U*, where each element of *Y* specifies the *y*-coordinate for the corresponding element of *U*.

Keywords

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ARROW_STYLE

Set this keyword to specify the style of the arrows. Possible values are:

0	Lines	Arrows are drawn as an outline
1	Filled	Arrows are drawn as filled

If VECTOR_STYLE is not 0 (Arrows) then this keyword is ignored.

ARROW_THICK

Set this keyword to a value between 1.0 and 10.0, specifying the thickness of the arrow shaft. The default is 1.0 points.

AUTO_COLOR

Set this keyword to enable or disable automatic coloring of vectors or streamlines. Possible values are:

0	No automatic colors, or use the vertex colors if VECTOR_COLORS is provided (the default)
1	Color according to magnitude, using the current color palette
2	Color according to direction, using the current color palette

If AUTO_COLOR is set to 1 or 2 then the VECTOR_COLORS keyword (and the vector colors parameter) will be ignored.

AUTO_SUBSAMPLE

Set this keyword to enable or disable automatic subsampling of vectors. If automatic subsampling is enabled, then the *X* and *Y* subsampling factors will change depending upon the current view zoom. The default is disabled.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

COLOR

Set this keyword to the color to be used to draw the vectors. This color is specified as an RGB vector. The default is [0, 0, 0]. This value will be ignored if AUTO_COLOR is set or if VECTOR_COLORS is provided.

DATA_LOCATION

Set this keyword to specify the position of the vectors at each data location. Possible values are:

0	Tail	Vectors are positioned so that the vector tail lies on each data location
1	Center	Vectors are positioned so that the vector center lies on each data location (the default)
2	Head	Vectors are positioned so that the vector head lies on each data location

This keyword is ignored if streamlines are being displayed.
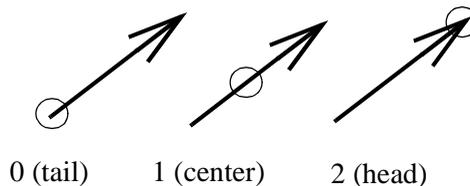
0 (tail)   1 (center)   2 (head)

DIMENSIONS

Set this keyword to a two-element vector of the form [width, height] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menu bar. The minimum window height is 100 pixels.

DIRECTION_CONVENTION

Set this keyword to indicate the convention to be used when displaying vector directions. Possible values are:

0	Polar	This describes the direction counterclockwise from *X* axis, and is the usual physics convention (the default)
1	Meteorological	This describes the direction from which the wind is blowing, and uses terms such as northerly, westerly, and so on
2	Wind azimuths	This describes the direction towards which the wind is blowing, and uses terms such as southward, eastward, and so on
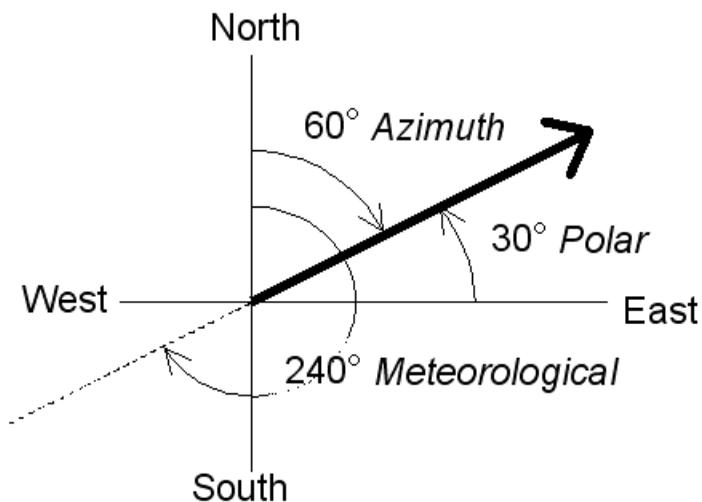
Figure 11-16: Vector Direction Display Conventions

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTool is run, the splash screen is displayed.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

GRID_UNITS

Set this keyword to an integer specifying the units for the vector grid. This keyword applies only when there is a map projection inserted. It has the following values:

0	None	The vector grid is in arbitrary units that are not tied to a map projection (the default)
1	Meters	The vector grid is in meters, and is tied to a particular map projection. You are responsible for choosing the dataspace map projection that matches the vector map projection
2	Degrees	The vector grid is in degrees longitude/latitude, and the vectors will be automatically warped to the current map projection

If GRID_UNITS is not set, but a map projection is present, then IDL will attempt to use the range of the *X* and *Y* parameters to determine whether GRID_UNITS is in meters or degrees.

HEAD_ANGLE

Set this keyword to a floating-point value between 0 and 90 giving the angle in degrees of the arrowhead to the shaft. The default is 30.

HEAD_INDENT

Set this keyword to a floating-point value between -1 and +1 giving the indentation of the back of the arrowhead along the shaft. A value of 0 gives a triangular shape, a

value of +1 will create an arrowhead that is just two lines, while a value of -1 will create a diamond shape. The default is 0.4.
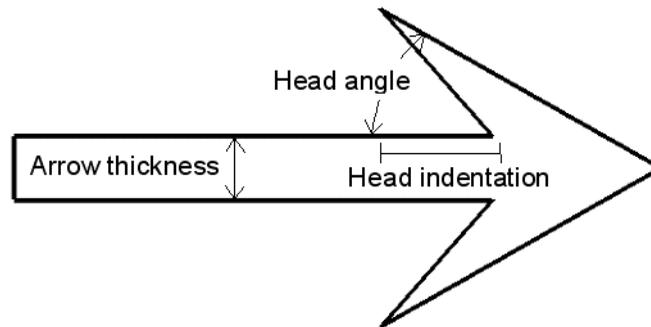
Figure 11-17: Anatomy of a Vector Arrow

HEAD_PROPORTIONAL

Set this keyword to make the size of arrowheads proportional to their magnitude. The default is to make all arrowheads the same size. This keyword is ignored for wind barbs or for streamlines.

HEAD_SIZE

Set this keyword to a floating-point value giving a scale factor to be used when drawing the arrow heads or feathers. The default is 1.0.

HIDE

Set this keyword to a boolean value to indicate whether this object should be drawn:

0	Draw graphic (the default)
1	Do not draw graphic

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by the RGB_TABLE keyword) set this keyword to automatically insert a colorbar. By default the colorbar will be positioned in the bottom center of the view. To manually position the colorbar, set this keyword equal to a two-element vector with values in the range (-1 to +1) specifying the location of the bottom left corner of the colorbar in normalized coordinates.

LENGTH_SCALE

Set this keyword to a floating-point value giving a scale factor for the length of arrows or barbs. The default is 1.0. This keyword is ignored if streamlines are being displayed.

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

MAX_VALUE

Set this keyword to the maximum magnitude value to be plotted. Vectors which have a magnitude greater than this value are treated as missing data. The default is to display all vectors. This keyword is ignored for streamlines.

MIN_VALUE

Set this keyword to the minimum magnitude value to be plotted. Vectors which have a magnitude smaller than this value are treated as missing data. The default is to display all vectors. This keyword is ignored for streamlines.

NAME

Set this keyword to a string to specify the name for this visualization. The name is used for tool-related display purposes only.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword equal to one to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

RGB_TABLE

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array containing color values to use for the color palette. This color palette is used when either the AUTO_COLOR property is set or if VECTOR_COLORS is set to an array of color indices. The default is to use a grayscale ramp.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible
values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note ———————————————————————————————————

If the dataspace is anisotropic (either automatically or by setting
SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or
ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the
dataspace is isotropic then the ANISOTROPIC_SCALE_2D and
ANISOTROPIC_SCALE_3D keywords are ignored.

———

STREAMLINES

If this keyword is set then the *UV* field is drawn using streamlines with direction
symbols.

STREAMLINE_NSTEPS

If STREAMLINES is set, then set this keyword to an integer giving the number of
steps to take for each streamline. The default is 100. This keyword is ignored for
arrows or wind barbs.

STREAMLINE_STEPSIZE

If STREAMLINES is set, then set this keyword to a floating point value giving the normalized step size for each step in a streamline. The default is 0.2. This keyword is ignored for arrows or wind barbs.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

- If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

- Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

SUBSAMPLE_METHOD

If either X_SUBSAMPLE or Y_SUBSAMPLE are set to a value greater than 1, then set this keyword to specify the method used for subsampling. Possible values are:

0	Nearest neighbor (the default)
1	Bilinear

SYM_COLOR

Set this keyword to an RGB value specifying the color for the missing-point symbols.

Note —————————————————————————————
This color is applied to the symbols only if the USE_DEFAULT_COLOR keyword is explicitly set equal to zero.

SYM_INDEX

Set this keyword to an integer specifying the symbol to be used for missing points. Possible values are:

•	0	No symbol
•	1	Plus sign, '+' (default)
•	2	Asterisk
•	3	Period (Dot)
•	4	Diamond
•	5	Triangle
•	6	Square
•	7	X
•	8	Arrow Head

SYM_SIZE

Set this keyword to a floating-point value from 0.0 to 1.0 specifying the size of the missing-point symbols.

THICK

Set this keyword to a value between 1.0 and 10.0, specifying the line thickness to be used to draw the vectors or streamlines. The default is 1.0 points.

TITLE

Set this keyword to a string to specify a title for the tool. The title is displayed in the title bar of the tool.

TRANSPARENCY

Set this keyword equal to an integer between 0 and 100 that specifies the percent transparency of the vectors. The default is zero.

USE_DEFAULT_COLOR

Set this keyword to use the color of the vectors for the missing-point symbols (this is the default). If this keyword is explicitly set to 0, the color specified by the SYM_COLOR keyword is used for symbols.

VECTOR_COLORS

Set this keyword to a vector or two-dimensional array with the same number of elements as *U*, or a two-dimensional array containing RGB triplets (or RGBA) representing colors to be used for each vector. If this keyword is set to an array with the same number of elements as *U*, these values are indices into a color table that can be specified by the RGB_TABLE keyword. If the RGB_TABLE keyword is not set, a grayscale color is used. For RGB triplets the first dimension of VECTOR_COLORS must be 3 (or 4 for RGBA), and the second dimension must be equal to the number of elements in *U*. If this keyword is omitted, the vectors are drawn in the color specified by the COLOR keyword or the default color.

If VECTOR_COLORS is not of type byte, it is byte scaled into the range 0-255. This is useful if you have an auxiliary dataset (say of type float) and you want to color your vectors according to this auxiliary dataset.

Tip ───
IDL will remember the original data range of VECTOR_COLORS before byte scaling. If you insert a colorbar for the vector visualization, the colorbar axis will have the correct range for your auxiliary dataset.
───

VECTOR_STYLE

Set this keyword to specify the style of the vector visualization. Possible values are:

0	Arrows	Vectors are drawn as arrows with lines for arrowheads
1	Wind barbs	Vectors are drawn as wind barbs with feathers and flags

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note ──

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

──

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note ──

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

──

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

X_STREAMPARTICLES

If STREAMLINES is set, then set this keyword to an integer giving the number of streamline particles in the *x* direction. The default is 25. This keyword is ignored for arrows or wind barbs.

X_SUBSAMPLE

Set this keyword to an integer giving a subsampling factor to be used for the first dimension of *U* and *V*. This keyword is ignored if AUTO_SUBSAMPLE is *true*.

Y_STREAMPARTICLES

If STREAMLINES is set, then set this keyword to an integer giving the number of streamline particles in the *y* direction. The default is 25. This keyword is ignored for arrows or wind barbs.

Y_SUBSAMPLE

Set this keyword to an integer giving a subsampling factor to be used for the second dimension of *U* and *V*. This keyword is ignored if AUTO_SUBSAMPLE is *true*.

ZVALUE

Set this keyword to a float giving the *Z* coordinate to be used for the vectors or streamlines. The default is 0.0. If ZVALUE is non-zero, all vectors or streamlines will be plotted at that *Z* value, and the dataspace will change to three-dimensional.

[XYZ]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XYZ]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XYZ]LOG

Set this keyword to specify a logarithmic axis. The minimum value of the axis range must be greater than zero.

[XYZ]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

[XYZ]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

[XYZ]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum.

[XYZ]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

[XYZ]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black).

[XYZ]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

0	Helvetica
1	Courier
2	Times
3	Symbol
4	Hershey

Tip

Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

[XYZ]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points.

[XYZ]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

0	Normal
1	Bold
2	Italic
3	Bold Italic

[XYZ]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

> **Note** ───
> For more information, see "[XYZ]TICKFORMAT" on page 5478.
> ───

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

[XYZ]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS=[*S*, *H*, *D*], and TICKINTERVAL=30, then the interval between major ticks for the first axis level will be 30 seconds.

[XYZ]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

0	The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style
1	Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted
2	Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn

> **Note** ───
> For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.
> ───

[XYZ]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark.

[XYZ]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" — Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.
- "" — Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

Note
Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.

[XYZ]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TITLE

Set this keyword to a string representing the title of the specified axis.

Examples

These examples show how to overlay and visualize vector data on images.

Example 1

This example shows how to overlay wind vectors on a map with continents.

```
; Read the data.
RESTORE, FILEPATH('globalwinds.dat', SUBDIR=['examples','data'])
; Set up the map projection, grid, and continents.
IMAP, /NO_SAVEPROMPT, MAP_PROJECTION='Equirectangular', $
   LIMIT=[0,-180,89,-30]
tool = ITGETCURRENT(TOOL=oTool)
void = oTool->DoAction('Operations/Insert/Map/Continents')
oContinents = oTool->GetSelectedItems()
idCont = oContinents->GetFullIdentifier()
success = oTool->DoSetProperty(idCont, 'Transparency', 0)
success = oTool->DoSetProperty(idCont, 'Fill_Color',$
   [192,192,192])

; Create the vector visualization.
IVECTOR, u, v, x, y, /OVERPLOT, $
   AUTO_COLOR=1, $  ; color by magnitude
   RGB_TABLE=39
; Insert a colorbar.
void = oTool->DoAction('Operations/Insert/Colorbar')
oColorbar = oTool->GetSelectedItems()
idColorbar = oColorbar->GetFullIdentifier()
success = oTool->DoSetProperty(idColorbar, 'Axis_Title', $
   'Magnitude')
```

```
oTool->RefreshCurrentWindow
```
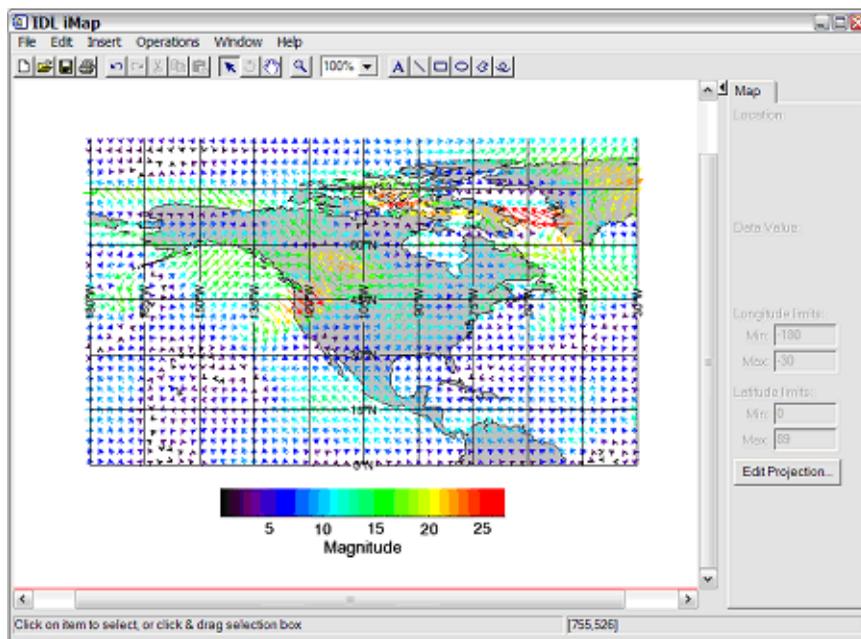

Figure 11-18: iVector Example One

Example 2

This example shows how to visualize wind barbs as a function of time and altitude in the atmosphere.

```
; Create random data as a function of time vs altitude.
nx = 13
ny = 12
u = 10*Randomu(s, nx, ny)*Rebin(Findgen(1,ny)+1,nx,ny)
v = 20*(Randomu(s, nx, ny) - 0.5)
x = Timegen(nx, Units='Minutes', YEAR=2000, STEP=30)
y = Findgen(ny) + 1

; Create the wind barb visualization.
LOADCT, 39, /SILENT
TVLCT, r, g, b, /GET
rgbTable = [[r],[g],[b]]
IVECTOR, u, v, x, y, VECTOR_STYLE=1, $ ; wind barbs
```

```
      AUTO_COLOR=1, $  ; color by magnitude
      RGB_TABLE=rgbTable, $
      YRANGE=[0,12], $
      YTITLE='Altitude (km)', $
      XTICKFORMAT='(C(CDI2.2,CMoA," ",CYI0,"!C",CHI,":",CMI2.2))'
; Insert a colorbar.
tool = ITGETCURRENT(TOOL=oTool)
void = oTool->DoAction('Operations/Insert/Colorbar')
oColorbar = oTool->GetSelectedItems()
idColorbar = oColorbar->GetFullIdentifier()
success = oTool->DoSetProperty(idColorbar, 'Axis_Title', $
      'Magnitude')
oTool->RefreshCurrentWindow
```
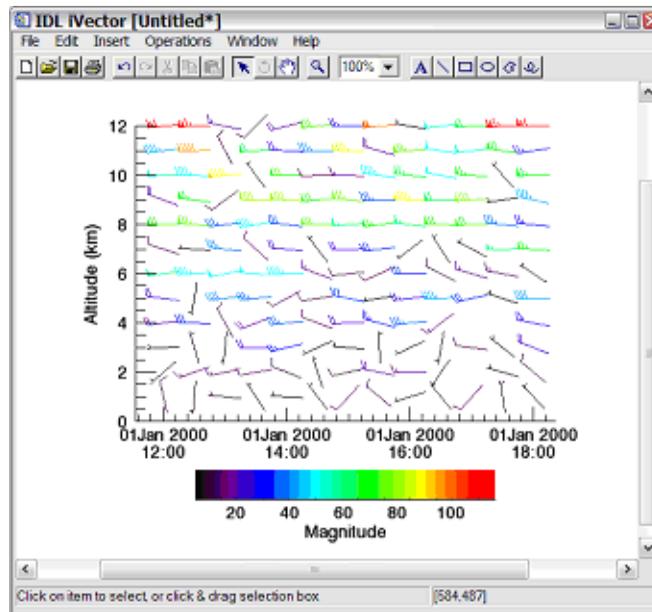

Figure 11-19: iVector Example Two

Example 3

This example shows how to visualize global wind data as streamlines on a global
map.

```
; Read the data.
RESTORE, FILEPATH('globalwinds.dat', SUBDIR=['examples','data'])
; Set up the map projection, grid, and continents.
```

```
IMAP, /NO_SAVEPROMPT, MAP_PROJECTION='Mollweide'
tool = ITGETCURRENT(TOOL=oTool)
void = oTool->DoAction('Operations/Insert/Map/Continents')
oContinents = oTool->GetSelectedItems()
idCont = oContinents->GetFullIdentifier()
success = oTool->DoSetProperty(idCont, 'Transparency', 0)
success = oTool->DoSetProperty(idCont, 'Fill_Color', $
[192,192,192])

; Create the streamline visualization.
LOADCT, 39, /SILENT
TVLCT, r, g, b, /GET
rgbTable = [[r],[g],[b]]
IVECTOR, u, v, x, y, /OVERPLOT, $
   AUTO_COLOR=1, $  ; color by magnitude
   RGB_TABLE=rgbTable, $
   /STREAMLINES
void = oTool->DoAction('Operations/Insert/Colorbar')
oColorbar = oTool->GetSelectedItems()
idColorbar = oColorbar->GetFullIdentifier()
success = oTool->DoSetProperty(idColorbar, 'Axis_Title', $
   'Magnitude')
oTool->RefreshCurrentWindow
```
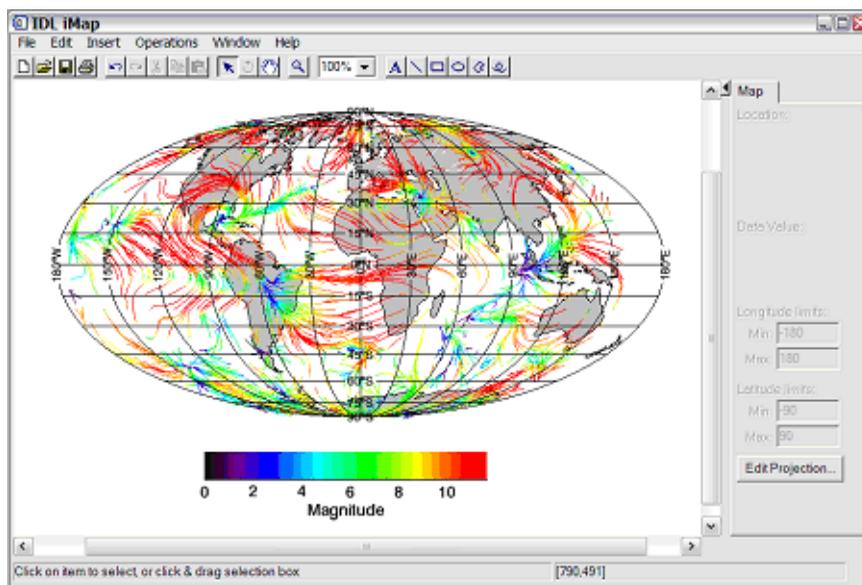

Figure 11-20: iVector Example Three

Version History

6.3	Introduced
6.4	Deprecated the MARK_POINTS keyword
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, INSERT_COLORBAR, RENDERER, SCALE_ISOTROPIC, SYM_COLOR, SYM_INDEX, SYM_SIZE, TRANSPARENCY, USE_DEFAULT_COLOR, VIEW_ZOOM, and [XYZ]LOG keywords

See Also

ICONTOUR, IIMAGE, IMAP, IPLOT, ISURFACE, IVOLUME

IVOLUME

The IVOLUME procedure creates an iTool and associated user interface (UI) configured to display and manipulate volume data.

Note ─────────────────────────────────

If no arguments are specified, the IVOLUME procedure creates an empty Volume tool.

───

This routine is written in the IDL language. Its source code can be found in the file ivolume.pro in the lib/itools subdirectory of the IDL distribution.

For more information on using the iVolume tool, see "Working with Volumes" (*iTool User's Guide*).

Note ─────────────────────────────────

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

───

Syntax

IVOLUME[, *Vol*$_0$[, *Vol*$_1$][, *Vol*$_2$, *Vol*$_3$]]

iTool Common Keywords: [, ANISOTROPIC_SCALE_2D=*value*]
   [, ANISOTROPIC_SCALE_3D=*value*] [, BACKGROUND_COLOR=*value*]
   [, DIMENSIONS=[*x*, *y*]] [, /DISABLE_SPLASH_SCREEN] [, /FIT_TO_VIEW]
   [, IDENTIFIER=*variable*] [, LOCATION=[*x*, *y*]]
   [, MACRO_NAMES=*string or string array*] [, NAME=*string*]
   [, /NO_SAVEPROMPT] [, OVERPLOT=*iToolID*] [, RENDERER={0 | 1}]
   [, SCALE_ISOTROPIC=*value*] [, STYLE_NAME=*string*] [, TITLE=*string*]
   [, VIEW_GRID=[*columns*, *rows*]] [, /VIEW_NEXT]
   [. VIEW_NUMBER=*integer*] [, VIEW_TITLE=*string*] [, VIEW_ZOOM=*value*]

Volume Keywords: [, AMBIENT=*RGB vector*] [, /AUTO_RENDER]
   [, BOUNDS=[*xmin*, *ymin*, *zmin*, *xmax*, *ymax*, *zmax*]] [, CLIP_PLANES=*array*]
   [, COMPOSITE_FUNCTION={0 | 1 | 2 | 3}]
   [, EXTENTS_TRANSPARENCY=*integer*] [, DEPTH_CUE=[*zbright*, *zdim*]]
   [, /HIDE] [, HINTS={0 | 1 | 2 | 3}] [, INSERT_COLORBAR=*value*]
   [, /INTERPOLATE] [, /LIGHTING_MODEL]
   [, OPACITY_TABLE0=*byte array*] [, OPACITY_TABLE1=*byte array*]
   [, RENDER_EXTENTS={0 | 1 | 2}] [, RENDER_STEP=[*x*, *y*, *z*]]

[, RENDER_QUALITY={1 | 2}] [, RGB_TABLE0=*byte array*]
[, RGB_TABLE1=*byte array*]
[, SUBVOLUME=[*xmin*, *ymin*, *zmin*, *xmax*, *ymax*, *zmax*]] [, /TWO_SIDED]
[, VOLUME_DIMENSIONS=[*width*, *height*, *depth*]]
[, VOLUME_LOCATION=[*x*, *y*, *z*]] [, /ZBUFFER]
[, ZERO_OPACITY_SKIP={0 | 1}]

Axis Keywords: [, [XYZ]GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}]
[, [XYZ]MAJOR=*integer*] [, [XYZ]MINOR=*integer*]
[, [XYZ]RANGE=[*min*, *max*]] [, [XYZ]SUBTICKLEN=*ratio*]
[, [XYZ]TEXT_COLOR=*RGB vector*]
[, [XYZ]TICKFONT_INDEX={0 | 1 | 2 | 3 | 4}]
[, [XYZ]TICKFONT_SIZE=*float*] [, [XYZ]TICKFONT_STYLE={0 | 1 | 2 | 3}]
[, [XYZ]TICKFORMAT=*string or string array*]
[, [XYZ]TICKINTERVAL=*value*] [, [XYZ]TICKLAYOUT={0 | 1 | 2}]
[, [XYZ]TICKLEN=*value*] [, [XYZ]TICKNAME=*string array*]
[, [XYZ]TICKUNITS=*string*] [, /[XYZ]TICKVALUES=*vector*]
[, [XYZ]TITLE=*string*]

Arguments

Note

The volume data provided in the *Vol$_0$*, *Vol$_1$*, *Vol$_2$*, and *Vol$_3$* arguments are scaled into byte values (ranging from 0 to 255) with the BYTSCL function to facilitate using the volume data as indices into the RGB and OPACITY tables. This scaling is done for display purposes only; the iVolume tool maintains the original data as supplied with the arguments for use in other operations. The minimum and maximum values used by the BYTSCL function may be adjusted in the volume's property sheet. By default, the tool uses the minimum and maximum values of all volume parameters to uniformly byte-scale the data.

Vol$_0$, Vol$_1$, Vol$_2$, Vol$_3$

A three-dimensional array of any numeric type containing volume data. Arrays of strings, structures, object references, and pointers are not allowed. If more than one volume is specified, they must all have the same dimensions.

The number of volumes present and the value of the COMPOSITE_FUNCTION keyword determine how the volume data is rendered by the iVolume tool. The number of volume arguments determine how the src and srcalpha values for the COMPOSITE_FUNCTION are computed:

- If Vol_0 is the only argument present, the values of src and srcalpha are taken directly from the RGB and OPACITY tables, as indexed by each volume data sample:

```
src = RGB_TABLE0[VOL0]
srcalpha = OPACITY_TABLE0[VOL0]
```

- If Vol_0 and Vol_1 are the only arguments present, the two volumes are blended together using independent tables:

```
src = (RGB_TABLE0[VOL0]*RGB_TABLE1[VOL1])/256
srcalpha = (OPACITY_TABLE0[VOL0]*OPACITY_TABLE1[VOL1])/256
```

- If all the arguments are present, Vol_0 indexes the red channel of RGB_TABLE0, Vol_1 indexes the green channel of RGB_TABLE0, and Vol_2 indexes the blue channel of RGB_TABLE0. The Vol_3 argument indexes OPACITY_TABLE0:

```
src = (RGB_TABLE[VOL0, 0], RGB_TABLE[VOL1, 1], $
   RGB_TABLE[VOL2, 2])/256
srcalpha = (OPACITY_TABLE0[VOL3])/256.
```

Note ———————————
If all the arguments are present, the composite function cannot be set to the average-intensity projection (COMPOSITE_FUNCTION = 3).
———————————

Keywords

Note ———————————
Keywords to the IVOLUME routine that correspond to the names of *registered properties* of the iVolume tool must be specified in full, without abbreviation.
———————————

AMBIENT

Use this keyword to set the color and intensity of the volume's base ambient lighting. Color is specified as an RGB vector. The default is [255, 255, 255]. AMBIENT is applicable only when LIGHTING_MODEL is set.

ANISOTROPIC_SCALE_2D

For two-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Y dimension to the X dimension. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

ANISOTROPIC_SCALE_3D

For three-dimensional anisotropic visualizations, set this keyword to a floating point value indicating the ratio of the Z dimension to the X and Y dimensions. The default is 0.7. If the dataspace and its contained visualizations are isotropic then this keyword is ignored.

AUTO_RENDER

Set this keyword to 1 to always render the volume. The default is to not render the volume each time the tool window is drawn.

BACKGROUND_COLOR

Set this keyword to an RGB value specifying the color to be used as the background color for the view. The default is [255, 255, 255] (white). The BACKGROUND_COLOR keyword can be used when a tool is being created or when a new visualization is being created in an existing tool with the use of the OVERPLOT, VIEW_NUMBER or VIEW_NEXT keywords. The background color is applied to the current view. For example, if multiple views have been created with the VIEW_GRID keyword, and the VIEW_NUMBER keyword is used to create a visualization in the second view, use of the BACKGROUND_COLOR keyword would set the background color in the second view only.

BOUNDS

Set this keyword to a six-element vector of the form [x_{min}, y_{min}, z_{min}, x_{max}, y_{max}, z_{max}], which represents the sub-volume to be rendered. This keyword is the same as the SUBVOLUME keyword.

CLIP_PLANES

Set this keyword to an array of dimensions [4, *N*] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the

value of this keyword is a scalar (-1) indicating that no clipping planes are to be applied.

Note ────────────────────────────────────

Clipping planes are equivalent to the obsolete cutting planes. If defined, CUTTING_PLANES will be applied first, then the CLIP_PLANES (until a maximum number of planes is reached).

───

Note ────────────────────────────────────

A window is only able to support a limited number of clipping planes. Some of these clipping planes may already be in use by the tool to support specific data display features. If the total number of clipping planes exceeds the limit, an informational message is displayed.

───

COMPOSITE_FUNCTION

The composite function determines the value of a pixel on the viewing plane by analyzing the voxels falling along the corresponding ray, according to one of the following compositing functions:

- 0 = Alpha (default): Alpha-blending. The recursive equation

  ```
  dest' = src * srcalpha + dest * (1 - srcalpha)
  ```

  is used to compute the final pixel color.

- 1 = MIP: Maximum intensity projection. The value of each pixel on the viewing plane is set to the brightest voxel, as determined by its opacity. The most opaque voxel's color appropriation is then reflected by the pixel on the viewing plane.

- 2 = Alpha sum: Alpha-blending. The recursive equation

  ```
  dest' = src + dest * (1 - srcalpha)
  ```

  is used to compute the final pixel color. This equation assumes that the color tables have been pre-multiplied by the opacity tables. The accumulated values can be no greater than 255.

- 3 = Average: Average-intensity projection. The resulting image is the average of all voxels along the corresponding ray.

  Note ────────────────────────────────

  This option (COMPOSITE_FUNCTION = 3) is not supported for 4-channel volumes.

  ───────────────────────────────────────

The COMPOSITE_FUNCTION setting is used only when RENDER_QUALITY is set to 2 (High).

DEPTH_CUE

Set this keyword to a two-element floating-point array [*zbright*, *zdim*] specifying the near and far Z planes between which depth cueing is in effect.

Depth cueing causes an object to appear to fade into the background color of the view object with changes in depth. If the depth of an object is further than *zdim* (that is, if the object's location in the Z direction is farther from the origin than the value specified by *zdim*), the object will be painted in the background color.

Similarly, if the object is closer than the value of *zbright*, the object will appear in its "normal" color. Anywhere in-between, the object will be a blend of the background color and the object color. For example, if the DEPTH_CUE property is set to [-1, 1], an object at the depth of 0.0 will appear as a 50% blend of the object color and the view color.

The relationship between Z_{bright} and Z_{dim} determines the result of the rendering:

- $Z_{bright} < Z_{dim}$: Rendering darkens with depth.

- $Z_{bright} > Z_{dim}$: Rendering brightens with depth.

- $Z_{bright} = Z_{dim}$: Disables depth cueing.

You can disable depth cueing by setting $z_{bright} = z_{dim}$. The default is [0.0, 0.0].

DIMENSIONS

Set this keyword to a two-element vector of the form [width, height] to specify the dimensions of the drawing area of the specific tool in device units. The minimum width of the window correlates to the width of the menubar. The minimum window height is 100 pixels.

DISABLE_SPLASH_SCREEN

Set this keyword to disable the iTools splash screen. By default, the first time an iTools is run, the splash screen is displayed.

EXTENTS_TRANSPARENCY

Set this keyword to an integer that specifies the percent transparency of the volume's boundary wire frame or walls.

FIT_TO_VIEW

Set this keyword to automatically scale the newly-created visualization so that it fills the current view. This keyword is ignored if VIEW_ZOOM is present.

HIDE

Set this keyword to a boolean value indicating whether the volume should be drawn:

- 0 = Draw graphic (the default)
- 1 = Do not draw graphic

HINTS

Set this keyword to specify one of the following acceleration hints:

- 0 = Disables all acceleration hints (default).

- 1 = Enables Euclidean distance map (EDM) acceleration. This option generates a volume map containing the distance from any voxel to the nearest non-zero opacity voxel. The map is used to speed ray casting by allowing the ray to jump over open spaces. It is most useful with sparse volumes. After setting the EDM hint, the draw operation generates the volume map; this process can take some time. Subsequent draw operations will reuse the generated map and may be much faster, depending on the volume's sparseness. A new map is not automatically generated to match changes in opacity tables or volume data (for performance reasons). The user may force recomputation of the EDM map by setting the HINTS property to 1 again.

- 2 = Enables the use of multiple CPUs for volume rendering if the platforms used support such use. If HINTS is set to 2, IDL will use all the available (up to 8) CPUs to render portions of the volume in parallel.

- 3 = Selects the two acceleration options described above.

IDENTIFIER

Set this keyword to a named IDL variable that will contain the iToolID for the created tool. This value can then be used to reference this tool during overplotting operations or command-line-based tool management operations.

INTERPOLATE

Set this keyword to indicate that trilinear interpolation is to be used to determine the data value for each step on a ray. Setting this keyword improves the quality of images produced, at the cost of more computing time. especially when the volume has low

resolution with respect to the size of the viewing plane. Nearest neighbor sampling is used by default.

INSERT_COLORBAR

If the newly-created visualization contains a color table (as specified by RGB_TABLE0, RGB_TABLE1, OPACITY_TABLE1, or OPACITY_TABLE2), then set this keyword to insert colorbars for the provided color tables. By default the colorbar will be stacked in the bottom center of the view. To manually position the colorbars, set this keyword equal to a 2-by-n array where each row contains the normalized *X*, *Y* position (-1 to +1) specifying the location of the bottom left corner of the colorbar, in normalized coordinates.

LIGHTING_MODEL

Set this keyword to use the current lighting model during rendering in conjunction with a local gradient evaluation.

Note

Only DIRECTIONAL light sources are honored by the volume object. Because normals must be computed for all voxels in a lighted view, enabling light sources increases the rendering time.

LOCATION

Set this keyword to a two-element vector of the form [*x*, *y*] to specify the location of the upper left-hand corner of the tool relative to the display screen, in device units.

Note

Some X Window managers explicitly ignore any request from the client for window placement. See "Positioning Top-Level Bases" on page 2652 for additional information.

MACRO_NAMES

Set this keyword to a scalar string or an array of strings that specifies the names of one or more macros to run. The macro names are retrieved and the macros are run sequentially after the iTool and (if applicable) any visualizations have been created. If a macro of the specified name does not exist, IDL generates an error and the routine exits.

NAME

Set this keyword to a string to specify the name for this visualization. The name is used for tool-related display purposes only.

NO_SAVEPROMPT

Set this keyword to cause the iTool *not* to prompt the user to save changes when closing the tool. The default is to prompt the user to save changes.

OPACITY_TABLE0

Set this keyword to a 256-element byte array to specify an opacity table for Vol_0 if Vol_0 or Vol_0 and Vol_1 are present. If all the volume arguments are present, this keyword represents the opacity of the resulting RGBA volume. A value of 0 indicates complete transparency and a value of 255 indicates complete opacity. The default table is a linear ramp.

OPACITY_TABLE1

Set this keyword to a 256-element byte array to specify an opacity table for Vol_1 when Vol_0 and Vol_1 are present. A value of 0 indicates complete transparency and a value of 255 indicates complete opacity. The default table is a linear ramp.

OVERPLOT

Set this keyword to an iToolID to direct the graphical output of the particular tool to the tool specified by the provided iToolID.

Set this keyword to 1 (one) to place the graphical output for the command in the current tool. If no current tool exists, a new tool is created.

RENDER_EXTENTS

Set this keyword to draw a boundary around the rendered volume. The default (RENDER_EXTENTS = 2) is to draw a translucent boundary box. Possible values for this keyword are:

- 0 = Do not draw anything around the volume.

- 1 = Draw a wireframe around the volume.

- 2 = Draw a translucent box around the volume

RENDER_STEP

Set this keyword to a three element vector of the form [*x*, *y*, *z*] to specify the stepping factor through the voxel matrix. This keyword is only valid if render quality is set to high (RENDER_QUALITY = 2). The default render step is [1, 1, 1].

RENDER_QUALITY

Set this keyword to determine the quality of the rendered volume. The default (RENDER_QUALITY = 1) is low quality. Possible values for this keyword are:

- 1 = Low - Renders volume with a stack of two-dimensional texture maps.

- 2 = High - Use ray-casting rendering, see the COMPOSITE_FUNCTION for more details.

RENDERER

Set this keyword to override the value specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference for the iTool. IDL will use the specified graphics renderer when drawing objects within the iTool window. Valid values are:

Value	Description
0	Use platform native OpenGL
1	Use IDL's software implementation

If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details.

RGB_TABLE0

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array of RGB color values to specify a color table for Vol_0 if Vol_0 or Vol_0 and Vol_1 are present. If all the arguments are present, this keyword represents the RGB color values of all of these volumes. The default is a linear ramp

RGB_TABLE1

Set this keyword to the number of the predefined IDL color table, or to either a 3 by 256 or 256 by 3 byte array of RGB color values to specify a color table for Vol_1 when Vol_0 and Vol_1 are present. The default is a linear ramp.

SCALE_ISOTROPIC

Set this keyword to indicate the scaling method to be used for the dataspace. Possible values are:

0	Automatic scaling. If any visualization within the dataspace has its Isotropic scaling property set to True, the dataspace will be automatically set to isotropic. If none of the visualizations are isotropic, the dataspace will be automatically set to anisotropic. This is the default.
1	Isotropic scaling. The dataspace will be proportionally scaled in the X, Y, and Z directions according to the data ranges in each direction.
2	Anistropic scaling. The dataspace will be scaled in the X, Y, and Z directions according to the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords.

Note

If the dataspace is anisotropic (either automatically or by setting SCALE_ISOTROPIC to 2), then the ANISOTROPIC_SCALE_2D or ANISOTROPIC_SCALE_3D keywords may be used to change the scaling. If the dataspace is isotropic then the ANISOTROPIC_SCALE_2D and ANISOTROPIC_SCALE_3D keywords are ignored.

STYLE_NAME

Set this keyword equal to a string that specifies the name of a user-defined or a system style. If a style of the specified name does not exist, IDL generates an error and the routine exits.

The style is applied using the following rules:

•   If the tool exists and /OVERPLOT is specified, then the style is only applied to the newly-created visualizations within the current view. The current tool style is not updated with the new style, nor is the style applied to any other items within the view.

•   Otherwise, if the tool exists and either VIEW_NEXT or VIEW_NUMBER is being used to select a different view, then the style is applied to all items within that view. The current tool style is updated with the new style.

- Otherwise, if a new tool is being created, then the style is applied to all items within all views. The current tool style is updated with the new style.

SUBVOLUME

Set this keyword to a six-element vector of the form [x_{min}, y_{min}, z_{min}, x_{max}, y_{max}, z_{max}], which represents the sub-volume to be rendered. This keyword is the same as the BOUNDS keyword.

TITLE

Set this keyword to a string to specify the title for this particular tool. The title is displayed in the title bar of the tool.

TWO_SIDED

Set this keyword to force the lighting model to use a two-sided voxel gradient. The two-sided gradient is different from the one-sided gradient (default) in that the absolute value of the inner product of the light direction and the surface gradient is used instead of clamping to 0.0 for negative values.

VIEW_GRID

Set this keyword to a two-element vector of the form [*columns*, *rows*] to specify the view layout within the new tool. This keyword is only used if a new tool is being created (for example, if OVERPLOT, VIEW_NEXT, or VIEW_NUMBER are specified then VIEW_GRID is ignored).

VIEW_NEXT

Set this keyword to change the view selection to the next view following the currently-selected view before issuing any graphical commands. If the currently-selected view is the last one in the layout, then /VIEW_NEXT will cause the first view in the layout to become selected. This keyword is ignored if no current tool exists.

Note
The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_NUMBER

Set this keyword to change the currently-selected view to the view specified by the VIEW_NUMBER before issuing any graphical commands. The view number starts at 1, and corresponds to the position of the view within the graphics container (not

necessarily the position on the screen). This keyword is ignored if no current tool exists.

Note

The contents of the newly-selected view will be emptied unless /OVERPLOT is set.

VIEW_TITLE

Set this keyword equal to a scalar string that will be placed in a text annotation centered horizontally in the current view, near the top. The text will be created with the properties (size, style, color, etc.) defined for text annotations in the current tool style.

VIEW_ZOOM

Set this keyword to a floating-point number giving the initial view zoom factor. For example, setting VIEW_ZOOM to 2.0 would give an initial zoom of 200%. The default is 1.0.

VOLUME_DIMENSIONS

A 3-element vector specifying the volume dimensions in terms of user data units. For example, specifying [0.1, 0.1, 0.1] would cause the volume to be rendered into a region that is 0.1 data units long on each side of the volume cube. If this parameter is not specified, the volume is rendered into a region the same size as the number of samples, with an origin of [0, 0, 0]. In this case, a volume with sample size of [20, 25, 20] would render into the region [0:19, 0:24, 0:19] in user data units. Use the VOLUME_LOCATION keyword to specify a different origin.

VOLUME_LOCATION

A 3-element vector specifying the volume location in user data units. Use this keyword to render the volume so that the first sample voxel appears at the specified location, instead of at [0, 0, 0], the default. Specify the location in terms of coordinates after the application of the VOLUME_DIMENSIONS values. For example, if the value of the VOLUME_DIMENSIONS keyword is [0.1, 0.1, 0.1] and you want the volume to be centered at the origin, set the VOLUME_LOCATION keyword to [-0.05, -0.05, -0.05].

[XYZ]GRIDSTYLE

The index of the linestyle to be used for plot tickmarks and grids (i.e., when [XYZ]TICKLEN is set to 1.0). See LINESTYLE for a list of linestyles.

[XYZ]MAJOR

Set this keyword to an integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

[XYZ]MINOR

Set this keyword to an integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

[XYZ]RANGE

Set this keyword to the desired data range of the axis, a 2-element vector. The first element is the axis minimum, and the second is the maximum.

[XYZ]SUBTICKLEN

Set this keyword to a floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

[XYZ]TEXT_COLOR

Set this keyword to an RGB value specifying the color for the axis text. The default value is [0, 0, 0] (black).

[XYZ]TICKFONT_INDEX

Set this keyword equal to one of the following integers, which represent the type of font to be used for the axis text:

- 0 = Helvetica

- 1 = Courier

- 2 = Times

- 3 = Symbol

- 4 = Hershey

Tip ————————————————————————————————————

Available fonts also include any additional TrueType fonts available to IDL. For a discussion of TrueType fonts, see "About TrueType Fonts" in Appendix H).

Instead of using the [XYZ]TICKFONT_INDEX keyword, to access these additional fonts you may wish to create an iTools Style that sets the desired font for your axes. For more in iTools Styles, see "What Are Styles?" (Chapter 9, *iTool User's Guide*).

[XYZ]TICKFONT_SIZE

Set this keyword to a floating-point integer representing the point size of the font used for the axis text. The default is 12.0 points.

[XYZ]TICKFONT_STYLE

Set this keyword equal to one of the following integers, which represent the style of font to be used for the axis text:

- 0 = Normal

- 1 = Bold

- 2 = Italic

- 3 = Bold Italic

[XYZ]TICKFORMAT

Set this keyword to a string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. The TICKUNITS keyword determines the number of levels for an axis.

If the string begins with an open parenthesis, it is treated as a standard format string. See "Format Codes" (Chapter 18, *Application Programming*).

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Note ───

For more information, see "[XYZ]TICKFORMAT" on page 5478.
───

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

[XYZ]TICKINTERVAL

Set this keyword to a floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis [XYZ]RANGE and the number of major tick marks ([XYZ]MAJOR). The value of this keyword takes precedence over the value set for the [XYZ]MAJOR keyword.

For example, if TICKUNITS = ['S', 'H', 'D'], and TICKINTERVAL = 30, then the interval between major ticks for the first axis level will be 30 seconds.

[XYZ]TICKLAYOUT

Set this keyword to integer scalar that indicates the tick layout style to be used to draw each level of the axis.

Valid values include:

- 0 = The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.

- 1 = Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.

- 2 = Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

Note

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

[XYZ]TICKLEN

Set this keyword to a floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TICKNAME

Set this keyword to a string array of up to 30 elements that controls the annotation of each tick mark.

[XYZ]TICKUNITS

Set this keyword to a string (or a vector of strings) indicating the units to be used for axis tick labeling. If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- • ""- Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS = 'Day' is equivalent to TICKUNITS = 'Days').

Note ───
Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 C.E., respectively.
──

[XYZ]TICKVALUES

Set this keyword to a floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

[XYZ]TITLE

Set this keyword to a string representing the title of the specified axis.

ZBUFFER

Set this keyword to clip the rendering to the current Z-buffer and then update the buffer.

ZERO_OPACITY_SKIP

Set this keyword to skip voxels with an opacity of 0. This keyword can increase the output contrast of MIP (MAXIMUM_INTENSITY) projections by allowing the background to show through. If this keyword is set, voxels with an opacity of zero will not modify the Z-buffer. The default (not setting the keyword) continues to render voxels with an opacity of zero.

Examples

In the IDL Intelligent Tools system, data can be imported from the IDL Command Line (as described in Example 1), or data can be imported via the **File** menu in the iTool window (as described in Examples 2 and 3). For detailed information on importing data via the iTool file menu, refer to "Data Import Methods" (Chapter 2, *iTool User's Guide*).

Example 1

This example shows how to use the IDL Command Line to bring data into the iVolume tool.

At the IDL Command Line, enter:

```
file = FILEPATH('clouds3d.dat', $
   SUBDIRECTORY = ['examples', 'data'])
RESTORE, file
IVOLUME, clouds
```

Derive an interval volume by selecting **Operations → Volume → Interval Volume**. In the Interval Volume Value Selector dialog, change the minimum value to 0.2 and the **Decimate: % of original surface** slider to 20, then click **OK**.

The following figure displays the output of this example:
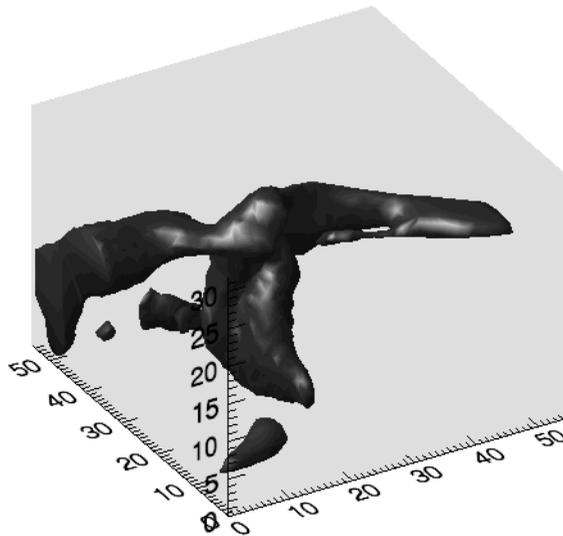
Figure 11-21: Cloud Interval Volume iVolume Example

Example 2

This example shows how to use the iTool **File → Open** command to load binary data into the iVolume tool.

At the IDL Command Line, enter:

```
IVOLUME
```

Select **File → Open** to display the Open dialog, then browse to find head.dat in the examples/data directory in the IDL distribution, and click **Open**.

In the Binary Template dialog, click **New Field**, and enter the following information in the New Field dialog:

- **Field Name:** data (or a name of your choosing)
- **Type:** Byte (unsigned 8-bits)
- **Number of Dimensions:** 3
- **1st Dimension Size:** 80
- **2nd Dimension Size:** 100
- **3rd Dimension Size:** 57

Click **OK** to close the New Field dialog and the Binary Template dialog, and the image is displayed.

Note
For more information on using the Binary Template to import data, see "Using the BINARY_TEMPLATE Interface" on page 166.

Select **Operations → Volume → Isosurface**, and insert an isosurface with a value of 60, decimated to 20% of the original surface.

The following figure displays the output of this example:
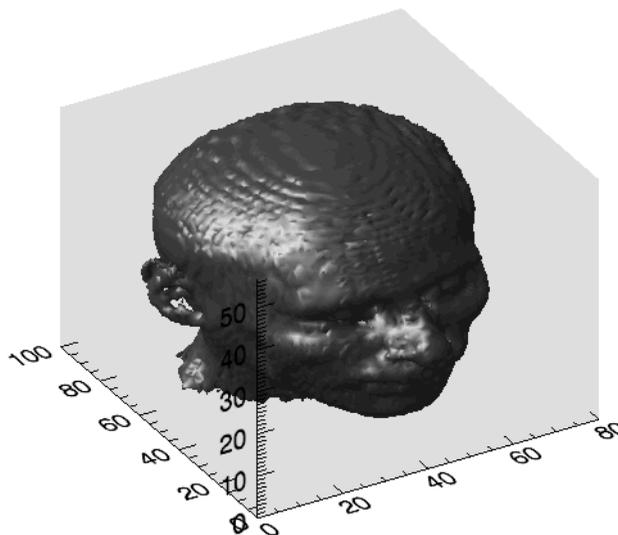
Figure 11-22: Human Head MRI Isosurface iVolume Example

Example 3

This example shows how to use the **File → Import** command to load binary data into the iVolume tool.

At the IDL Command Line, enter:

```
IVOLUME
```

Select **File → Import** to display the IDL Import Data wizard.

1. At Step 1, select **From a File** and click **Next>>**.

2. At Step 2, under **File Name:**, browse to find jet.dat in the examples/data directory in the IDL distribution, and click **Next**>>.

3. At Step 3, select **Volume** and click **Finish**.

The Binary Template wizard is displayed. In the Binary Template, change **File's byte ordering** to Little Endian. Then, click **New Field**, and enter the following information in the New Field dialog:

- **Field Name:** data (or a name of your choosing)

- **Type:** Byte (unsigned 8-bits)

- **Number of Dimensions:** 3

- **1st Dimension Size:** 81

- **2nd Dimension Size:** 40

- **3rd Dimension Size:** 101

Click **OK** to close the New Field dialog and the Binary Template dialog, and the volume is displayed.

Select **Operations** → **Volume** → **Image Plane** to display a plane in the *x*-direction. Double-click on the plane to access its properties through the property sheet. Change the **Orientation** setting to z. You can drag the image to see it at different z values by clicking on the edge of the image plane.

The following figure displays the output of this example:
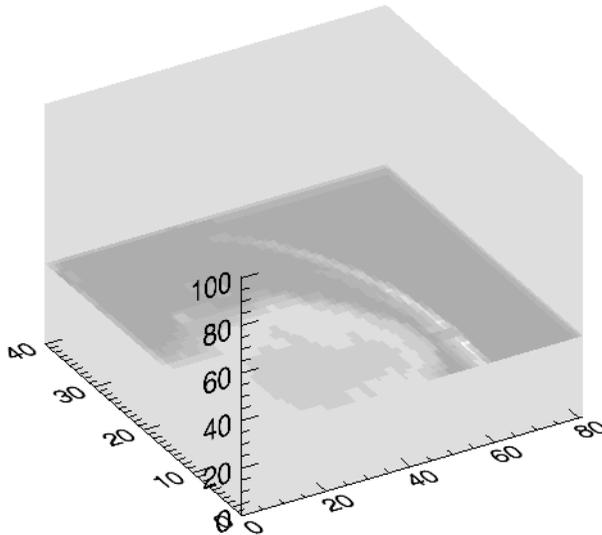
Figure 11-23: Plasma Jet Image Plane iVolume Example

Example 4

This example shows how to use a second volume argument to cut away a section of the first volume argument.

First, load the MRI head data into IDL. At the IDL Command Line, enter:

```
file = FILEPATH('head.dat', SUBDIRECTORY = ['examples', 'data'])
data0 = READ_BINARY(file, DATA_DIMS = [80, 100, 57])
```

Then, create the second volume that will cut away the upper left corner of the head. At the IDL Command Line, enter:

```
data1 = BYTARR(80, 100, 57, /NOZERO) + 1B
data1[0:39, *, 28:56] = 0B
```

Derive the color and opacity tables for the second volume. At the IDL Command Line, enter:

```
rgbTable1 = [[BYTARR(256)], [BYTARR(256)], [BYTARR(256)]]
rgbTable1[1, *] = [255, 255, 255]
opacityTable1 = BYTARR(256)
opacityTable1[1] = 255
```

Now, display the two volumes. At the IDL Command Line, enter:

```
IVOLUME, data0, data1, RGB_TABLE1 = rgbTable1, $
   OPACITY_TABLE1 = opacityTable1, /AUTO_RENDER
```

The following figure displays the output of this example:
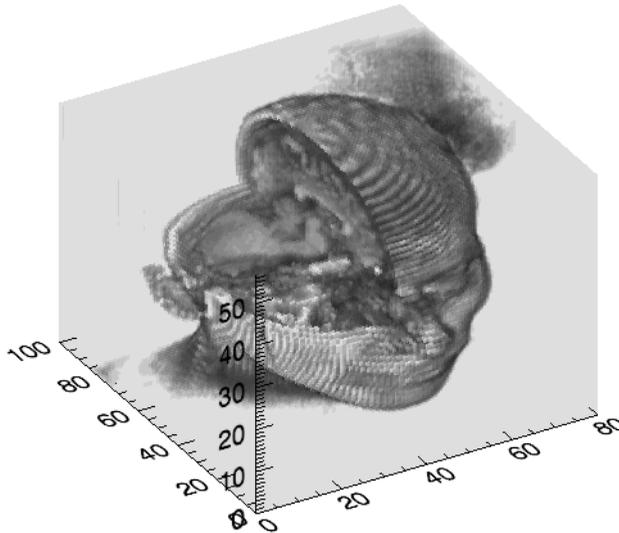
Figure 11-24: Cut Away iVolume Example

Example 5

This example shows how to use all the volume arguments to display an RGB (Red, Green, Blue) volume.

First, create the volumes to contain primary colors (black, red, green, blue, yellow, cyan, magenta, and white) in each corner. At the IDL Command Line, enter:

```
vol0 = BYTARR(32, 32, 32, /NOZERO)
vol1 = BYTARR(32, 32, 32, /NOZERO)
vol2 = BYTARR(32, 32, 32, /NOZERO)
vol3 = BYTARR(32, 32, 32, /NOZERO)
vol0[0:15, *, *] = 255
vol1[*, 0:15, *] = 255
vol2[*, *, 0:15] = 255
vol3[*, *, *] = 128
```

Now, display the two volumes. At the IDL Command Line, enter:

```
IVOLUME, vol0, vol1, vol2, vol3, RGB_TABLE0=15, /AUTO_RENDER
```

The following figure displays the output of this example:
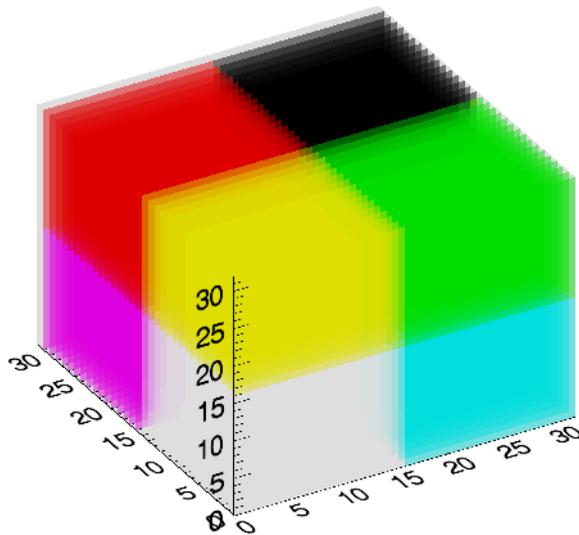
Figure 11-25: RGB iVolume Example

Note

The white corner of this example volume is actually gray to distinguish it from the white background.

Version History

6.0	Introduced
6.1	Added BACKGROUND_COLOR, EXTENTS_TRANSPARENCY, MACRO_NAMES, and STYLE_NAME keywords
6.1	Deprecated the CUTTING_PLANES keyword

6.2	Added DISABLE_SPLASH_SCREEN and VIEW_TITLE keywords
6.4	Added the ANISTROPIC_SCALE_2D, ANISTROPIC_SCALE_3D, FIT_TO_VIEW, INSERT_COLORBAR, RENDERER, SCALE_ISOTROPIC, and VIEW_ZOOM keywords.

For more information on deprecated features, see Appendix I, "Obsolete Features".
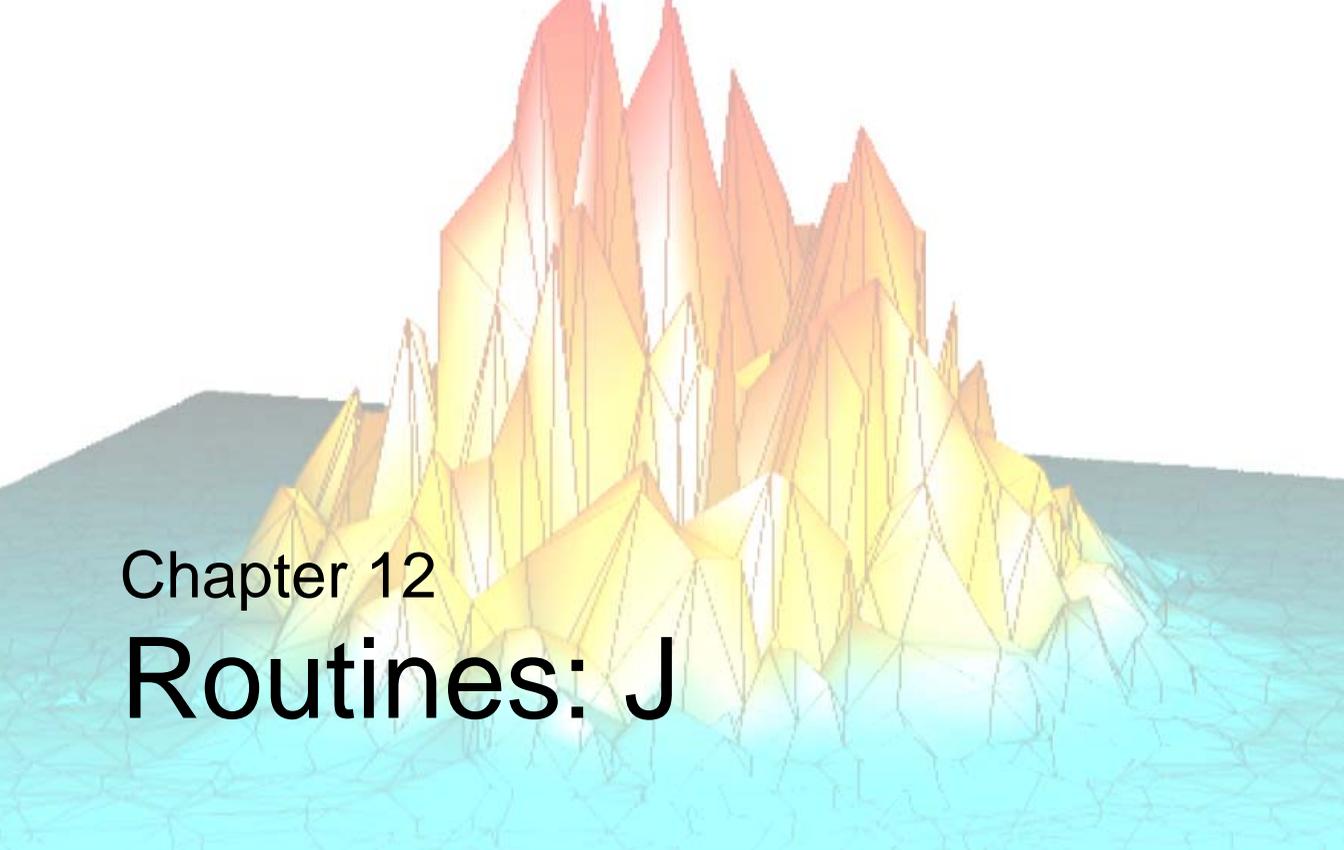
Chapter 12
Routines: J

JOURNAL

The JOURNAL procedure provides a record of an interactive session by saving, in a file, all text entered from the terminal in response to the IDL prompt. The first call to JOURNAL starts the logging process. The read-only system variable !JOURNAL is set to the file unit used. To stop saving commands and close the file, call JOURNAL with no parameters. If logging is in effect and JOURNAL is called with a parameter, the parameter is simply written to the journal file.

Syntax

JOURNAL [, *Arg*]

Arguments

Arg

A string containing the name of the journal file to be opened or text to be written to an open journal file. If *Arg* is not supplied, and a journal file is not already open, the file `idlsave.pro` is used. Once journaling is enabled, a call to JOURNAL with *Arg* supplied causes *Arg* to be written into the journal file. Calling JOURNAL without *Arg* while journaling is in progress closes the journal file and ends the logging process.

Keywords

None.

Examples

To begin journaling to the file `myjournal.pro`, enter:

```
JOURNAL, 'myjournal.pro'
```

Any commands entered at the IDL prompt are recorded in the file until IDL is exited or the JOURNAL command is entered without an argument.

As an example of Journaling in IDL, consider the following IDL statements:

```
; Start journaling to file demo.pro:
JOURNAL, 'demo.pro'
; Prompt for input:
PRINT, 'Enter a number:'

; Read the user response into variable Z:
```

```
READ, Z
; Send an IDL comment to the journal file using JOURNAL:
JOURNAL, '; This was inserted with JOURNAL.'
; Send another comment using PRINTF:
PRINTF, !JOURNAL, '; This was inserted with PRINTF.'
; End journaling:
JOURNAL
```

If these statements are executed by a user named Doug on a Sun workstation named quixote, the resulting journal file demo.pro will look like the following:

```
; IDL Version 5.3 (sunos sparc)
; Journal File for doug@quixote
; Working directory: /home/doug/IDL
; Date: Mon Sept 9 14:38:24 1999

PRINT, 'Enter a number:'
; Enter a number:
READ, Z
; 87
; This was inserted with JOURNAL.
; This was inserted with PRINTF.
PRINTF, !JOURNAL, '; This was inserted with PRINTF.'
```

Note that the input data to the READ statement is shown as a comment. In addition, the statement to insert the text using JOURNAL does not appear, while the statement using PRINTF does appear.

Version History

Original	Introduced

See Also

RESTORE, SAVE, "Recording IDL Command Line Input" (*Application Programming*)

JULDAY

The JULDAY function calculates the Julian Day Number (which begins at noon) for the specified date. This is the inverse of the CALDAT procedure.

Note ──

The Julian calendar, established by Julius Caesar in the year 45 BCE, was corrected by Pope Gregory XIII in 1582, excising ten days from the calendar. The CALDAT procedure reflects the adjustment for dates after October 4, 1582. See the example below for an illustration.

───

Note ──

A small offset is added to the returned Julian date to eliminate roundoff errors when calculating the day fraction from hours, minutes, seconds. This offset is given by the larger of EPS and EPS*Julian, where Julian is the integer portion of the Julian date, and EPS is the EPS field from MACHAR (using double precision). For typical Julian dates, this offset is approximately 6×10^{-10} (which corresponds to 5×10^{-5} seconds). This offset ensures that if the Julian date is converted back to hour, minute, and second, then the hour, minute, and second will have the same integer values as were originally input.

───

Note ──

Calendar dates must be in the range 1 Jan 4716 B.C.E. to 31 Dec 5000000, which corresponds to Julian values -1095 and 1827933925, respectively.

───

This routine is written in the IDL language. Its source code can be found in the file `julday.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = JULDAY(*Month, Day, Year, Hour, Minute, Second*)

Return Value

Result is of type double-precision if Hour, Minute, or Second is specified, otherwise *Result* is of type long integer. If all arguments are scalar, the function returns a scalar. If all arguments are arrays, the function matches up the corresponding elements of the arrays, returning an array with the same dimensions as the smallest array. If the inputs contain both scalars and arrays, the function uses the scalar value with each element of the arrays, and returns an array with the same dimensions as the smallest input array.

Arguments

Month

Number of the desired month (1 = January, ..., 12 = December). *Month* can be either a scalar or an array.

Day

Number of the day of the month (1-31). *Day* can be either a scalar or an array.

Year

Number of the desired year (e.g., 1994). *Year* can be either a scalar or an array.

Hour

Number of the hour of the day (0-23). *Hour* can be either a scalar or an array.

Minute

Number of the minute of the hour (0-59). *Minute* can be either a scalar or an array.

Second

Number of the second of the minute (0-59). *Second* can be either a scalar or an array.

Examples

In 1582, Pope Gregory XIII adjusted the Julian calendar to correct for its inaccuracy of slightly more than 11 minutes per year. As a result, the day following October 4, 1582 was October 15, 1582. JULDAY follows this convention, as illustrated by the following commands:

```
PRINT, JULDAY(10,4,1582), JULDAY(10,5,1582), JULDAY(10,15,1582)
```

IDL prints:

```
2299160    2299161    2299161
```

Using arrays, this can also be calculated as follows:

```
PRINT, JULDAY(10, [4, 5, 15], 1582)
```

If you are using JULDAY to calculate an absolute number of days elapsed, be sure to account for the Gregorian adjustment.

Version History

Original	Introduced

See Also

BIN_DATE, CALDAT, SYSTIME
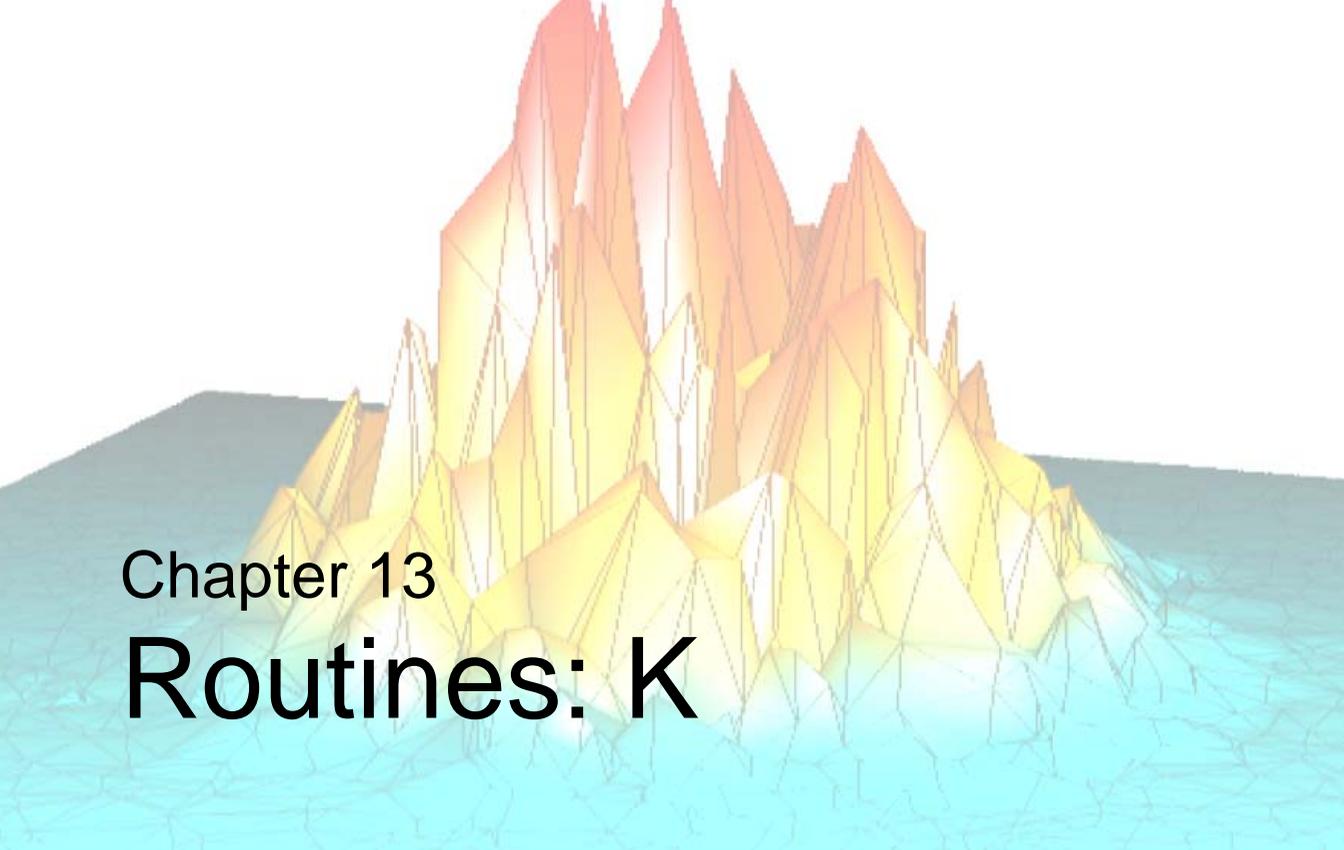
Chapter 13
Routines: K

KEYWORD_SET

The KEYWORD_SET function returns a Boolean value based on the value of the specified expression. It returns a True (1) if its argument is defined and nonzero, and False (0) otherwise. The exact rules used to determine this are given in Return Value below.

Syntax

Result = KEYWORD_SET(*Expression*)

Return Value

This function returns True (1) if:

- *Expression* is a scalar or 1-element array with a non-zero value.
- *Expression* is a structure.
- *Expression* is an ASSOC file variable.

KEYWORD_SET returns False (0) if:

- *Expression* is undefined.
- *Expression* is a scalar or 1-element array with a zero value.

Arguments

Expression

The expression to be tested. *Expression* is usually a named variable.

Keywords

None.

Examples

Suppose that you are writing an IDL procedure that has the following procedure definition line:

```
PRO myproc, KEYW1 = keyw1, KEYW2 = keyw2
```

The following command could be used to execute a set of commands only if the keyword KEYW1 is set (i.e., it is present and nonzero):

```
IF KEYWORD_SET(keyw1) THEN BEGIN
```

The commands to be executed only if KEYW1 is set would follow.

Version History

Original	Introduced

See Also

ARG_PRESENT, LOGICAL_TRUE, N_ELEMENTS, N_PARAMS

KRIG2D

The KRIG2D function interpolates a regularly- or irregularly-gridded set of points $z = f(x, y)$ using kriging.

The parameters of the data model – the range, nugget, and sill – are highly dependent upon the degree and type of spatial variation of your data, and should be determined statistically. Experimentation, or preferably rigorous analysis, is required.

For *n* data points, a system of *n*+1 simultaneous equations are solved for the coefficients of the surface. For any interpolation point, the interpolated value is:

$$f(x, y) = \sum w_i \cdot C(x_i, y_i, x, y)$$

The following formulas are used to model the variogram functions:

$d(i,j)$ = the distance from point *i* to point *j*.

V = the variance of the samples.

$C(i,j)$ = the covariance of sample *i* with sample *j*.

$C(x_0,y_0,x_1,y_1)$ = the covariance of point (x_0,y_0) with point (x_1,y_1).

Exponential covariance:

$$C(d) = \begin{array}{ll} C_1 \cdot e^{(-3 \cdot d/A)} & \text{if } d \neq 0 \\ C_1 + C_0 & \text{if } d = 0 \end{array}$$

Spherical covariance:

$$C(d) = \begin{array}{ll} 1.0 - (1.5 \cdot d/A) + (0.5 \cdot (d/A)^3) & \text{if } d < a \\ C_1 + C_0 & \text{if } d = 0 \\ 0 & \text{if } d > a \end{array}$$

Note ───
The accuracy of this function is limited by the single-precision floating-point accuracy of the machine.
───

This routine is written in the IDL language. Its source code can be found in the file `krig2d.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = KRIG2D(*Z* [, *X*, *Y*] [, EXPONENTIAL=*vector*] [, SPHERICAL=*vector*]
   [, /REGULAR] [, XGRID=*[xstart*, *xspacing]*] [, XVALUES=*array*]
   [, YGRID=*[ystart*, *yspacing]*] [, YVALUES=*array*] [, GS=*[xspacing*, *yspacing]*]
   [, BOUNDS=*[xmin*, *ymin*, *xmax*, *ymax]*] [, NX=*value*] [, NY=*value*])

Return Value

Returns a two dimensional floating-point array containing the interpolated surface,
sampled at the grid points.

Arguments

Z, X, Y

Arrays containing the *Z*, *X*, and *Y* coordinates of the data points on the surface. Points
need not be regularly gridded. For regularly gridded input data, *X* and *Y* are not used:
the grid spacing is specified via the XGRID and YGRID (or XVALUES and
YVALUES) keywords, and *Z* must be a two dimensional array. For irregular grids, all
three parameters must be present and have the same number of elements.

Keywords

Model Parameter Keywords:

EXPONENTIAL

Set this keyword to a two- or three-element vector of model parameters [A,C0, C1] to
use an exponential semivariogram model. The model parameters are as follows:

- A — The *range*. At distances beyond *A*, the semivariogram or covariance
  remains essentially constant.

- C0 — The *nugget*, which provides a discontinuity at the origin.

- C1 — If specified, C1 is the covariance value for a zero distance, and the
  variance of the random sample *z* variable. If only a two element vector is
  supplied, C1 is set to the sample variance. (C0 + C1) = the *sill*, which is the
  variogram value for very large distances.

SPHERICAL

Set this keyword to a two- or three-element vector of model parameters [A, C0, C1] to use a spherical semivariogram model. The model parameters are as follows:

- A — The *range*. At distances beyond *A*, the semivariogram or covariance remains essentially constant.

- C0 — The *nugget*, which provides a discontinuity at the origin.

- C1 — If specified, C1 is the covariance value for a zero distance, and the variance of the random sample *z* variable. If only a two element vector is supplied, C1 is set to the sample variance. (C0 + C1) = the *sill*, which is the variogram value for very large distances.

Input Grid Keywords:

REGULAR

If set, the *Z* parameter is a two dimensional array of dimensions (*n,m*), containing measurements over a regular grid. If any of XGRID, YGRID, XVALUES, or YVALUES are specified, REGULAR is implied. REGULAR is also implied if there is only one parameter, *Z*. If REGULAR is set, and no grid specifications are present, the grid is set to (0, 1, 2, ...).

XGRID

A two-element array, [*xstart*, *xspacing*], defining the input grid in the *x* direction. Do not specify both XGRID and XVALUES.

XVALUES

An *n*-element array defining the *x* locations of Z[*i,j*]. Do not specify both XGRID and XVALUES.

YGRID

A two-element array, [*ystart*, *yspacing*], defining the input grid in the *y* direction. Do not specify both YGRID and YVALUES.

YVALUES

An *n*-element array defining the *y* locations of Z[*i,j*]. Do not specify both YGRID and YVALUES.

Output Grid Keywords:

BOUNDS

If present, BOUNDS must be a four-element array containing the grid limits in *x* and *y* of the output grid: [*xmin, ymin, xmax, ymax*]. If not specified, the grid limits are set to the extent of *x* and *y.*

GS

The output grid spacing. If present, GS must be a two-element vector [*xs, ys*], where *xs* is the horizontal spacing between grid points and *ys* is the vertical spacing. The default is based on the extents of *x* and *y.* If the grid starts at *x* value *xmin* and ends at *xmax*, then the default horizontal spacing is (*xmax* - *xmin*)/(NX-1). *ys* is computed in the same way. The default grid size, if neither NX or NY are specified, is 26 by 26.

NX

The output grid size in the *x* direction. NX need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

NY

The output grid size in the *y* direction. NY need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

Examples

```
; Make a random set of points that lie on a Gaussian:
N = 15
X = RANDOMU(seed, N)
Y = RANDOMU(seed, N)

; The Gaussian:
Z = EXP(-2 * ((X-.5)^2 + (Y-.5)^2))

; Get a 26 by 26 grid over the rectangle bounding x and y:
; Range is 0.25 and nugget is 0. These numbers are dependent on
; your data model:
E = [ 0.25, 0.0]

; Get the surface:
R = KRIG2D(Z, X, Y, EXPON = E)
```

Alternatively, get a surface over the unit square, with spacing of 0.05:

```
R = KRIG2D(Z, X, Y, EXPON=E, GS=[0.05, 0.05], BOUNDS=[0,0,1,1])
```

Version History

Pre 4.0	Introduced

See Also

BILINEAR, INTERPOLATE, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

KURTOSIS

The KURTOSIS function computes the statistical kurtosis of an *n*-element vector. Kurtosis is defined as the degree to which a statistical frequency curve is peaked. KURTOSIS calls the IDL function MOMENT.

Note
KURTOSIS subtracts 3 from the raw kurtosis value since 3 is the kurtosis for a Gaussian (normal) distribution. For resulting values, positive values of the kurtosis (leptokurtic) indicate pointed or peaked distributions. Negative values (platykurtic) indicate flattened or non-peaked distributions.

Syntax

Result = KURTOSIS(*X* [, /DOUBLE] [, /NAN])

Return Value

Returns the floating point or double precision statistical kurtosis. If the variance of the vector is zero, the kurtosis is not defined, and KURTOSIS returns !VALUES.F_NAN as the result.

Arguments

X

An *n*-element, floating-point or double-precision vector.

Keywords

DOUBLE

If this keyword is set, computations are performed in double precision arithmetic.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define the n-element vector of sample data:
x = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71, 66, 65, 70]
; Compute the kurtosis:
result = KURTOSIS(x)
; Print the result:
PRINT, result
```

IDL prints

```
-1.18258
```

Version History

5.1	Introduced

See Also

MEAN, MEANABSDEV, MOMENT, STDDEV, SKEWNESS, VARIANCE

KW_TEST

The KW_TEST function tests the hypothesis that three or more sample populations have the same mean of distribution against the hypothesis that they differ. The populations may be of equal or unequal lengths. The output is a vector containing the test statistic, H, and value indicating the probability of obtaining a value equal to or greater than H from a Chi-square distribution.

This test is an extension of the Rank Sum Test implemented in the RS_TEST function. When each sample population contains at least five observations, the H test statistic is approximated very well by a Chi-square distribution with DF degrees of freedom. The hypothesis that three of more sample populations have the same mean of distribution is rejected if two or more populations differ with statistical significance. This type of test is often referred to as the Kruskal-Wallis H-Test.

The test statistic H is defined as follows:

$$H = \frac{12}{N_T(N_T + 1)} \sum_{i=0}^{M-1} \frac{R_i^2}{N_i} - 3(N_T + 1)$$

where N_i is the number of observations in the ith sample population, N_T is the total number of observations in all sample populations, and R_i is the overall rank sum of the ith sample population.

This routine is written in the IDL language. Its source code can be found in the file `kw_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = KW_TEST(*X* [, DF=*variable*] [, MISSING=*nonzero_value*])

Return Value

The result is a two-element vector containing the test statistic H and the one-tailed probability of obtaining a value of H or greater from a Chi-square distribution.

Arguments

X

An integer, single-, or double-precision floating-point array of *m*-columns (with $m \geq 3$) and *n*-rows. The columns of this two-dimensional array correspond to the sample populations.

If the sample populations are of unequal length, any columns of *X* that are shorter than the longest column must be "filled in" by appending a user-specified missing data value. This method requires the use of the MISSING keyword. See the *Example* section below for an example of this case.

Keywords

DF

Use this keyword to specify a named variable that will contain the number of degrees of freedom used to compute the probability of obtaining a value of H or greater from the corresponding Chi-square distribution

MISSING

Set this keyword equal to a non-zero numeric value that has been appended to some columns of *X* to make them all a common length of *n*.

Examples

Test the hypothesis that three sample populations have the same mean of distribution against the hypothesis that they differ at the 0.05 significance level. Assume we have the following sample populations:

sp0 = [24.0, 16.7, 22.8, 19.8, 18.9]

sp1 = [23.2, 19.8, 18.1, 17.6, 20.2, 17.8]

sp2 = [18.2, 19.1, 17.3, 17.3, 19.7, 18.9, 18.8, 19.3]

Since the sample populations are of unequal lengths, a missing value must be appended to sp0 and sp1. In this example the missing value is -1.0 and the 3-column, 8-row input array X is defined as:

```
X = [[24.0, 23.2, 18.2], $
     [16.7, 19.8, 19.1], $
     [22.8, 18.1, 17.3], $
     [19.8, 17.6, 17.3], $
```

```
        [18.9, 20.2, 19.7], $
        [-1.0, 17.8, 18.9], $
        [-1.0, -1.0, 18.8], $
        [-1.0, -1.0, 19.3]]
  PRINT, KW_TEST(X, MISSING = -1)
```

IDL prints:

```
  [1.65862, 0.436351]
```

The computed probability (0.436351) is greater than the 0.05 significance level and therefore we do not reject the hypothesis that the three sample populations sp0, sp1, and sp2 have the same mean of distribution.

Version History

4.0	Introduced

See Also

FV_TEST, RS_TEST, S_TEST, TM_TEST
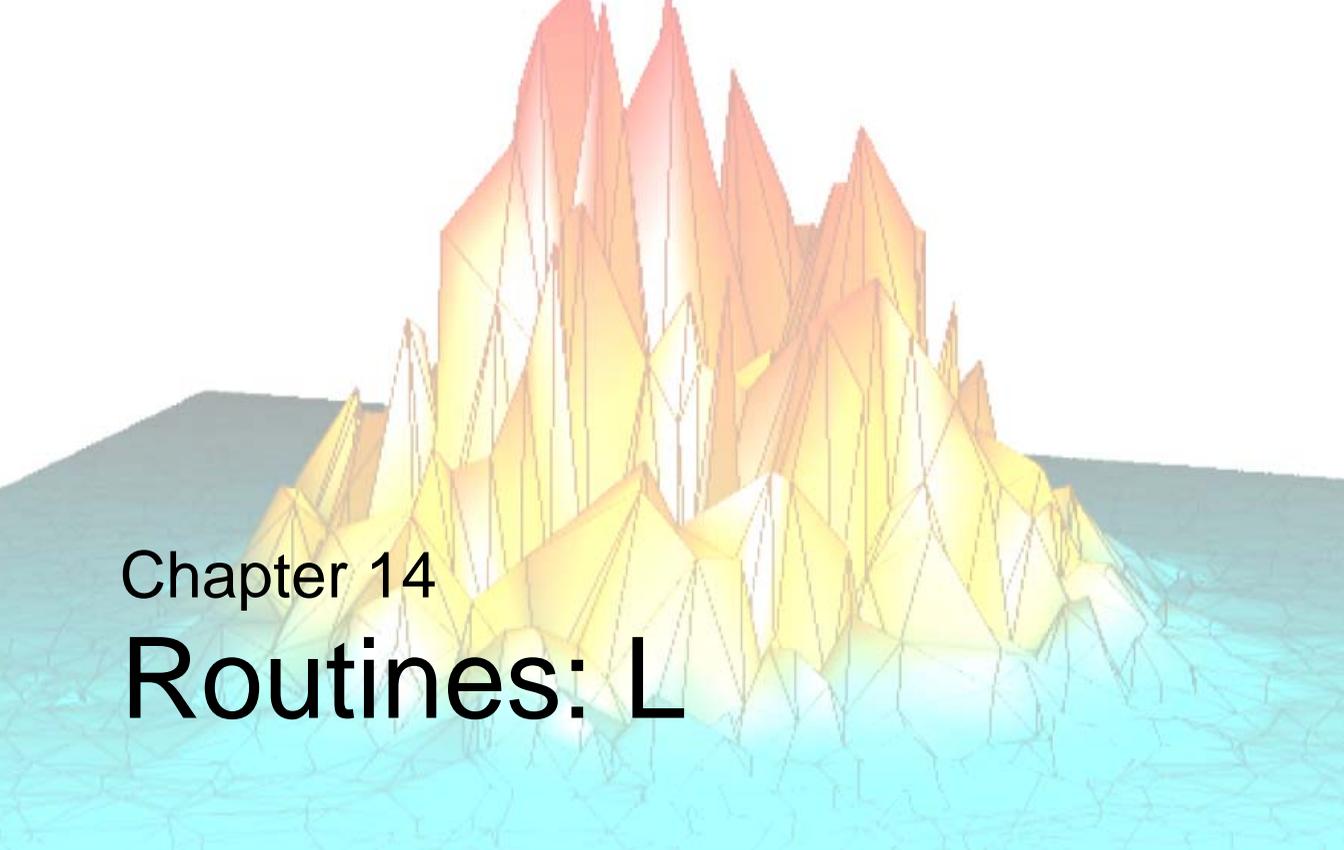
Chapter 14
Routines: L

L64INDGEN

The L64INDGEN function creates a 64-bit integer array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = L64INDGEN(*D₁* [, ..., *D₈*])

$Result = \text{L64INDGEN}(D_1\ [, ..., D_8])$

Return Value

The return value is the specified 64-bit integer array.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create L, a 10-element by 10-element 64-bit array where each element is set to the value of its one-dimensional subscript, enter:

```
L = L64INDGEN(10, 10)
```

Version History

5.2	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

LA_CHOLDC

The LA_CHOLDC procedure computes the Cholesky factorization of an *n*-by-*n* symmetric (or Hermitian) positive-definite array as:

If A is real: $A = U^T U \text{ or } A = L\,L^T$

If A is complex: $A = U^H U \text{ or } A = L\,L^H$

where *U* and *L* are upper and lower triangular arrays. The *T* represents the transpose while *H* represents the Hermitian, or transpose complex conjugate.

LA_CHOLDC is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	spotrf
Double	dpotrf
Complex	cpotrf
Double complex	zpotrf

Table 14-1: LAPACK Routine Basis for LA_CHOLDC

For more details, see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_CHOLDC, *Array* [, /DOUBLE] [, STATUS=*variable*] [, /UPPER]

Arguments

Array

A named variable containing the real or complex array to be factorized. Only the lower triangular portion of *Array* is used (or upper if the UPPER keyword is set). This procedure returns *Array* as a lower triangular array from the Cholesky decomposition (upper triangular if the UPPER keyword is set).

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The array is not positive definite and the factorization could not be completed. The STATUS value specifies the order of the leading minor which is not positive definite.

Note ───
If STATUS is not specified, any error messages will output to the screen.
───

UPPER

If this keyword is set, then only the upper triangular portion of *Array* is used, and the upper triangular array is returned. The default is to use the lower triangular portion and to return the lower triangular array.

Examples

The following example program computes the Cholesky decomposition of a given symmetric positive-definite array:

```
PRO ExLA_CHOLDC
; Create a symmetric positive-definite array.
n = 10
seed = 12321
array = RANDOMU(seed, n, n)
array = array ## TRANSPOSE(Array)

; Compute the Cholesky decomposition.
lower = array    ; make a copy
LA_CHOLDC, lower
```

```
; Zero out the upper triangular portion.
for i = 0,n - 2 Do lower[i+1:*,i] = 0

; Reconstruct the array and check the difference
arecon = lower ## TRANSPOSE(lower)
PRINT, 'LA_CHOLDC Error:', MAX(ABS(arecon - array))
END
```

When this program is compiled and run, IDL prints:

```
LA_CHOLDC Error:
4.76837e-007
```

Version History

5.6	Introduced

See Also

CHOLDC, LA_CHOLMPROVE, LA_CHOLSOL

LA_CHOLMPROVE

The LA_CHOLMPROVE function uses Cholesky factorization to improve the solution to a system of linear equations, $AX = B$ (where A is symmetric or Hermitian), and provides optional error bounds and backward error estimates.

The LA_CHOLMPROVE function may also be used to improve the solutions for multiple systems of linear equations, with each column of B representing a different set of equations. In this case, the result is a k-by-n array where each of the k columns represents the improved solution vector for that set of equations.

LA_CHOLMPROVE is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sporfs
Double	dporfs
Complex	cporfs
Double complex	zporfs

Table 14-2: LAPACK Routine Basis for LA_CHOLMPROVE

For more details, see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_CHOLMPROVE(*Array*, *Achol*, *B*, *X*
    [, BACKWARD_ERROR=*variable*] [, /DOUBLE]
    [, FORWARD_ERROR=*variable*] [, /UPPER])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

Array

The original *n*-by-*n* array of the linear system $AX = B$.

Achol

The *n*-by-*n* Cholesky factorization of *Array*, created by the LA_CHOLDC procedure.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

X

An *n*-element input vector, or a *k*-by-*n* array, containing the approximate solutions to the linear system, created by the LA_CHOLSOL function.

Keywords

BACKWARD_ERROR

Set this keyword to a named variable that will contain the relative backward error estimate for each linear system. If *B* is a vector containing a single linear system, then BACKWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then BACKWARD_ERROR will be a *k*-element vector. The backward error is the smallest relative change in any element of *A* or *B* that makes *X* an exact solution.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

FORWARD_ERROR

Set this keyword to a named variable that will contain the estimated forward error bound for each linear system. If *B* is a vector containing a single linear system, then FORWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then FORWARD_ERROR will be a *k*-element vector. For each linear system, if *Xtrue* is the true solution corresponding to *X*, then the forward error is an estimated upper bound for the magnitude of the largest element in (*X* - *Xtrue*) divided by the magnitude of the largest element in *X*.

UPPER

Set this keyword if *A* contains the upper triangular array, rather than the lower triangular array.

Note ───

If the UPPER keyword is set in LA_CHOLDC and LA_CHOLSOL then the UPPER keyword must also be set in LA_CHOLMPROVE.

───

Examples

The following example program computes an improved solution to a set of 10 equations:

```
PRO ExLA_CHOLMPROVE
; Create a symmetric positive-definite array.
n = 10
seed = 12321
a = RANDOMU(seed, n, n, /DOUBLE)
a = a ## TRANSPOSE(a)

; Create the right-hand side vector b:
b = RANDOMU(seed, n, /DOUBLE)

; Compute the Cholesky decomposition.
achol = a    ; make a copy
LA_CHOLDC, achol

; Compute the first approximation to the solution:
x = LA_CHOLSOL(achol, b)

; Improve the solution and print the error estimate:
xmprove = LA_CHOLMPROVE(a, achol, b, x, $
     FORWARD_ERROR = fError)
PRINT, 'LA_CHOLMPROVE error:', $
     MAX(ABS(a ## xmprove - b))
PRINT, 'LA_CHOLMPROVE Error Estimate:', fError
END
```

When this program is compiled and run, IDL prints:

```
LA_CHOLMPROVE error:   3.9412917e-15
LA_CHOLMPROVE error estimate:   5.1265892e-12
```

Version History

5.6	Introduced

See Also

LA_CHOLDC, LA_CHOLSOL

LA_CHOLSOL

The LA_CHOLSOL function is used in conjunction with the LA_CHOLDC to solve a set of *n* linear equations in *n* unknowns, $AX = B$, where *A* must be a symmetric (or Hermitian) positive-definite array. The parameter *A* is input not as the original array, but as its Cholesky decomposition, created by the routine LA_CHOLDC.

The LA_CHOLSOL function may also be used to solve for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the solution vector for that set of equations.

LA_CHOLSOL is based on the following LAPACK routines:

Output Type	**LAPACK Routine**
Float	spotrs
Double	dpotrs
Complex	cpotrs
Double complex	zpotrs

Table 14-3: LAPACK Routine Basis for LA_CHOLSOL

For more details, see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_CHOLSOL(*A*, *B* [, /DOUBLE] [, /UPPER])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

A

The *n*-by-*n* Cholesky factorization of an array, created by the LA_CHOLDC procedure.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

UPPER

Set this keyword if *A* contains the upper triangular array, rather than the lower triangular array.

Note ——————————————————————————————

If the UPPER keyword is set in the LA_CHOLDC then the UPPER keyword must also be set in LA_CHOLSOL.

———————————————————————————————————————

Examples

Given the following system of equations:

$$6u + 15v + 55w = 9.5$$

$$15u + 55v + 225w = 50$$

$$55u + 225v + 979w = 237$$

The solution can be derived by using the following program:

```
PRO ExLA_CHOLSOL
; Define the coefficient array:
a =  [[6.0, 15.0, 55.0], $
     [15.0, 55.0, 225.0], $
     [55.0, 225.0, 979.0]]

; Define the right-hand side vector b:
b = [9.5, 50.0, 237.0]

; Compute the Cholesky decomposition of a:
achol = a    ; make a copy
```

```
LA_CHOLDC, achol

; Compute and print the solution:
x = LA_CHOLSOL(achol, b)
PRINT, 'LA_CHOLSOL solution:', x
END
```

When this program is compiled and run, IDL prints:

```
LA_CHOLSOL Solution:
-0.499999      -1.00000       0.500000
```

The exact solution vector is [-0.5, -1.0, 0.5].

Version History

5.6	Introduced

See Also

CHOLSOL, LA_CHOLDC, LA_CHOLMPROVE

LA_DETERM

The LA_DETERM function uses LU decomposition to compute the determinant of a square array.

This routine is written in the IDL language. Its source code can be found in the file `la_determ.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = LA_DETERM(*A* [, /CHECK] [, /DOUBLE] [, ZERO=*value*])

Return Value

The result is a scalar of the same type as the input array.

Arguments

A

An *n*-by-*n* real or complex array.

Keywords

CHECK

Set this keyword to check *A* for any singularities. The determinant of a singular array is returned as zero if this keyword is set. Run-time errors may result if *A* is singular and this keyword is not set.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

ZERO

Use this keyword to set the absolute value of the floating-point zero. A floating-point zero on the main diagonal of a triangular array results in a zero determinant. For single-precision inputs, the default value is 1.0×10^{-6}. For double-precision inputs,

the default value is 1.0×10^{-12}. Setting this keyword to a value less than the default may improve the precision of the result.

Examples

The following program computes the determinant of a square array:

```
PRO ExLA_DETERM
; Create a square array.
array =[[1d, 2, 1], $
    [4, 10, 15], $
    [3, 7, 1]]
; Compute the determinant.
adeterm = LA_DETERM(array)
PRINT, 'LA_DETERM:', adeterm
END
```

When this program is compiled and run, IDL prints:

```
A_DETERM:
-15.000000
```

Version History

5.6	Introduced

See Also

DETERM, LA_LUDC

LA_EIGENPROBLEM

The LA_EIGENPROBLEM function uses the QR algorithm to compute all eigenvalues λ and eigenvectors *v* ≠ 0 of an *n*-by-*n* real nonsymmetric or complex non-Hermitian array *A*, for the eigenproblem $Av = \lambda v$. The routine can also compute the left eigenvectors *u* ≠ 0, which satisfy $u^H A = \lambda u^H$.

LA_EIGENPROBLEM may also be used for the generalized eigenproblem:

$Av = \lambda Bv$ and $u^H A = \lambda u^H B$

where *A* and *B* are square arrays, *v* are the right eigenvectors, and *u* are the left eigenvectors.

LA_EIGENPROBLEM is based on the following LAPACK routines:

Output Type	**Standard LAPACK Routine**	**Generalized LAPACK Routine**
Float	sgeevx	sggevx
Double	dgeevx	dggevx
Complex	cgeevx	cggevx
Double complex	zgeevx	zggevx

Table 14-4: LAPACK Routine Basis for LA_EIGENPROBLEM

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_EIGENPROBLEM(*A* [, *B*] [, ALPHA=*variable*] [, BALANCE=*value*]
  [, BETA=*variable*] [, /DOUBLE] [, EIGENVECTORS=*variable*]
  [, LEFT_EIGENVECTORS=*variable*] [, NORM_BALANCE = *variable*]
  [, PERMUTE_RESULT=*variable*] [, SCALE_RESULT=*variable*]
  [, RCOND_VALUE=*variable*] [, RCOND_VECTOR=*variable*]
  [, STATUS=*variable*])

Return Value

The result is a complex *n*-element vector containing the eigenvalues.

Arguments

A

The real or complex array for which to compute eigenvalues and eigenvectors.

B

An optional real or complex *n*-by-*n* array used for the generalized eigenproblem. The elements of *B* are converted to the same type as *A* before computation.

Keywords

ALPHA

For the generalized eigenproblem with the *B* argument, set this keyword to a named variable in which the numerator of the eigenvalues will be returned as a complex *n* - element vector. For the standard eigenproblem this keyword is ignored.

Tip

The ALPHA and BETA values are useful for eigenvalues which underflow or overflow. In this case the eigenvalue problem may be rewritten as $\alpha Av = \beta Bv$.

BALANCE

Set this keyword to one of the following values:

- BALANCE = 0: No balancing is applied to *A*.

- BALANCE = 1: Both permutation and scale balancing are performed.

- BALANCE = 2: Permutations are performed to make the array more nearly upper triangular.

- BALANCE = 3: Diagonally scale the array to make the columns and rows more equal in norm.

The default is BALANCE = 1, which performs both permutation and scaling balances. Balancing a nonsymmetric (or non-Hermitian) array is recommended to reduce the sensitivity of eigenvalues to rounding errors.

BETA

For the generalized eigenproblem with the *B* argument, set this keyword to a named variable in which the denominator of the eigenvalues will be returned as a real or complex *n*-element vector. For the standard eigenproblem this keyword is ignored.

Tip ———————————————————————————————

The ALPHA and BETA values are useful for eigenvalues which underflow or overflow. In this case, the eigenvalue problem may be rewritten as $\alpha Av = \beta Bv$.

———————————————————————————————

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

EIGENVECTORS

Set this keyword to a named variable in which the eigenvectors will be returned as a set of row vectors. If this variable is omitted then eigenvectors will not be computed unless the RCOND_VALUE or RCOND_VECTOR keywords are present.

Note ———————————————————————————————

For the standard eigenproblem the eigenvectors are normalized and rotated to have norm 1 and largest component real. For the generalized eigenproblem the eigenvectors are normalized so that the largest component has abs(real) + abs(imaginary) = 1.

———————————————————————————————

LEFT_EIGENVECTORS

Set this keyword to a named variable in which the left eigenvectors will be returned as a set of row vectors. If this variable is omitted then left eigenvectors will not be computed unless the RCOND_VALUE or RCOND_VECTOR keywords are present.

Note ———————————————————————————————

Note - For the standard eigenproblem the eigenvectors are normalized and rotated to have norm 1 and largest component real. For the generalized eigenproblem the eigenvectors are normalized so that the largest component has abs(real) + abs(imaginary) = 1.

———————————————————————————————

NORM_BALANCE

Set this keyword to a named variable in which the one-norm of the balanced matrix will be returned. The one-norm is defined as the maximum value of the sum of absolute values of the columns. For the standard eigenproblem, this will be returned as a scalar value; for the generalized eigenproblem this will be returned as a two-element vector containing the *A* and *B* norms.

PERMUTE_RESULT

Set this keyword to a named variable in which the result for permutation balancing will be returned as a two-element vector [*ilo*, *ihi*]. If permute balancing is not done then the values will be *ilo = 1* and *ihi = n*.

RCOND_VALUE

Set this keyword to a named variable in which the reciprocal condition numbers for the eigenvalues will be returned as an *n*-element vector. If RCOND_VALUE is present then left and right eigenvectors must be computed.

RCOND_VECTOR

Set this keyword to a named variable in which the reciprocal condition numbers for the eigenvectors will be returned as an *n*-element vector. If RCOND_VECTOR is present then left and right eigenvectors must be computed.

SCALE_RESULT

Set this keyword to a named variable in which the results for permute and scale balancing will be returned. For the standard eigenproblem, this will be returned as an *n*-element vector. For the generalized eigenproblem, this will be returned as a *n*-by-2 array with the first row containing the permute and scale factors for the left side of *A* and *B* and the second row containing the factors for the right side of *A* and *B*.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The QR algorithm failed to compute all eigenvalues; no eigenvectors or condition numbers were computed. The STATUS value indicates that eigenvalues *ilo:STATUS* (starting at index 1) did not converge; all other eigenvalues converged.

Note ──
If STATUS is not specified, any error messages will be output to the screen.
──

Examples

Find the eigenvalues and eigenvectors for an array using the following program:

```
PRO ExLA_EIGENPROBLEM
; Create a random array:
n = 4
seed = 12321
array = RANDOMN(seed, n, n)

; Compute all eigenvalues and eigenvectors:
eigenvalues = LA_EIGENPROBLEM(array, $
     EIGENVECTORS = eigenvectors)
PRINT, 'LA_EIGENPROBLEM Eigenvalues:'
PRINT, eigenvalues

; Check the results using the eigenvalue equation:
maxErr = 0d
FOR i = 0, n - 1 DO BEGIN
     ; A*z = lambda*z
     alhs = array ## eigenvectors[*,i]
     arhs = eigenvalues[i]*eigenvectors[*,i]
     maxErr = maxErr > MAX(ABS(alhs - arhs))
ENDFOR
PRINT, 'LA_EIGENPROBLEM Error:', maxErr

; Now try the generalized eigenproblem:
b = IDENTITY(n) + 0.01*RANDOMN(seed, n, n)
eigenvalues = LA_EIGENPROBLEM(Array, B)
PRINT, 'LA_EIGENPROBLEM Generalized Eigenvalues:'
PRINT, EIGENVALUES
END
```

When this program is compiled and run, IDL prints:

```
LA_EIGENPROBLEM eigenvalues:
(    -0.593459,      0.566318)(    -0.593459,     -0.566318)
(     1.06216,       0.00000)(     1.61286,       0.00000)
LA_EIGENPROBLEM error:   4.0978193e-07
LA_EIGENPROBLEM generalized eigenvalues:
(    -0.574766,      0.567452)(    -0.574766,     -0.567452)
(     1.57980,       0.00000)(     1.08711,       0.00000)
```

Version History

5.6	Introduced

See Also

LA_EIGENVEC, LA_ELMHES, LA_HQR

LA_EIGENQL

The LA_EIGENQL function computes selected eigenvalues λ and eigenvectors $z \neq 0$ of an *n*-by-*n* real symmetric or complex Hermitian array *A*, for the eigenproblem $Az = \lambda z$.

LA_EIGENQL may also be used for the generalized symmetric eigenproblems:

$$Az = \lambda Bz \ \text{ or } \ ABz = \lambda z \ \text{ or } \ BAz = \lambda z$$

where *A* and *B* are symmetric (or Hermitian) and *B* is positive definite.

LA_EIGENQL is based on the following LAPACK routines:

Output Type	Standard Eigenproblem	Generalized
Float	ssyevx, ssyevr, ssyevd	ssygvx, ssygvd
Double	dsyevx, dsyevr, dsyevd	dsygvx, dsygvd
Complex	cheevx, cheevr, cheevd	chegvx, chegvd
Double complex	zheevx, zheevr, zheevd	zhegvx, zhegvd

Table 14-5: LAPACK Routine Basis for LA_EIGENQL

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_EIGENQL(*A* [, B] [, /DOUBLE] [, EIGENVECTORS=*variable*]
   [, FAILED=*variable*] [, GENERALIZED=*value*] [, METHOD=*value*]
   [, RANGE=*vector*] [, SEARCH_RANGE=*vector*] [, STATUS=*variable*]
   [, TOLERANCE=*value*])

Return Value

The result is a real vector containing the eigenvalues in ascending order.

Arguments

A

The real or complex *n*-by-*n* array for which to compute eigenvalues and eigenvectors. A must be symmetric (or Hermitian).

B

An optional real or complex *n*-by-*n* array used for the generalized eigenproblem. *B* must be symmetric (or Hermitian) and positive definite. The elements of *B* are converted to the same type as *A* before computation.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

EIGENVECTORS

Set this keyword to a named variable in which the eigenvectors will be returned as a set of row vectors. If this variable is omitted then eigenvectors will not be computed. All eigenvectors will be returned unless the RANGE or SEARCH_RANGE keywords are used to restrict the eigenvalue range.

FAILED

Set this keyword to a named variable in which to return the indices of eigenvectors that did not converge. This keyword is only available for METHOD = 0, and will be ignored for other methods.

Note ——

Index numbers within FAILED start at 1.

——

GENERALIZED

For the generalized eigenproblem with the optional B argument, set this keyword to indicate which problem to solve. Possible values are:

- GENERALIZED = 0 (the default): Solve $Az = \lambda Bz$.

- GENERALIZED = 1: Solve $ABz = \lambda z$.

- GENERALIZED = 2: Solve $BAz = \lambda z$.

This keyword is ignored if argument *B* is not present.

METHOD

Set this keyword to indicate which computation method to use. Possible values are:

- METHOD = 0 (the default): Use tridiagonal decomposition to compute some or all of the eigenvalues and (optionally) eigenvectors.

- METHOD = 1: Use the Relatively Robust Representation (RRR) algorithm to compute some or all of the eigenvalues and (optionally) eigenvectors. This method is unavailable for the generalized eigenproblem with the optional *B* argument, and will default to METHOD = 0.

  Note
  The RRR method may produce *NaN* and *Infinity* floating-point exception messages during normal execution.

- METHOD = 2: Use a divide-and-conquer algorithm to compute all of the eigenvalues and (optionally) all eigenvectors. This method is available for either the standard or generalized eigenproblems. For METHOD = 2 the RANGE, SEARCH_RANGE, and TOLERANCE keywords are ignored, and all eigenvalues are returned.

RANGE

Set this keyword to a two-element vector containing the indices of the smallest and largest eigenvalues to be returned. The default is [0, *n*-1], which returns all eigenvalues and eigenvectors. This keyword is ignored for METHOD = 2.

SEARCH_RANGE

Set this keyword to a two-element floating-point vector containing the lower and upper bounds of the interval to be searched for eigenvalues. The default is to return all eigenvalues and eigenvectors. This keyword is ignored for METHOD = 2. If both RANGE and SEARCH_RANGE are specified, only the SEARCH_RANGE values are used.

Note
If the search range does not contain any eigenvalues, then Result, EIGENVECTORS, and FAILED will each be set to a scalar zero.

STATUS

Set this keyword to a named variable that will contain the status of the computation. In all cases STATUS = 0 indicates successful computation. For the standard eigenproblem, possible nonzero values are:

- METHOD = 0, STATUS > 0: STATUS eigenvectors failed to converge. The FAILED keyword contains the indices of the eigenvectors that did not converge.

- METHOD = 1, STATUS < 0 or STATUS > 0: An internal error occurred during the computation.

- METHOD = 2, STATUS > 0: STATUS off-diagonal elements of an intermediate tridiagonal matrix did not converge to zero.

For the generalized eigenproblem, possible nonzero values are:

- METHOD = 0, $0 <$ STATUS $\leq n$: STATUS eigenvectors failed to converge. The FAILED keyword contains the indices of the eigenvectors that did not converge.

- METHOD = 0, STATUS $> n$: The factorization of B could not be completed and the computation failed. The value of (STATUS - n) specifies the order of the leading minor of B which is not positive definite.

- METHOD = 2, $0 <$ STATUS $\leq n$: STATUS off-diagonal elements of an intermediate tridiagonal matrix did not converge to zero.

- METHOD = 2, STATUS $> n$: The factorization of B could not be completed and the computation failed. The value of (STATUS - n) specifies the order of the leading minor of B which is not positive definite.

Note ──
If STATUS is not specified, any error messages will be output to the screen.
───

TOLERANCE

Set this keyword to a scalar giving the absolute error tolerance for the eigenvalues and eigenvectors. For the most accurate eigenvalues, TOLERANCE should be set to 2*XMIN, where *XMIN* is the magnitude of the smallest usable floating-point value. For METHOD = 0, if TOLERANCE is less than or equal to zero, or is unspecified, then a tolerance value of $EPS*||T||_1$ will be used, where T is the tridiagonal matrix obtained from A. For METHOD = 1, if TOLERANCE is less than or equal to $N*EPS*||T||_1$, or is unspecified, then a tolerance value of $N*EPS*||T||_1$ will be used.

For values of *EPS* and *XMIN*, see the MACHAR. This keyword is ignored for METHOD = 2.

Tip

If the LA_EIGENQL routine fails to converge, try setting the TOLERANCE to a larger value.

Examples

Find the eigenvalues and eigenvectors for a symmetric array using the following program:

```
PRO ExLA_EIGENQL
; Create a random symmetric array:
n = 10
seed = 12321
array = RANDOMN(seed, n, n)
array = array + TRANSPOSE(array)

; Compute all eigenvalues and eigenvectors:
eigenvalues = LA_EIGENQL(array, $
     EIGENVECTORS=eigenvectors)

; Check the results using the eigenvalue equation:
maxErr = 0d
FOR i=0,n-1 DO BEGIN
     ; a*z = lambda*z
     alhs = array ## eigenvectors[*,i]
     arhs = eigenvalues[i]*eigenvectors[*,i]
     maxErr = maxErr > MAX(ABS(alhs - arhs))
ENDFOR
PRINT, 'LA_EIGENQL error:', maxErr

; Compute the three largest eigenvalues:
eigenvalues = LA_EIGENQL(array, $
     EIGENVECTORS = eigenvectors, $
     RANGE = [n-3,n-1])
PRINT, 'LA_EIGENQL eigenvalues:', eigenvalues

; Now try the generalized eigenproblem:
b = IDENTITY(n) + 0.01*RANDOMN(seed,n,n)
; Make B symmetric and positive definite:
b = b ## TRANSPOSE(b)

; Compute the three largest generalized eigenvalues:
eigenvalues = LA_EIGENQL(array, b, RANGE=[n-3,n-1])
PRINT, 'LA_EIGENQL Generalized Eigenvalues:'
```

```
PRINT, Eigenvalues
END
```

When this program is compiled and run, IDL prints:

```
LA_EIGENQL error:    1.3560057e-06
LA_EIGENQL eigenvalues:        3.82993        4.69785        5.61567
LA_EIGENQL generalized eigenvalues:
3.83750        4.74803        5.57692
```

Version History

5.6	Introduced

See Also

EIGENQL, LA_TRIQL, LA_TRIRED

LA_EIGENVEC

The LA_EIGENVEC function uses the QR algorithm to compute all or some of the eigenvectors $v \neq 0$ of an *n*-by-*n* real nonsymmetric or complex non-Hermitian array *A*, for the eigenproblem $Av = \lambda v$. The routine can also compute the left eigenvectors $u \neq 0$, which satisfy $u^H A = \lambda u^H$.

Note —————————————————————

The left and right eigenvectors returned by LA_EIGENVEC are normalized to norm 1. Unlike the LA_EIGENPROBLEM, they are not rotated to have largest component real. Therefore, you may notice slight differences in results between LA_EIGENVEC and LA_EIGENPROBLEM.

———————————————————————————

LA_EIGENVEC is based on the following LAPACK routines:

Output Type	Eigenvectors	Condition Numbers	Undo Balancing
Float	strevc	strsna	sgebak
Double	dtrevc	dtrsna	dgebak
Complex	ctrevc	ctrsna	cgebak
Double complex	ztrevc	ztrsna	zgebak

Table 14-6: LAPACK Routine Basis for LA_EIGENVEC

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_EIGENVEC(*T*, *QZ* [, BALANCE=*value*] [, /DOUBLE]
   [, EIGENINDEX=*variable*] [, LEFT_EIGENVECTORS=*variable*]
   [, PERMUTE_RESULT=[*ilo*, *ihi*]] [, SCALE_RESULT=*vector*]
   [, RCOND_VALUE=*variable*] [, RCOND_VECTOR=*variable*]
   [, SELECT=*vector*])

Return Value

The result is a complex array containing the eigenvectors as a set of row vectors.

Arguments

T

The upper quasi-triangular array containing the Schur form, created by LA_HQR.

QZ

The array of Schur vectors, created by LA_HQR.

Keywords

BALANCE

If balancing was applied in the call to LA_ELMHES, then set this keyword to the same value that was used, in order to apply the backward balancing transform to the eigenvectors. If BALANCE is not specified, then the default is BALANCE = 1.

Note

If BALANCE is not zero, then both PERMUTE_RESULT and SCALE_RESULT must be supplied.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *T* is double precision, otherwise the default is DOUBLE = 0.

EIGENINDEX

If keyword SELECT is used, then set this keyword to a named variable in which the indices of the eigenvalues that correspond to the selected eigenvectors will be returned. If the SELECT keyword is not used then EIGENINDEX will be set to LINDGEN(n).

Tip

This keyword is most useful for real input arrays when the SELECT keyword is present. In this case, a value of SELECT[*j*] equal to 1 may produce two eigenvectors if the eigenvalue is part of a complex-conjugate pair.

LEFT_EIGENVECTORS

Set this keyword to a named variable in which the left eigenvectors will be returned as a set of row vectors. If this variable is omitted then left eigenvectors will not be computed unless the RCOND_VALUE keyword is present.

PERMUTE_RESULT

Set this keyword to a two-element vector containing the [*ilo*, *ihi*] permutation results from the LA_ELMHES procedure. This keyword must be present if BALANCE = 1 or BALANCE = 2.

RCOND_VALUE

Set this keyword to a named variable in which the reciprocal condition numbers for the eigenvalues will be returned as an *n*-element vector. If RCOND_VALUE is present then left and right eigenvectors must be computed.

RCOND_VECTOR

Set this keyword to a named variable in which the reciprocal condition numbers for the eigenvectors will be returned as an *n*-element vector.

SCALE_RESULT

Set this keyword to an n-element vector containing the permute and scale balancing results from the LA_ELMHES procedure. This keyword must be present if BALANCE is not zero.

SELECT

Set this keyword to an *n*-element vector of zeroes or ones that indicates which eigenvectors to compute. There are two cases:

- The original array was real: If the *j*-th eigenvalue (as created by LA_HQR) is real, then if SELECT[*j*] is set to 1, then the *j*-th eigenvector will be computed. If the *j*-th and (*j*+1) eigenvalues form a complex-conjugate pair, then if either SELECT[*j*] or SELECT[*j*+1] is set to 1, then the complex-conjugate pair of *j*-th and (*j*+1) eigenvectors will be computed.

- The original array was complex: If SELECT[*j*] is set to 1, then the *j*-th eigenvector will be computed.

If SELECT is omitted then all eigenvectors are returned.

Examples

Compute the eigenvalues and selected eigenvectors of a random array using the following program:

```
PRO ExLA_EIGENVEC
; Create a random array:
n = 10
seed = 12321
array = RANDOMN(seed, n, n)

    ; Reduce to upper Hessenberg and compute Q:
    H = LA_ELMHES(array, q, $
    PERMUTE_RESULT = permute, SCALE_RESULT = scale)

; Compute eigenvalues, T, and QZ arrays:
eigenvalues = LA_HQR(h, q, PERMUTE_RESULT = permute)

; Compute eigenvectors corresponding to
; the first 3 eigenvalues.
select = [1, 1, 1, REPLICATE(0, n - 3)]
eigenvectors = LA_EIGENVEC(H, Q, $
    EIGENINDEX = eigenindex, $
    PERMUTE_RESULT = permute, SCALE_RESULT = scale, $
    SELECT = select)

PRINT, 'LA_EIGENVEC eigenvalues:'
PRINT, eigenvalues[eigenindex]
END
```

When this program is compiled and run, IDL prints:

```
LA_EIGENVEC eigenvalues:
(-0.278633, 2.55055) ( -0.278633, -2.55055)
(2.31208,     0.000000)
```

Version History

5.6	Introduced

See Also

EIGENVEC, LA_ELMHES, LA_HQR

LA_ELMHES

The LA_ELMHES function reduces a real nonsymmetric or complex non-Hermitian array to upper Hessenberg form *H*. If the array is real then the decomposition is $A = Q H Q^T$, where *Q* is orthogonal. If the array is complex Hermitian then the decomposition is $A = Q H Q^H$, where *Q* is unitary. The superscript T represents the transpose while superscript *H* represents the Hermitian, or transpose complex conjugate.

LA_ELMHES is based on the following LAPACK routines:

Output Type	Balance & Reduce	Norm	Optional Q
Float	sgebal, sgehrd	slange	sorghr
Double	dgebal, dgehrd	dlange	dorghr
Complex	cgebal, cgehrd	clange	cunghr
Double complex	zgebal, zgehrd	zlange	zunghr

Table 14-7: LAPACK Routine Basis for LA_ELMHES

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_ELMHES(*Array* [, Q] [, BALANCE=*value*] [, /DOUBLE]
   [, NORM_BALANCE=*variable*] [, PERMUTE_RESULT=*variable*]
   [, SCALE_RESULT=*variable*])

Return Value

The result is an array of the same type as *A* containing the upper Hessenberg form. The Hessenberg array is stored in the upper triangle and the first subdiagonal. Elements below the subdiagonal should be ignored but are not automatically set to zero.

Arguments

Array

The *n*-by-*n* real or complex array to reduce to upper Hessenberg form.

Q

Set this optional argument to a named variable in which the array *Q* will be returned. The *Q* argument may then be input into LA_HQR to compute the Schur vectors.

Keywords

BALANCE

Set this keyword to one of the following values:

- BALANCE = 0: No balancing is applied to *Array*.

- BALANCE = 1: Both permutation and scale balancing are performed.

- BALANCE = 2: Permutations are performed to make the array more nearly upper triangular.

- BALANCE = 3: Diagonally scale the array to make the columns and rows more equal in norm.

The default is BALANCE = 1, which performs both permutation and scaling balances. Balancing a nonsymmetric array is recommended to reduce the sensitivity of eigenvalues to rounding errors.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

NORM_BALANCE

Set this keyword to a named variable in which the one-norm of the balanced matrix will be returned. The one-norm is defined as the maximum value of the sum of absolute values of the columns.

PERMUTE_RESULT

Set this keyword to a named variable in which the result for permutation balancing will be returned as a two-element vector [*ilo*, *ihi*]. If permute balancing is not done then the values will be *ilo = 1* and *ihi = n*.

SCALE_RESULT

Set this keyword to a named variable in which the result for permute and scale balancing will be returned as an *n*-element vector.

Examples

See LA_EIGENVEC for an example of using this procedure.

Version History

5.6	Introduced

See Also

ELMHES, LA_HQR

LA_GM_LINEAR_MODEL

The LA_GM_LINEAR_MODEL function is used to solve a general Gauss-Markov linear model problem:

minimize$_x$ $//y//_2$ with constraint $d = Ax + By$

where *A* is an *m*-column by *n*-row array, *B* is a *p*-column by *n*-row array, and *d* is an *n*-element input vector with $m \le n \le m+p$.

The following items should be noted:

- If *A* has full column rank *m* and the array (*A B*) has full row rank *n*, then there is a unique solution *x* and a minimal 2-norm solution *y*.

- If *B* is square and nonsingular then the problem is equivalent to a weighted linear least-squares problem, minimize$_x$ $//B^{-1}(Ax - d)//_2$.

- If *B* is the identity matrix then the problem reduces to the ordinary linear least-squares problem, minimize$_x$ $//Ax - d//_2$.

LA_ GM_LINEAR_MODEL is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sggglm
Double	dggglm
Complex	cggglm
Double complex	zggglm

Table 14-8: LAPACK Routine Basis for LA_GM_LINEAR_MODEL

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_GM_LINEAR_MODEL(*A*, *B*, *D*, *Y* [, /DOUBLE])

Return Value

The result (*x*) is an *m*-element vector whose type is identical to *A*.

Arguments

A

The *m*-by-*n* array used in the constraint equation.

B

The *p*-by-*n* array used in the constraint equation.

D

An *n*-element input vector used in the constraint equation.

Y

Set this argument to a named variable, which will contain the *p*-element output vector.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

Examples

Given the constraint equation $d = Ax + By$, (where *A*, *B*, and *d* are defined in the program below) the following example program solves the general Gauss-Markov problem:

```
PRO ExLA_GM_LINEAR_MODEL
; Define some example coefficient arrays:
a = [[2, 7, 4], $
     [5, 1, 3], $
     [3, 3, 6], $
     [4, 5, 2]]
b = [[-3, 2], $
     [1, 5], $
     [2, 9], $
     [4, 1]]
```

```
; Define a sample left-hand side vector D:
d = [-1, 2, -3, 4]

; Find and print the solution x:
x = LA_GM_LINEAR_MODEL(a, b, d, y)
PRINT, 'LA_GM_LINEAR_MODEL solution:'
PRINT, X
PRINT, 'LA_GM_LINEAR_MODEL 2-norm solution:'
PRINT, Y
END
```

When this program is compiled and run, IDL prints:

```
LA_GM_LINEAR_MODEL solution:
      1.04668     0.350346     -1.28445
LA_GM_LINEAR_MODEL 2-norm solution:
      0.151716    0.0235733
```

Version History

5.6	Introduced

See Also

LA_LEAST_SQUARE_EQUALITY, LA_LEAST_SQUARES

LA_HQR

The LA_HQR function uses the multishift QR algorithm to compute all eigenvalues of an *n*-by-*n* upper Hessenberg array. The LA_ELMHES routine can be used to reduce a real or complex array to upper Hessenberg form suitable for input to this procedure. LA_HQR may also be used to compute the matrices *T* and *QZ* from the Schur decomposition $A = (QZ) \, T \, (QZ)^H$.

LA_HQR is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	shseqr
Double	dhseqr
Complex	chseqr
Double complex	zhseqr

Table 14-9: LAPACK Routine Basis for LA_HQR

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_HQR(*H* [, Q] [, /DOUBLE] [, PERMUTE_RESULT=[*ilo*, *ihi*]] [, STATUS=*variable*])

Return Value

The result is an *n*-element complex vector.

Arguments

H

An *n*-by-*n* upper Hessenberg array, created by the LA_ELMHES procedure. If argument *Q* is present, then on return *H* is replaced by the Schur form *T*. If argument *Q* is not present then *H* is unchanged.

Q

Set this optional argument to the array *Q* created by the LA_ELMHES procedure. If argument *Q* is present, then on return *Q* is replaced by the Schur vectors *QZ*.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *H* is double precision, otherwise the default is DOUBLE = 0.

PERMUTE_RESULT

Set this keyword to a two-element vector containing the [*ilo*, *ihi*] permutation results from the LA_ELMHES procedure. The default is [1, *n*], indicating that permute balancing was not done on *H*.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The algorithm failed to find all eigenvalues in *30*(ihi - ilo + 1)* iterations. The STATUS value indicates that eigenvalues ilo:STATUS (starting at index *1*) did not converge; all other eigenvalues converged.

Note

If STATUS is not specified, any error messages will output to the screen.

Examples

See LA_EIGENVEC for an example of using this procedure.

Version History

5.6	Introduced

See Also

HQR, LA_EIGENVEC, LA_ELMHES

LA_INVERT

The LA_INVERT function uses LU decomposition to compute the inverse of a square array.

LA_INVERT is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgetrf, sgetri
Double	dgetrf, dgetri
Complex	cgetrf, cgetri
Double complex	zgetrf, zgetri

Table 14-10: LAPACK Routine Basis for LA_INVERT

For more details, see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_INVERT(*A* [, /DOUBLE] [, STATUS=*variable*])

Return Value

The result is an array of the same dimensions as the input array.

Arguments

A

The *n*-by-*n* array to be inverted.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The array is singular and the inverse could not be computed. The STATUS value specifies which value along the diagonal (starting at one) is zero.

Note ───
If STATUS is not specified, any error messages will be output to the screen.
──

Examples

The following program computes the inverse of a square array:

```
PRO ExLA_INVERT
; Create a square array.
array =[[1d, 2, 1], $
     [4, 10, 15], $
     [3, 7, 1]]
; Compute the inverse and check the error.
ainv = LA_INVERT(array)
PRINT, 'LA_INVERT Identity Matrix:'
PRINT, ainv ## array
END
```

When this program is compiled and run, IDL prints:

```
A_INVERT Identity Matrix:
1.0000000    1.7763568e-015  6.6613381e-016
0.00000000  1.0000000       1.2212453e-015
0.00000000  0.00000000      1.0000000
```

Version History

5.6	Introduced

See Also

INVERT, LA_LUDC

LA_LEAST_SQUARE_EQUALITY

The LA_LEAST_SQUARE_EQUALITY function is used to solve the linear least-squares problem:

$$\text{Minimize}_x \ //Ax - c//_2 \text{ with constraint } Bx = d$$

where *A* is an *n*-column by *m*-row array, *B* is an *n*-column by *p*-row array, *c* is an *m*-element input vector, and *d* is an *p*-element input vector with $p \le n \le m+p$. If *B* has full row rank *p* and the array $\begin{pmatrix} A \\ B \end{pmatrix}$ has full column rank *n*, then a unique solution exists.

LA_ LEAST_SQUARE_EQUALITY is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgglse
Double	dgglse
Complex	cgglse
Double complex	zgglse

Table 14-11: LAPACK Routine Basis for LA_LEAST_SQUARE_EQUALITY

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_LEAST_SQUARE_EQUALITY(*A*, *B*, *C*, *D* [, /DOUBLE]
    [, RESIDUAL=*variable*])

Return Value

The result (*x*) is an *n*-element vector.

Arguments

A

The *n*-by-*m* array used in the least-squares minimization.

B

The *n*-by-*p* array used in the equality constraint.

C

An *m*-element input vector containing the right-hand side of the least-squares system.

D

A *p*-element input vector containing the right-hand side of the equality constraint.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

RESIDUAL

Set this keyword to a named variable in which to return a scalar giving the residual sum-of-squares for Result. If $n = m + p$ then RESIDUAL will be zero.

Examples

Given the following system of equations:

```
2t + 5u + 3v + 4w = 9
7t +  u + 3v + 5w = 1
4t + 3u + 6v + 2w = 2
```

with constraints,

```
-3t +  u + 2v + 4w = -4
 2t + 5u + 9v + 1w =  4
```

find the solution using the following program:

```
PRO ExLA_LEAST_SQUARE_EQUALITY
; Define the coefficient array:
a = [[2, 5, 3, 4], $
     [7, 1, 3, 5], $
     [4, 3, 6, 2]]
```

```
; Define the constraint array:
b = [[-3, 1, 2, 4], $
     [2, 5, 9, 1]]

; Define the right-hand side vector c:
c = [9, 1, 2]

; Define the constraint right-hand side d:
d = [-4, 4]

; Find and print the minimum norm solution of a:
x = LA_LEAST_SQUARE_EQUALITY(a, b, c, d)
PRINT, 'LA_LEAST_SQUARE_EQUALITY solution:'
PRINT, x
END
```

When this program is compiled and run, IDL prints:

```
LA_LEAST_SQUARE_EQUALITY solution:
     0.651349      2.72695     -1.14638    -0.620036
```

Version History

5.6	Introduced

See Also

LA_GM_LINEAR_MODEL, LA_LEAST_SQUARES

LA_LEAST_SQUARES

The LA_LEAST_SQUARES function is used to solve the linear least-squares problem:

$$\text{Minimize}_x \ \|Ax - b\|_2$$

where *A* is a (possibly rank-deficient) *n*-column by *m*-row array, *b* is an *m*-element input vector, and *x* is the *n*-element solution vector. There are three possible cases:

- If $m \geq n$ and the rank of *A* is *n*, then the system is overdetermined and a unique solution may be found, known as the least-squares solution.

- If $m < n$ and the rank of *A* is *m*, then the system is under determined and an infinite number of solutions satisfy $Ax - b = 0$. In this case, the solution is found which minimizes $\|x\|_2$, known as the minimum norm solution.

- If *A* is rank deficient, such that the rank of *A* is less than $\text{MIN}(m, n)$, then the solution is found which minimizes both $\|Ax - b\|_2$ and $\|x\|_2$, known as the minimum-norm least-squares solution.

The LA_LEAST_SQUARES function may also be used to solve for multiple systems of least squares, with each column of *b* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the solution vector for that set of equations.

LA_ LEAST_SQUARES is based on the following LAPACK routines:

Output Type	LAPACK Routines
Float	sgels, sgelsy, sgelss, sgelsd
Double	dgels, dgelsy, dgelss, dgelsd
Complex	cgels, cgelsy, cgelss, cgelsd
Double complex	zgels, zgelsy, zgelss, zgelsd

Table 14-12: LAPACK Routine Basis for LA_LEAST_SQUARES

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_LEAST_SQUARES(*A*, *B* [, /DOUBLE] [, METHOD=*value*]
   [, RANK=*variable*] [, RCONDITION=*value*] [, RESIDUAL=*variable*]
   [, STATUS=*variable*])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

A

The *n*-by-*m* array used in the least-squares system.

B

An *m*-element input vector containing the right-hand side of the linear least-squares
system, or a *k*-by-*m* array, where each of the *k* columns represents a different least-
squares system.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-
precision (real or complex) result. Set DOUBLE = 0 to use single-precision for
computations and to return a single-precision (real or complex) result. The default is
/DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

METHOD

Set this keyword to indicate which computation method to use. Possible values are:

- METHOD = 0 (the default): Assume that array *A* has full rank equal to
  min(*m*, *n*). If *m* ≥ *n*, find the least-squares solution to the overdetermined
  system. If *m* < *n*, find the minimum norm solution to the under determined
  system. Both cases use QR or LQ factorization of *A*.

- METHOD = 1: Assume that array *A* may be rank deficient; use a complete
  orthogonal factorization of *A* to find the minimum norm least-squares solution.

- METHOD = 2: Assume that array *A* may be rank deficient; use singular value decomposition (SVD) to find the minimum norm least-squares solution.

- METHOD = 3: Assume that array *A* may be rank deficient; use SVD with a divide-and-conquer algorithm to find the minimum norm least-squares solution. The divide-and-conquer method is faster than regular SVD, but may require more memory.

RANK

Set this keyword to a named variable in which to return the effective rank of *A*. If METHOD = 0 or the array is full rank, then RANK will have the value MIN(*m*, *n*).

RCONDITION

Set this keyword to the reciprocal condition number used as a cutoff value in determining the effective rank of *A*. Arrays with condition numbers larger than 1/RCONDITION are assumed to be rank deficient. If RCONDITION is set to zero or omitted, then array *A* is assumed to be of full rank. This keyword is ignored for METHOD = 0.

RESIDUAL

If $m > n$ and the rank of *A* is *n* (the system is overdetermined), then set this keyword to a named variable in which to return the residual sum-of-squares for *Result*. If *B* is an *m*-element vector then RESIDUAL will be a scalar; if *B* is a *k*-by-*m* array then RESIDUAL will be a *k*-element vector containing the residual sum-of-squares for each system of equations. If $m \leq n$ or *A* is rank deficient (rank $< n$) then the values in RESIDUAL will be zero.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: For METHOD=2 or METHOD=3, this indicates that the SVD algorithm failed to converge, and STATUS off-diagonal elements of an intermediate bidiagonal form did not converge to zero. For METHOD=0 or METHOD=1 the STATUS will always be zero.

Examples

Given the following under determined system of equations:

```
2t + 5u + 3v + 4w = 3
7t +  u + 3v + 5w = 1
4t + 3u + 6v + 2w = 6
```

The following program can be used to find the solution:

```
PRO ExLA_LEAST_SQUARES
; Define the coefficient array:
a = [[2, 5, 3, 4], $
     [7, 1, 3, 5], $
     [4, 3, 6, 2]]

; Define the right-hand side vector b:
b = [3, 1, 6]

; Find and print the minimum norm solution of a:
x = LA_LEAST_SQUARES(a, b)
PRINT, 'LA_LEAST_SQUARES solution:', x
END
```

When this program is compiled and run, IDL prints:

```
LA_LEAST_SQUARES solution:
-0.0376844     0.350628      0.986164    -0.409066
```

Version History

5.6	Introduced

See Also

LA_GM_LINEAR_MODEL, LA_LEAST_SQUARE_EQUALITY

LA_LINEAR_EQUATION

The LA_LINEAR_EQUATION function uses LU decomposition to solve a system of linear equations, *AX = B*, and provides optional error bounds and backward error estimates.

The LA_LINEAR_EQUATION function may also be used to solve for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the solution vector for that set of equations.

This routine is written in the IDL language. Its source code can be found in the file la_linear_equation.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LA_LINEAR_EQUATION(*Array*, *B* [, BACKWARD_ERROR=*variable*] [, /DOUBLE] [, FORWARD_ERROR=*variable*] [, STATUS=*variable*])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

Array

The *n*-by-*n* array of the linear system *AX = B*.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

Keywords

BACKWARD_ERROR

Set this keyword to a named variable that will contain the relative backward error estimate for each linear system. If *B* is a vector containing a single linear system, then BACKWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems,

then BACKWARD_ERROR will be a *k*-element vector. The backward error is the smallest relative change in any element of *A* or *B* that makes *X* an exact solution.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if Array is double precision, otherwise the default is DOUBLE = 0.

FORWARD_ERROR

Set this keyword to a named variable that will contain the estimated forward error bound for each linear system. If *B* is a vector containing a single linear system, then FORWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then FORWARD_ERROR will be a *k*-element vector. For each linear system, if *Xtrue* is the true solution corresponding to *X*, then the forward error is an estimated upper bound for the magnitude of the largest element in (*X* - *Xtrue*) divided by the magnitude of the largest element in *X*.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The computation failed because one of the diagonal elements of the LU decomposition is zero. The STATUS value specifies which value along the diagonal (starting at one) is zero.

Note
If STATUS is not specified, any error messages will be output to the screen.

Examples

Given the system of equations:

```
4u + 16000v + 17000w = 100.1
2u +     5v +     8w = 0.1
3u +     6v +    10w = 0.01
```

The following program can be used to find the solution:

```
PRO ExLA_LINEAR_EQUATION
; Define the coefficient array:
a = [[4, 16000, 17000], $
     [2, 5, 8], $
     [3, 6, 10]]

; Define the right-hand side vector b:
b = [100.1, 0.1, 0.01]

; Compute and print the solution to ax=b:
x = LA_LINEAR_EQUATION(a, b)
PRINT, 'LA_LINEAR_EQUATION solution:', X
end
```

When this program is compiled and run, IDL prints:

```
LA_LINEAR_EQUATION solution:
-0.397432    -0.334865    0.321148
```

The exact solution to 6 decimal places is [-0.397432, -0.334865, 0.321149].

Version History

5.6	Introduced

See Also

LA_LUDC, LA_LUMPROVE, LA_LUSOL

LA_LUDC

The LA_LUDC procedure computes the LU decomposition of an *n*-column by *m*-row array as:

$$A = P\,L\,U$$

where *P* is a permutation matrix, *L* is lower trapezoidal with unit diagonal elements (lower triangular if *n* = *m*), and *U* is upper trapezoidal (upper triangular if *n* = *m*).

LA_LUDC is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgetrf
Double	dgetrf
Complex	cgetrf
Double complex	zgetrf

Table 14-13: LAPACK Routine Basis for LA_LUDC

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_LUDC, *Array*, *Index* [, /DOUBLE] [, STATUS=*variable*]

Arguments

Array

A named variable containing the real or complex array to decompose. This procedure returns *Array* as its LU decomposition.

Index

An output vector with MIN(*m*, *n*) elements that records the row permutations which occurred as a result of partial pivoting. For $1 < j < \text{MIN}(m,n)$, row *j* of the matrix was interchanged with row *Index*[*j*].

Note ──

Row numbers within *Index* start at one rather than zero.

──

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: One of the diagonal elements of *U* is zero. The STATUS value specifies which value along the diagonal (starting at one) is zero.

Note ──

If STATUS is not specified, any error messages will output to the screen.

──

Examples

The following example uses the LU decomposition on a given array, then determines the residual error of using the resulting lower and upper arrays to recompute the original array:

```
PRO ExLA_LUDC
; Create a random array:
n = 20
seed = 12321
array = RANDOMN(seed, n, n)

; Compute LU decomposition.
aludc = array          ; make a copy
LA_LUDC, aludc, index

; Extract the lower and upper triangular arrays.
l = IDENTITY(n)
```

```
u = FLTARR(n, n)
FOR j = 1,n - 1 DO l[0:j-1,j] = aludc[0:j-1,j]
FOR j=0,n - 1 DO u[j:*,j] = aludc[j:*,j]

; Reconstruct array, but with rows permuted.
arecon = l ## u
; Adjust from LAPACK back to IDL indexing.
Index = Index - 1
; Permute the array rows back into correct order.
; Note that we need to loop in reverse order.
FOR i = n - 1,0,-1 DO BEGIN & $
    temp = arecon[*,i]
    arecon[*, i] = arecon[*,index[i]]
    arecon[*, index[i]] = temp
ENDFOR
PRINT, 'LA_LUDC Error:', MAX(ABS(arecon - array))
END
```

When this program is compiled and run, IDL prints:

```
LA_LUDC error: 4.76837e-007
```

Version History

5.6	Introduced

See Also

LA_LUMPROVE, LA_LUSOL, LUDC

LA_LUMPROVE

The LA_LUMPROVE function uses LU decomposition to improve the solution to a system of linear equations, $AX = B$, and provides optional error bounds and backward error estimates.

The LA_LUMPROVE function may also be used to improve the solutions for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the improved solution vector for that set of equations.

LA_LUMPROVE is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgerfs
Double	dgetrfs
Complex	cgetrfs
Double complex	zgetrfs

Table 14-14: LAPACK Routine Basis for LA_LUMPROVE

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_LUMPROVE(*Array*, *Aludc*, *Index*, *B*, *X*
   [, BACKWARD_ERROR=*variable*] [, /DOUBLE]
   [, FORWARD_ERROR=*variable*])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

Array

The original *n*-by-*n* array of the linear system.

Aludc

The *n*-by-*n* LU decomposition of *Array*, created by the LA_LUDC procedure.

Index

An *n*-element input vector, created by the LA_LUDC procedure, containing the row permutations which occurred as a result of partial pivoting.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

X

An *n*-element input vector, or a *k*-by-*n* array, containing the approximate solutions to the linear system, created by the LA_LUSOL function.

Keywords

BACKWARD_ERROR

Set this keyword to a named variable that will contain the relative backward error estimate for each linear system. If *B* is a vector containing a single linear system, then BACKWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then BACKWARD_ERROR will be a *k*-element vector. The backward error is the smallest relative change in any element of *A* or *B* that makes *X* an exact solution.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

FORWARD_ERROR

Set this keyword to a named variable that will contain the estimated forward error bound for each linear system. If *B* is a vector containing a single linear system, then FORWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then FORWARD_ERROR will be a *k*-element vector. For each linear system, if *Xtrue* is the true solution corresponding to *X*, then the forward error is an estimated upper

bound for the magnitude of the largest element in (*X* - *Xtrue*) divided by the magnitude of the largest element in *X*.

Examples

The solution to a given system of equations can be derived and improved by using the following program:

```
PRO ExLA_LUMPROVE
; Define the coefficient array:
    a= [[4, 16000, 17000], $
    [2, 5, 8], $
    [3, 6, 10]]
; Compute the LU decomposition:
aludc = a
; make a copy
LA_LUDC, aludc, index

; Define the right-hand side vector B:
b = [100.1, 0.1, 0.01]
; Find the solution to Ax=b:
x = LA_LUSOL(aludc, index, b)
PRINT, 'LA_LUSOL Solution:', x

; Improve the solution:
xnew = LA_LUMPROVE(a, aludc, index, b, x)
PRINT, 'LA_LUMPROVE Solution:', xnew
END
```

When this program is compiled and run, IDL prints:

```
LA_LUSOL Solution:
-0.397355    -0.334742     0.321033
LA_LUMPROVE Solution:
-0.397432    -0.334865     0.321148
```

The exact solution to 6 decimal places is [-0.397432, -0.334865, 0.321149].

Version History

5.6	Introduced

See Also

LA_LUDC, LA_LUSOL, LUMPROVE

LA_LUSOL

The LA_LUSOL function is used in conjunction with the LA_LUDC procedure to solve a set of *n* linear equations in *n* unknowns, *AX = B*. The parameter *A* is not the original array, but its LU decomposition, created by the routine LA_LUDC.

The LA_LUSOL function may also be used to solve for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the solution vector for that set of equations.

LA_LUSOL is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgetrs
Double	dgetrs
Complex	cgetrs
Double complex	zgetrs

Table 14-15: LAPACK Routine Basis for LA_LUSOL

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_LUSOL(*A*, *Index*, *B* [, /DOUBLE])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

A

The *n*-by-*n* LU decomposition of an array, created by the LA_LUDC procedure.

Note
LA_LUSOL cannot accept any non-square output generated by LA_LUDC.

Index

An *n*-element input vector, created by the LA_LUDC procedure, containing the row permutations which occurred as a result of partial pivoting.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *A* is double precision, otherwise the default is DOUBLE = 0.

Examples

Given the system of equations:

```
4u + 16000v + 17000w = 100.1
2u +     5v +     8w = 0.1
3u +     6v +    10w = 0.01
```

find the solution can be derived by using the following program:

```
PRO ExLA_LUSOL
; Define the coefficient array:
a = [[4, 16000, 17000], $
     [2, 5, 8], $
     [3, 6, 10]]
; Compute the LU decomposition:
aludc = a
; make a copy
LA_LUDC, aludc, index

; Define the right-hand side vector B:
b = [100.1, 0.1, 0.01]

; Compute and print the solution to Ax=b:
x = LA_LUSOL(aludc, index, b)
PRINT, 'LA_LUSOL Solution:', x
END
```

When this program is compiled and run, IDL prints:

```
LA_LUSOL solution:    -0.397355    -0.334742    0.321033
```

The exact solution to 6 decimal places is [-0.397432, -0.334865, 0.321149].

Note ───

UNIX users may see slightly different output results.

───

Version History

5.6	Introduced

See Also

LA_LINEAR_EQUATION, LA_LUDC, LA_LUMPROVE, LUSOL

LA_SVD

The LA_SVD procedure computes the singular value decomposition (SVD) of an *n*-columns by *m*-row array as the product of orthogonal and diagonal arrays:

A is real: $A = U\, S\, V^T$

A is complex: $A = U\, S\, V^H$

where U is an orthogonal array containing the left singular vectors, S is a diagonal array containing the singular values, and V is an orthogonal array containing the right singular vectors. The superscript T represents the transpose while the superscript H represents the Hermitian, or transpose complex conjugate.

If $n < m$ then U has dimensions (n x m), S has dimensions (n x n), and V^H has dimensions (n x n). If $n \geq m$ then U has dimensions (m x m), S has dimensions (m x m), and V^H has dimensions (n x m). The following diagram shows the array dimensions:

$$\left[\; A \;\right] = \left[\; U \;\right] \bullet \left[\; S \;\right] \bullet \left[\; V^T \;\right] \quad n < m$$

$$\left[\quad A \quad\right] = \left[\; U \;\right] \bullet \left[\; S \;\right] \bullet \left[\quad V^T \quad\right] \quad n \geq m$$

LA_SVD is based on the following LAPACK routines:

Output Type	LAPACK Routine	
	QR Iteration	**Divide-and-conquer**
Float	sgesvd	sgesdd
Double	dgesvd	dgesdd
Complex	cgesvd	cgesdd
Double complex	zgesvd	zgesdd

Table 14-16: LAPACK Routine Basis for LA_SVD

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_SVD, *Array*, *W*, *U*, *V* [, /DOUBLE] [, /DIVIDE_CONQUER]
   [, STATUS=*variable*]

Arguments

Array

The real or complex array to decompose.

W

On output, *W* is a vector with MIN(*m*, *n*) elements containing the singular values.

U

On output, *U* is an orthogonal array with MIN(*m*, *n*) columns and *m* rows used in the decomposition of *Array*. If *Array* is complex then *U* will be complex, otherwise *U* will be real.

V

On output, *V* is an orthogonal array with MIN(*m*, *n*) columns and *n* rows used in the decomposition of *Array*. If *Array* is complex then *V* will be complex, otherwise *V* will be real.

Note

To reconstruct *Array*, you will need to take the transpose or Hermitian of *V*.

Keywords

DIVIDE_CONQUER

If this keyword is set, then the divide-and-conquer method is used to compute the singular vectors, otherwise, QR iteration is used. The divide-and-conquer method is faster at computing singular vectors of large matrices, but uses more memory and may produce less accurate singular values.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The computation did not converge. The STATUS value specifies how many superdiagonals did not converge to zero.

Note ───
If STATUS is not specified, any error messages will output to the screen.
───

Examples

Construct a sample input array *A*, consisting of smoothed random values:

```
PRO ExLA_SVD
; Create a smoothed random array:
n = 100
m = 200
seed = 12321
a = SMOOTH(RANDOMN(seed, n, m, /DOUBLE), 5)

; Compute the SVD and check reconstruction error:
LA_SVD, a, w, u, v
arecon = u ## DIAG_MATRIX(w) ## TRANSPOSE(v)
PRINT, 'LA_SVD error:', MAX(ABS(arecon - a))

; Keep only the 15 largest singular values
wfiltered = w
wfiltered[15:*] = 0.0
; Reconstruct the array:
afiltered = u ## DIAG_MATRIX(wfiltered) ## TRANSPOSE(v)
percentVar = 100*(w^2)/TOTAL(w^2)
PRINT, 'LA_SVD Variance:', TOTAL(percentVar[0:14])
END
```

When this program is compiled and run, IDL prints:

```
LA_SVD error:  1.0103030e-014
LA_SVD variance:      82.802816
```

Note ───

More than 80% of the variance is contained in the 15 largest singular values.

───

Version History

5.6	Introduced

See Also

LA_CHOLDC, LA_LUDC, SVDC

LA_TRIDC

The LA_TRIDC procedure computes the LU decomposition of a tridiagonal (*n* x *n*) array as *Array = L U*, where *L* is a product of permutation and unit lower bidiagonal arrays, and *U* is upper triangular with nonzero elements only in the main diagonal and the first two superdiagonals.

LA_TRIDC is based on the following LAPACK routines:

Output Type	**LAPACK Routine**
Float	sgttrf
Double	dgttrf
Complex	cgttrf
Double complex	zgttrf

Table 14-17: LAPACK Routine Basis for LA_TRIDC

For more details, see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_TRIDC, *AL*, *A*, *AU*, *U2*, *Index* [, /DOUBLE] [, STATUS=*variable*]

Arguments

AL

A named vector of length (*n* - 1) containing the subdiagonal elements of an array. This procedure returns *AL* as the (*n* - 1) elements of the lower bidiagonal array from the LU decomposition.

A

A named vector of length *n* containing the main diagonal elements of an array. This procedure returns *A* as the *n* diagonal elements of the upper array from the LU decomposition.

AU

A named vector of length (*n* - 1) containing the superdiagonal elements of an array. This procedure returns *AU* as the (*n* - 1) superdiagonal elements of the upper array.

U2

An output vector that contains the (*n* - 2) elements of the second superdiagonal of the upper array.

Index

An output vector that records the row permutations which occurred as a result of partial pivoting. For $1 < j < n$, row *j* of the matrix was interchanged with row *Index*[*j*].

Note

Row numbers within *Index* start at one rather than zero.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *AL* is double precision, otherwise the default is DOUBLE = 0.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: One of the diagonal elements of *U* is zero. The STATUS value specifies which value along the diagonal (starting at one) is zero.

Note

If STATUS is not specified, any error messages will output to the screen.

Examples

Create a test program to compute the LU decomposition of a tridiagonal array:

```
PRO EX_LA_TRIDC
    ; Create a random tridiagonal array.
    n = 9
    seed = 12321
    AL = RANDOMN(seed, n-1)
    A  = RANDOMN(seed, n)
    AU = RANDOMN(seed, n-1)

    ; Construct tridiagonal array.
    Array = DIAG_MATRIX(AL, -1) + DIAG_MATRIX(A) + $
        DIAG_MATRIX(AU, 1)

    ; Compute the LU decomposition.
    LA_TRIDC, AL, A, AU, U2, Index

    ; Adjust from LAPACK back to IDL indexing.
    Index = Index - 1

    ; Create upper and lower arrays.
    Upper = DIAG_MATRIX(A) + $
        DIAG_MATRIX(AU, 1) + DIAG_MATRIX(U2, 2)
    Lower = DIAG_MATRIX(AL, -1) + IDENTITY(n)

    ; To conserve storage, LA_TRIDC keeps all lower diagonal
    ; elements in AL, regardless of row. The Index array
    ; tells which subdiagonals need to be shifted down.
    ; Loop starts at 1 since there aren't any subdiagonals
    ; to the left of the first diagonal element.
    FOR i = 1,n-2 DO BEGIN
        IF (Index[i] NE i) THEN $
            Lower[0:i-1,[i,i+1]] = Lower[0:i-1,[i+1,i]]
    ENDFOR

    ; Permute the row order.
    FOR i = n-2, 0, -1 DO BEGIN
        IF (Index[i] NE i) THEN $
            Lower[*,[i,i+1]] = Lower[*,[i+1,i]]
    ENDFOR

    ; Reconstruct the array and check the difference:
    Arecon = Lower ## Upper
    PRINT, 'LA_TRIDC error:', MAX(ABS(Arecon - Array))
END
```

When this program is compiled and run, IDL prints:

```
LA_TRIDC error: 1.50427e-008
```

Version History

5.6	Introduced

See Also

LA_TRIMPROVE, LA_TRISOL

LA_TRIMPROVE

The LA_TRIMPROVE function improves the solution to a system of linear equations with a tridiagonal array, $AX = B$, and provides optional error bounds and backward error estimates.

The LA_TRIMPROVE function may also be used to improve the solutions for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the improved solution vector for that set of equations.

LA_TRIMPROVE is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgtrfs
Double	dgtrfs
Complex	cgtrfs
Double complex	zgtrfs

Table 14-18: LAPACK Routine Basis for LA_TRIMPROVE

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_TRIMPROVE(*AL*, *A*, *AU*, *DAL*, *DA*, *DAU*, *DU2*, *Index*, *B*, *X*
    [, BACKWARD_ERROR=*variable*] [, /DOUBLE]
    [, FORWARD_ERROR=*variable*])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

AL

A vector of length (*n* - 1) containing the subdiagonal elements of the original array.

A

A vector of length *n* containing the main diagonal elements of the original array.

AU

A vector of length (*n* - 1) containing the superdiagonal elements of the original array.

DAL

The (*n* - 1) elements of the lower bidiagonal array, created by the LA_TRIDC procedure.

DA

The *n* diagonal elements of the upper triangular array, created by the LA_TRIDC procedure.

DAU

The (*n* - 1) superdiagonal elements of the upper triangular array, created by the LA_TRIDC procedure.

DU2

The (*n* - 2) elements of the second superdiagonal of the upper triangular array, created by the LA_TRIDC procedure.

Index

An input vector, created by the LA_TRIDC procedure, containing the row permutations which occurred as a result of partial pivoting.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

X

An *n*-element input vector, or a *k*-by-*n* array, containing the approximate solutions to the linear system, created by the LA_TRISOL function.

Keywords

BACKWARD_ERROR

Set this keyword to a named variable that will contain the relative backward error estimate for each linear system. If *B* is a vector containing a single linear system, then BACKWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then BACKWARD_ERROR will be a *k*-element vector. The backward error is the smallest relative change in any element of *A* or *B* that makes *X* an exact solution.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *AL* is double precision, otherwise the default is DOUBLE = 0.

FORWARD_ERROR

Set this keyword to a named variable that will contain the estimated forward error bound for each linear system. If *B* is a vector containing a single linear system, then FORWARD_ERROR will be a scalar. If *B* is an array containing *k* linear systems, then FORWARD_ERROR will be a *k*-element vector. For each linear system, if *Xtrue* is the true solution corresponding to *X*, then the forward error is an estimated upper bound for the magnitude of the largest element in (*X* - *Xtrue*) divided by the magnitude of the largest element in *X*.

Examples

Given the tridiagonal system of equations:

```
 -4t + u              =  6
  2t - 4u +  v        = -8
       2u - 4v + w    = -5
             2v -4w   =  8
```

the solution can be found and improved by using the following program:

```
PRO ExLA_TRIMPROVE
; Define array a:
aupper = [1, 1, 1]
adiag = [-4, -4, -4, -4]
alower = [2, 2, 2]
; Define right-hand side vector b:
b = [6, -8, -5, 8]
```

```
; Decompose a:
dlower = alower
darray = adiag
dupper = aupper
LA_TRIDC, dlower, darray, dupper, u2, index

; Compute and improve the solution:
x = LA_TRISOL(dlower, darray, dupper, u2, index, b)
xnew = LA_TRIMPROVE(Alower, Adiag, Aupper, $
     dlower, darray, dupper, u2, index, b, x)
PRINT, 'LA_TRISOL improved solution:'
PRINT, xnew
END
```

When this program is compiled and run, IDL prints:

```
LA_TRISOL improved solution:
-1.00000      2.00000      2.00000      -1.00000
```

Version History

5.6	Introduced

See Also

LA_TRIDC, LA_TRISOL

LA_TRIQL

The LA_TRIQL procedure uses the QL and QR variants of the implicitly-shifted QR algorithm to compute the eigenvalues and eigenvectors of a symmetric tridiagonal array. The LA_TRIRED routine can be used to reduce a real symmetric (or complex Hermitian) array to tridiagonal form suitable for input to this procedure.

LA_TRIQL is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	ssteqr
Double	dsteqr
Complex	csteqr
Double complex	zsteqr

Table 14-19: LAPACK Routine Basis for LA_TRIQL

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_TRIQL, D, E [, A] [, /DOUBLE] [, STATUS=*variable*]

Arguments

D

A named vector of length *n* containing the real diagonal elements, optionally created by the LA_TRIRED procedure. Upon output, *D* is replaced by a real vector of length *n* containing the eigenvalues.

E

The (*n* - 1) real subdiagonal elements, optionally created by the LA_TRIRED procedure. On output, the values within *E* are destroyed.

A

An optional named variable that returns the eigenvectors as a set of *n* row vectors. If the eigenvectors of a tridiagonal array are desired, *A* should be input as an identity

array. If the eigenvectors of an array that has been reduced by LA_TRIRED are desired, *A* should be input as the Array output from LA_TRIRED. If *A* is not input, then eigenvectors are not computed. *A* may be either real or complex.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is DOUBLE = 0 if none of the inputs are double precision. If *A* is not input, then the default is /DOUBLE if *D* is double precision. If *A* is input, then the default is /DOUBLE if *A* is double precision (real or complex).

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: The algorithm failed to find all eigenvalues in 30*n* iterations. The STATUS value specifies how many elements of *E* have not converged to zero.

Note
If STATUS is not specified, any error messages will be output to the screen.

Examples

The following example program computes the eigenvalues and eigenvectors of a given symmetric array:

```
PRO ExLA_TRIQL
; Create a symmetric random array:
n = 4
seed = 12321
Array = RANDOMN(seed, n, n)
array = array + TRANSPOSE(array)

; Reduce to tridiagonal form
q = array    ; make a copy
LA_TRIRED, q, d, e
```

```
; Compute eigenvalues and eigenvectors
eigenvalues = d
eigenvectors = q
LA_TRIQL, eigenvalues, e, eigenvectors
PRINT, 'LA_TRIQL eigenvalues:'
PRINT, eigenvalues
END
```

When this program is compiled and run, IDL prints:

```
LA_TRIQL eigenvalues:
-2.87710     -0.663354      2.92018       3.59648
```

Version History

5.6	Introduced

See Also

LA_TRIRED, TRIQL

LA_TRIRED

The LA_TRIRED procedure reduces a real symmetric or complex Hermitian array to real tridiagonal form *T*. If the array is real symmetric then the decomposition is $A = Q\,T\,Q^T$, where *Q* is orthogonal. If the array is complex Hermitian then the decomposition is $A = Q\,T\,Q^H$, where *Q* is unitary. The superscript *T* represents the transpose while superscript *H* represents the Hermitian, or transpose complex conjugate.

LA_TRIRED is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	ssytrd, sorgtr
Double	dsytrd, dorgtr
Complex	chetrd, cungtr
Double complex	zhetrd, zungtr

Table 14-20: LAPACK Routine Basis for LA_TRIRED

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

LA_TRIRED, *Array*, *D*, *E* [, /DOUBLE] [, /UPPER]

Arguments

Array

A named variable containing the real or complex array to decompose. Only the lower triangular portion of *Array* is used (or upper if the /UPPER keyword is set). This procedure returns *Array* as the real orthogonal (or complex unitary) *Q* array used to reduce the original array to tridiagonal form.

D

An *n*-element output vector containing the real diagonal elements of the tridiagonal array. Note that *D* is always real.

E

An (*n* - 1) element output vector containing the real subdiagonal elements of the tridiagonal array. Note that *E* is always real.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real) result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE = 0.

UPPER

If this keyword is set, then only the upper triangular portion of *Array* is used, and the upper triangular array is returned. The default is to use the lower triangular portion and return the lower triangular array.

Examples

See LA_TRIQL for an example of using this procedure.

Version History

5.6	Introduced

See Also

LA_TRIQL, TRIRED

LA_TRISOL

The LA_TRISOL function is used in conjunction with the LA_TRIDC procedure to solve a set of *n* linear equations in *n* unknowns, *AX = B*, where *A* is a tridiagonal array. The parameter *A* is input not as the original array, but as its LU decomposition, created by the routine LA_TRIDC.

The LA_TRISOL function may also be used to solve for multiple systems of linear equations, with each column of *B* representing a different set of equations. In this case, the result is a *k*-by-*n* array where each of the *k* columns represents the solution vector for that set of equations.

LA_TRISOL is based on the following LAPACK routines:

Output Type	LAPACK Routine
Float	sgttrs
Double	dgttrs
Complex	cgttrs
Double complex	zgttrs

Table 14-21: LAPACK Routine Basis for LA_TRISOL

For details see Anderson et al., *LAPACK Users' Guide*, 3rd ed., SIAM, 1999.

Syntax

Result = LA_TRISOL(*AL*, *A*, *AU*, *U2*, *Index*, *B* [, /DOUBLE])

Return Value

The result is an *n*-element vector or *k*-by-*n* array.

Arguments

AL

The (*n* - 1) elements of the lower bidiagonal array, created by the LA_TRIDC procedure.

A

The *n* diagonal elements of the upper triangular array, created by the LA_TRIDC procedure.

AU

The (*n* - 1) superdiagonal elements of the upper triangular array, created by the LA_TRIDC procedure.

U2

The (*n* - 2) elements of the second superdiagonal of the upper triangular array, created by the LA_TRIDC procedure.

Index

An input vector, created by the LA_TRIDC procedure, containing the row permutations which occurred as a result of partial pivoting.

B

An *n*-element input vector containing the right-hand side of the linear system, or a *k*-by-*n* array, where each of the *k* columns represents a different linear system.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision (real or complex) result. Set DOUBLE = 0 to use single-precision for computations and to return a single-precision (real or complex) result. The default is /DOUBLE if *AL* is double precision, otherwise the default is DOUBLE = 0.

Examples

For an example of using this routine see LA_TRIMPROVE.

Version History

5.6	Introduced

See Also

LA_TRIDC, LA_TRIMPROVE, TRISOL

LABEL_DATE

The LABEL_DATE function can be used, in conjunction with the [XYZ]TICKFORMAT keywords to IDL plotting routines, to easily label axes with dates and times.

This routine is written in the IDL language. Its source code can be found in the file label_date.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LABEL_DATE([, DATE_FORMAT=*string/string array*]
   [, AM_PM=2-element vector of strings]
   [, DAYS_OF_WEEK=7-element vector of strings]
   [, MONTHS=12-element vector of strings] [, OFFSET=*value*] [, /ROUND_UP])

and then,

PLOT, *x*, *y*, XTICKFORMAT = 'LABEL_DATE'

Return Value

When called with no arguments to initialize a date format (as shown in the first syntax line above), LABEL_DATE returns zero. Calling LABEL_DATE in this manner initializes variables in the label_date_com COMMON block.

When called to supply the value of one of the [XYZ]TICKFORMAT keywords to an IDL plotting routine (as shown in the second syntax line above), arguments representing the axis, data range, *etc*. are supplied by the plotting routine. In this situation, LABEL_DATE returns a string formatted with the date format information supplied by the previous call.

Arguments

If LABEL_DATE is being called manually to initialize the date format, it should be called with no arguments and the DATE_FORMAT keyword should be set.

If LABEL_DATE is called automatically by a plotting routine to supply values for axis ticks, the appropriate arguments are supplied by the plotting routine.

Keywords

Note ──

The settings for LABEL_DATE remain in effect for all subsequent calls to LABEL_DATE. To restore any default settings, call LABEL_DATE again with the appropriate keyword set to either a null string (") or to 0, depending upon the data type of that keyword.

──

AM_PM

Set this keyword to a two-element string array that contains the names to be used with '%A'. The default is ['am','pm'].

DATE_FORMAT

Set this keyword to a format string or array of format strings. Each string corresponds to an axis level as provided by the [XYZ]TICKUNITS keyword to the plotting routine. If there are fewer strings than axis levels, then the strings are cyclically repeated. A string can contain any of the following codes:

Code	Description
%M	Month name.
%N	Month number (2 digits).
%D	Day of month (2 digits).
%Y	Year (4 digits, or 5 digits for negative years).
%Z	Last 2 digits of the year.
%W	Day of the week.
%A	AM or PM (%H is then 12-hour instead of 24-hour).
%H	Hours (2 digits).
%I	Minutes (2 digits).

Table 14-22: DATE_FORMAT Codes

Code	Description
%S	Seconds (2 digits), followed optionally by %n where n is an integer 0-9 representing the number of digits after the decimal point for seconds; the default is no decimal places.
%%	Represents the % character.

Table 14-22: DATE_FORMAT Codes

Other items you can include can consist of:

- Any other text characters in the format string.
- Any vector font positioning and font change commands. For more information, see "Embedded Formatting Commands" in Appendix H.

If DATE_FORMAT is not specified then the default is the standard 24-character system format, '%W %M %D %H:%I:%S %Y'.

The following table contains some examples of DATE_FORMAT strings and the resulting output:

DATE_FORMAT String	Example Result
'%D/%N/%Y'	11/12/1993
'%M!C%Y' **Note -** !C is the code for a newline character.	Dec 1993
'%H:%I:%S'	21:33:58
'%H:%I:%S%3'	21:33:58.125
'%W, %M %D, %H %A'	Sat, Jan 01, 9 pm
'%S seconds'	60 seconds

Table 14-23: DATE_FORMAT Examples

DAYS_OF_WEEK

Set this keyword to a seven-element string array that contains the names to be used with '%W'. The default is the three-letter English abbreviations, ['Sun, 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'].

MONTHS

Set this keyword to a twelve-element string array that contains the names to be used with '%M'. The default is the three-letter English abbreviations, ['Jan', 'Feb',…, 'Dec'].

OFFSET

Set this keyword to a value representing the offset to be added to each tick value before conversion to a label. This keyword is usually used when your axis values are measured relative to a certain starting time. In this case, OFFSET should be set to the Julian date of the starting time.

ROUND_UP

Set this keyword to force times to be rounded up to the nearest minute after the 30 second mark in the DATE_FORMAT string. The default is for times to be truncated to the smallest time unit.

Note ──

If ROUND_UP is set, it will remain set unless set back to 0.

──

Examples

This example creates a sample plot that has a date axis from Jan 1 to June 30, 2000:

```
; Create format strings for a two-level axis:
dummy = LABEL_DATE(DATE_FORMAT=['%D-%M','%Y'])

; Generate the Date/Time data
time = TIMEGEN(START=JULDAY(1,1,2000), FINAL=JULDAY(6,30,2000))

; Generate the Y-axis data
data = RANDOMN(seed, N_ELEMENTS(time))

; Plot the data
PLOT, time, data, XTICKUNITS = ['Time', 'Time'], $
   XTICKFORMAT='LABEL_DATE', XSTYLE=1, XTICKS=6, YMARGIN=[6,2]
```

The following examples show how to display one-dimensional and two-dimensional date/time data.

Displaying Date/Time Data on a Plot Display

Date/time data usually comes from measuring data values at specific times. For example, the displacement (in inches) of an object might be recorded at every second for 37 seconds after the initial recording of 59 minutes and 30 seconds after 2 o'clock pm (14 hundred hours) on the 30th day of March in the year 2000 as follows

```
number_samples = 37
date_time = TIMEGEN(number_samples, UNITS = 'Seconds', $
   START = JULDAY(3, 30, 2000, 14, 59, 30))
displacement = SIN(10.*!DTOR*FINDGEN(number_samples))
```

Note ──

See "Date/Time Data" (Chapter 13, *Application Programming*) for information on date- and time-based data.

──

Normally, this type of data would be imported into IDL from a data file. However, this section is designed specifically to show how to display date/time data, not how to import data from a file; therefore, the data for this example is created with the above IDL commands.

Before displaying this one-dimensional data with the PLOT routine, the format of the date/time values is specified through the LABEL_DATE routine as follows

```
date_label = LABEL_DATE(DATE_FORMAT = ['%I:%S'])
```

where %I represents minutes and %S represents seconds.

The resulting format is specified in the call to the PLOT routine with the XTICKFORMAT keyword:

```
PLOT, date_time, displacement, /XSTYLE, $
   ; displaying titles.
   TITLE = 'Measured Signal', $
   XTITLE = 'Time (seconds)', $
   YTITLE = 'Displacement (inches)', $
   ; applying date/time formats to X-axis labels.
   XTICKFORMAT = 'LABEL_DATE', $
   XTICKUNITS = 'Time', $
   XTICKINTERVAL = 5
```

The XTICKUNITS keyword is set to note the tick labels contain date/time data. The XTICKINTERVAL keyword is set to place the major tick marks at every five second interval.

These keyword settings produce the following results:
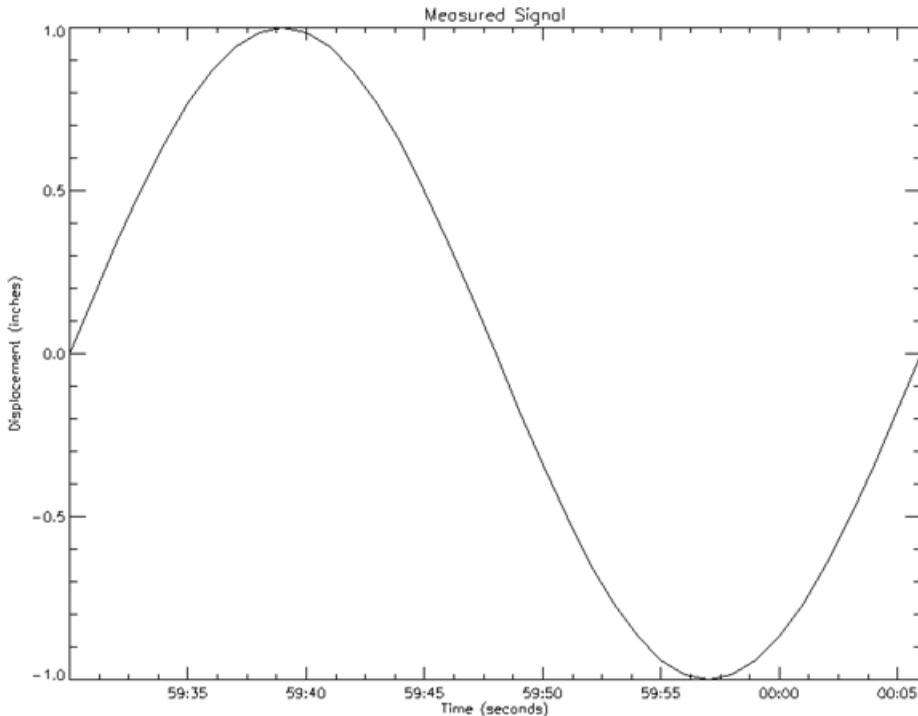
Figure 14-1: Displaying Date/Time data with PLOT

The above display shows the progression of the date/time variable, but it does not include all of the date/time data we generated with the TIMEGEN routine. This data also includes hour, month, day, and year information. IDL can display this information with additional levels to the date/time axis. You can control the number of levels to draw and the units used at each level with the XTICKUNITS keyword. You can specify the formatting for these levels by changing the DATE_FORMAT keyword setting to the LABEL_DATE routine:

```
date_label = LABEL_DATE(DATE_FORMAT = $
   ['%I:%S', '%H', '%D %M, %Y'])
```

where %H represents hours, %D represents days, %M represents months, and %Y represents years. Notice DATE_FORMAT is specified with a three element vector. Date/time data can be displayed on an axis with three levels. The format of these levels are specified through this vector.

In this example, the first level (closest to the axis) will contain minute and second values separated by a colon (%I:%S). The second level (just below the first level) will contain the hour values (%H). The third level (the final level farthest from the axis) will contain the day and month values separated by a space and year value separated from the day and month values by a comma (%D %M, %Y).

Besides the above change to the LABEL_DATE routine, you must also change the settings of the keywords to the PLOT routine to specify a multiple level axis:

```
PLOT, date_time, displacement, /XSTYLE, $
   ; displaying titles.
   TITLE = 'Measured Signal', $
   XTITLE = 'Time (seconds)', $
   YTITLE = 'Displacement (inches)', $
   ; applying date/time formats to X-axis labels.
   POSITION = [0.2, 0.25, 0.9, 0.9], $
   XTICKFORMAT = ['LABEL_DATE', 'LABEL_DATE', 'LABEL_DATE'], $
   XTICKUNITS = ['Time', 'Hour', 'Day'], $
   XTICKINTERVAL = 5
```

The POSITION keyword is set to allow the resulting display to contain all three levels and the title of the date/time axis. The XTICKFORMAT is now set to a string array containing an element for each level of the axis. The XTICKUNITS keyword is set to note the unit of each level.

These keyword settings produce the results shown in the following figure.
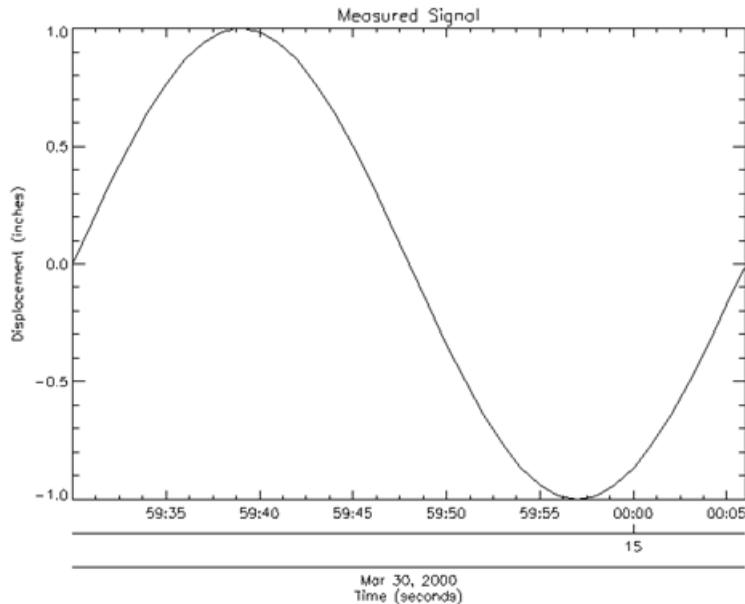
Figure 14-2: Displaying Three Levels of Date/Time data with PLOT

Notice the three levels of the X-axis. These levels are arranged as specified by the previous call to the LABEL_DATE routine.

Using System Variables to Display Date/Time Data

The settings we used to display our date/time data could have been specified through system variables instead of keywords. The following table shows the relationship between these keywords and their system variables:

Keywords	System Variables
[XYZ]TICKUNITS	![XYZ].TICKUNITS
[XYZ]TICKINTERVAL	![XYZ].TICKINTERVAL
[XYZ]TICKLAYOUT	![XYZ].TICKLAYOUT

Table 14-24: Relationship Between Keywords and System Variables

Usually, keywords are used more frequently than system variables, but system variables are better when trying to establish a consistent display style. For example, we could have established a date/time axis style with these system variables before producing our previous display and the display shown in "Displaying Date/Time Data on a Contour Display" on page 379:

```
; Establishing an axis style.
!X.TICKFORMAT = ['LABEL_DATE', 'LABEL_DATE', 'LABEL_DATE']
!X.TICKUNITS = ['Time', 'Hour', 'Day']
!X.TICKINTERVAL = 5
!X.TICKLAYOUT = 2

; Displaying data.
PLOT, date_time, displacement, /XSTYLE, $
   TITLE = 'Measured Signal', $
   XTITLE = 'Time (seconds)', $
   YTITLE = 'Displacement (inches)', $
   POSITION = [0.2, 0.7, 0.9, 0.9]

CONTOUR, temperature, date_time, angle, /FILL, $
   LEVELS = BYTSCL(INDGEN(8)), /XSTYLE, /YSTYLE, $
   C_COLORS = BYTSCL(INDGEN(8)), /NOERASE, $
   TITLE = 'Measured Temperature (degrees Celsius)', $
   XTITLE = 'Angle (degrees)', $
   YTITLE = 'Time (seconds)', $
   POSITION = [0.2, 0.25, 0.9, 0.45]
CONTOUR, temperature, date_time, angle, /OVERPLOT, $
   LEVELS = BYTSCL(INDGEN(8))
!X.TICKLAYOUT = 0
!X.TICKINTERVAL = 0
!X.TICKUNITS = ''
!X.TICKFORMAT = ''
```

Notice these system variables are set to their default values after the two displays are shown. When using system variables instead of keywords, remember to reset the system variables back to their default values. The above example produces the following results.
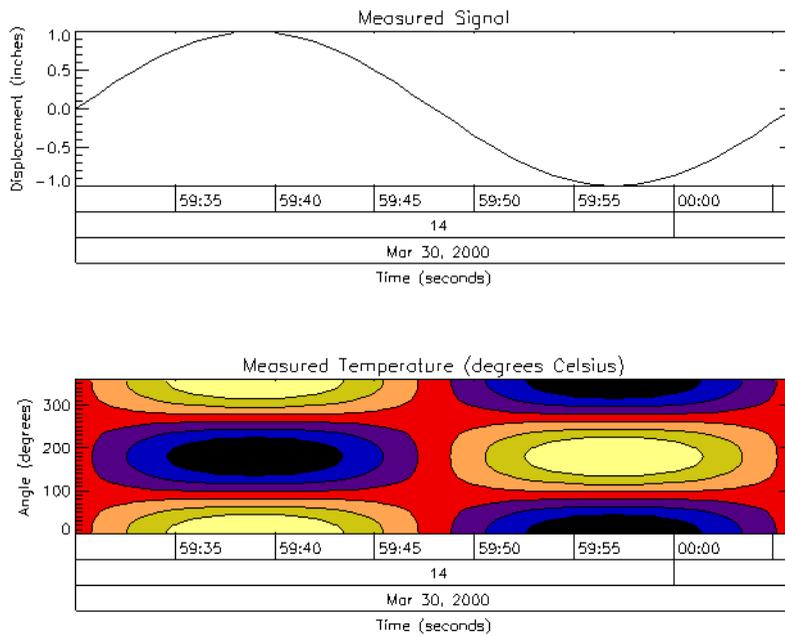
Figure 14-3: Date/Time Axis Style Established With System Variables

Version History

Pre 4.0	Introduced

See Also

"[XYZ]TICKFORMAT" on page 5478, CALDAT, JULDAY, SYSTIME, TIMEGEN, "Format Codes" (Chapter 18, *Application Programming*).

LABEL_REGION

The LABEL_REGION function consecutively labels all of the regions, or blobs, of a bi-level image with a unique region index. This process is sometimes called "blob coloring". A region is a set of non-zero pixels within a neighborhood around the pixel under examination.

The argument for LABEL_REGION is an *n*-dimensional bi-level integer type array—only zero and non-zero values are considered.

Statistics on each of the regions may be easily calculated using the HISTOGRAM function as shown in the examples below.

Syntax

Result = LABEL_REGION(*Data* [, /ALL_NEIGHBORS] [, /ULONG])

Return Value

The result of the function is an integer array of the same dimensions with each pixel containing its region index. A region index of zero indicates that the original pixel was zero and belongs to no region. Output values range from 0 to the number of regions.

Arguments

Data

A *n*-dimensional image to be labeled. *Data* is converted to integer type if necessary. Pixels at the edges of *Data* are considered to be zero.

Keywords

ALL_NEIGHBORS

Set this keyword to indicate that all adjacent neighbors to a given pixel should be searched. (This is sometimes called 8-neighbor searching when the image is 2-dimensional). The default is to search only the neighbors that are exactly one unit in distance from the current pixel (sometimes called 4-neighbor searching when the image is 2-dimensional).

ULONG

Set this keyword to specify that the output array should be an unsigned long integer.

Examples

Note
Also see "Analyzing Image Shapes" (Chapter 9, *Image Processing in IDL*).

Example 1

This example counts the number of distinct regions within an image, and their population. Note that region 0 is the set of zero pixels that are not within a region:

```
image = DIST(40)

; Get blob indices:
b = LABEL_REGION(image)

; Get population of each blob:
h = HISTOGRAM(b)
FOR i=0, N_ELEMENTS(h)-1 DO PRINT, 'Region ',i, $
   ', Population = ', h[i]
```

Example 2

This example also prints the average value and standard deviation of each region:

```
image = DIST(40)

; Get blob indices:
b = LABEL_REGION(image)

; Get population and members of each blob:
h = HISTOGRAM(b, REVERSE_INDICES=r)

; Each region
FOR i=0, N_ELEMENTS(h)-1 DO BEGIN
   ;Find subscripts of members of region i.
   p = r[r[i]:r[i+1]-1]

   ; Pixels of region i
   q = image[p]
   PRINT, 'Region ', i, $
      ', Population = ', h[i], $
      ', Standard Deviation = ', STDEV(q, mean), $
      ', Mean = ', mean
```

```
ENDFOR
```

Version History

Pre 4.0	Introduced
Pre 6.1	Deprecated the EIGHT keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

See Also

ANNOTATE, DEFROI, HISTOGRAM, SEARCH2D

LADFIT

The LADFIT function fits the paired data {*xi*, *yi*} to the linear model, y = A + Bx, using a "robust" least absolute deviation method.

The figure below displays a two-dimensional distribution that is fitted to the model y = A + Bx, using a minimized Chi-square error criterion (left) and a "robust" least absolute deviation technique (right). The use of the Chi-square error statistic can result in a poor fit due to an undesired sensitivity to outlying data.
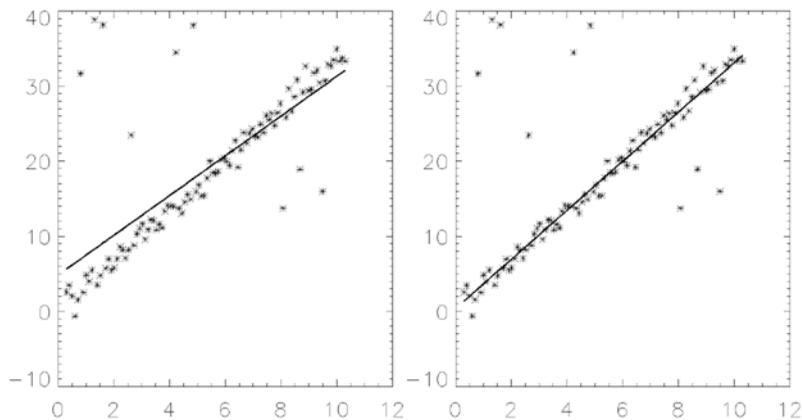
Figure 14-4: Comparison of Chi-square and Least Absolute Deviation

This routine is written in the IDL language. Its source code can be found in the file ladfit.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LADFIT(*X*, *Y* [, ABSDEV=*variable*] [, /DOUBLE])

Return Value

The result is a two-element vector containing the model parameters, A and B.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector. Note that the *X* vector must be sorted into ascending order.

Y

An *n*-element integer, single-, or double-precision floating-point vector. Note that the elements of the *Y* vector must be paired with the appropriate elements of *X*.

Keywords

ABSDEV

Set this keyword to a named variable that will contain the mean of the absolute deviation of the *Result* and *Y*.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define two n-element vectors of paired data:
X = [-3.20, 4.49, -1.66, 0.64, -2.43, -0.89, -0.12, 1.41, $
     2.95, 2.18, 3.72, 5.26]
Y = [-7.14, -1.30, -4.26, -1.90, -6.19, -3.98, -2.87, -1.66, $
     -0.78, -2.61, 0.31, 1.74]

; Sort the X values into ascending order, and sort the Y values to
; match the new order of the elements in X:
XX = X[SORT(X)]
YY = Y[SORT(X)]

; Compute the model parameters, A and B:
PRINT, LADFIT(XX, YY)
```

IDL prints:

```
-3.15301     0.930440
```

Version History

4.0	Introduced

See Also

COMFIT, CURVEFIT, LINFIT, SORT, "Curve and Surface Fitting" (Chapter 9, *Using IDL*)

LAGUERRE

The LAGUERRE function returns the value of the associated Laguerre polynomial $L_n^k(x)$. The associated Laguerre polynomials are solutions to the differential equation:

$$xy'' + (k + 1 - x)y' + ny = 0$$

with orthogonality constraint:

$$\int_0^\infty e^{-x} x^{k+1} L_m^k(x) L_n^k(x) dx = \frac{(n+k)!}{n!} \delta_{mn}$$

Laguerre polynomials are used in quantum mechanics, for example, where the wave function for the hydrogen atom is given by the Laguerre differential equation.

This routine is written in the IDL language. Its source code can be found in the file laguerre.pro in the lib subdirectory of the IDL distribution.

This routine is written in the IDL language. Its source code can be found in the file laguerre.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LAGUERRE(*X*, *N* [, *K*] [, COEFFICIENTS=*variable*] [, /DOUBLE])

Return Value

This function returns a scalar or array with the same dimensions as *X*. If *X* is double-precision or if the DOUBLE keyword is set, the result is double-precision complex, otherwise the result is single-precision complex.

Arguments

X

The value(s) at which $L_n^k(x)$ is evaluated. *X* can be either a scalar or an array.

N

A scalar integer, $N \geq 0$, specifying the order *n* of $L_n^k(x)$. If *N* is of type float, it will be truncated.

K

A scalar, $K \geq 0$, specifying the order k of $L_n^k(x)$. If K is not specified, the default $K = 0$ is used and the Laguerre polynomial, $L_n(x)$, is returned.

Keywords

COEFFICIENTS

Set this keyword to a named variable that will contain the polynomial coefficients in the expansion $C[0] + C[1]x + C[2]x^2 + ...$.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To compute the value of the Laguerre polynomial at the following *X* values:

```
;Define the parametric X values:
X = [0.0, 0.2, 0.4, 0.6, 0.8, 1.0]

;Compute the Laguerre polynomial of order N=2, K=1:
result = LAGUERRE(X, 2, 1)

;Print the result:
PRINT, result
```

IDL prints:

```
3.00000   2.42000   1.88000   1.38000   0.920000   0.500000
```

This is the exact solution vector to six-decimal accuracy.

Version History

5.4	Introduced

See Also

LEGENDRE, SPHER_HARM

LAPLACIAN

The LAPLACIAN function applies a Laplacian operator to a 2D image array to generate an array containing difference values that represent edges in the original image.

Syntax

Result = LAPLACIAN(*Array* [, /ADD_BACK] [, BIAS=*value*] [, /CENTER]
   [, /EDGE_TRUNCATE] [, /EDGE_WRAP] [, /EDGE_ZERO]
   [, INVALID=*value*] [, KERNEL_SIZE={3 | 5}] [, MISSING=*value*] [, /NAN]
   [, /NORMALIZE])

Return Value

This function returns a signed difference array of the same shape as the input array. The input type is converted to an output type as follows:

Input	Output
BYTE	INT
INT	LONG
UINT	LONG
ULONG	LONG64
ULONG64	LONG64
Non-numeric types: not allowed	
All other types	Same as input type

Arguments

Array

A 2D array of any numeric type containing the image.

Keywords

ADD_BACK

Set this keyword to cause LAPLACIAN to add the original input array back into the computed difference array. This approach can be used to sharpen an image. The function returns the array with the same dimensions and type as the input array and clips the intermediate signed result to the data range of the input type.

BIAS

Set this keyword equal to the bias offset to be added to each result value. If you have negative kernel values and a byte or unsigned integer input array, you can use this keyword to ensure that the result values are within the range of your data type.

Note
The same BIAS is added to each result value, regardless of any missing data as specified by the INVALID or NAN keywords. It is usually not appropriate to add the full BIAS if portions of the kernel were not applied due to missing data. In this case, you might want to use the NORMALIZE keyword instead.

CENTER

Set or omit this keyword to center the kernel over each array point. If CENTER is explicitly set to zero, the LAPLACIAN function works in the conventional mathematical sense.

Note
For the kernel to be centered, it must be symmetric about the point K[FLOOR(m/2)], where m is the number of elements in the kernel. In many signal and image processing applications, it is useful to center a symmetric kernel over the data, thereby aligning the result with the original array.

EDGE_TRUNCATE

Set this keyword to make LAPLACIAN compute the values of elements at the edge of *Array* by repeating the subscripts of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \le n$), and *S* is the scale factor) at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k} A_{((t-i)>0<(n-1))} K_i$$

where *n* is the number of elements in *Array.*

If none of the EDGE_* keywords are set, LAPLACIAN sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_WRAP

Set this keyword to make LAPLACIAN compute the values of elements at the edge of *Array* by "wrapping" the subscripts of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \le n$), and *S* is the scale factor) at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k-1} A_{((t-i)\bmod(n))} K_i$$

where n is the number of elements in *Array.*

If none of the EDGE_* keywords are set, LAPLACIAN sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_ZERO

Set this keyword to make LAPLACIAN compute the values of elements at the edge of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \le n$), and *S* is the scale factor) as if the array were padded with zeroes. For example, if CENTER is set to zero:

$$R_t = \begin{cases} \dfrac{1}{S} \sum_{i=0}^{k-1} A_{t-i} K_i & \text{if} \qquad t \ge k-1 \\[2em] \dfrac{1}{S} \sum_{i=0}^{t} A_{t-i} K_i & \text{otherwise} \end{cases}$$

If none of the EDGE_* keywords are set, LAPLACIAN sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

INVALID

Set this keyword equal to a scalar value of the same type as *Array* that should be used to indicate missing or invalid data within *Array*. Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, the result at that point is given by the value of the MISSING keyword.

Tip ───

The INVALID keyword has the same effect as the NAN keyword, but is useful for byte or integer data which have missing values.

───

Note ──

The INVALID keyword uses a simple comparison to ignore values and should not be set to *NaN*. For floating-point data, you can use the INVALID and NAN keywords simultaneously to filter out both user-defined values and *NaN* or *Infinity* values.

───

KERNEL_SIZE

Set this keyword to either 3 or 5 to specify the kernel size. Larger kernels intensify and thicken edges. The default value is 3.

MISSING

Set this keyword equal to the numeric value to return for elements that contain no valid points within the kernel. The default is zero for byte or integer input, and NAN for floating-point input. This keyword is only used if the INVALID or NAN keyword is set.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.) Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, then the result at that point is given by the MISSING keyword.

Note ───

LAPLACIAN should never be called without the NAN keyword if the input array may possibly contain *NaN* or *Infinity* values.

───

NORMALIZE

Set this keyword to automatically compute a bias and apply it to the result values. If this keyword is set, the BIAS keyword is ignored.

For BYTE or UINT, the bias is defined as the sum of the absolute values of the negative *Kernel* values, multiplied by either (255/Scale) for BYTE or (65535/*Scale*) for UINT, where *Scale* is the computed scale factor. For all other types, the bias is zero.

Tip ───

If NORMALIZE is set and your input array has missing data (the INVALID or NAN keywords are set), for each result value the scale factor and bias are computed using only those kernel values that contributed to that result value. This ensures that all result values are comparable in magnitude, regardless of any missing data.

───

Threadpool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

The LAPLACIAN function can be used to sharpen an image.

```
file = FILEPATH('ctbone157.jpg', SUBDIR=['examples','data'])
READ_JPEG, file, image
; Display the original image.
iImage, image, VIEW_GRID=[2,1], DIMENSIONS = [800, 500]
result = LAPLACIAN(image, /ADD_BACK)
iImage, result, /VIEW_NEXT
```

Another example

```
file = FILEPATH('nyny.dat', SUBDIR=['examples','data'])
```

```
      imageSize = [768, 512]
      image = READ_BINARY(file, DATA_DIMS=imageSize)
      iImage, image, VIEW_GRID=[2,2], DIMENSIONS = imageSize
      result = LAPLACIAN(image)
      iImage, result, /VIEW_NEXT, $
         VIEW_TITLE='Laplacian difference array'
      result = LAPLACIAN(image, /ADD_BACK)
      iImage, result, /VIEW_NEXT $
         VIEW_TITLE='Laplacian filtered image'
      result = LAPLACIAN(image, KERNEL_SIZE=5, /ADD_BACK)
      iImage, result, /VIEW_NEXT $
         VIEW_TITLE='Filtered with maximum kernal size'
```

Note
Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

Version History

6.4	Introduced

See Also

CONVOL, EDGE_DOG, EMBOSS, PREWITT, ROBERTS, SHIFT_DIFF, SOBEL

LEEFILT

The LEEFILT function performs the Lee filter algorithm on an image array using a box of size 2*N*+1. This function can also be used on vectors. The Lee technique smooths additive image noise by generating statistics in a local neighborhood and comparing them to the expected values.

This routine is written in the IDL language. It is based upon the algorithm published by Lee (*Optical Engineering* 25(5), 636-646, May 1986). Its source code can be found in the file leefilt.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LEEFILT(*A* [, *N* [, *Sig*]] [, /DOUBLE] [, /EXACT])

Return Value

This function returns an array with the same dimensions as *A*. If any of the inputs are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

A

The input image array or one-dimensional vector.

N

The size of the filter box is 2*N*+1. The default value is 5.

Sig

Estimate of the standard deviation. The default is 5. If *Sig* is negative, IDL interactively prompts for a value of sigma, and displays the resulting image using TVSCL (for arrays) or PLOT (for vectors). To end this cycle, enter a value of 0 (zero) for sigma.

Keywords

DOUBLE

Set this keyword to force the computations to be done in double-precision arithmetic.

EXACT

Set this keyword to apply a more accurate (but slower) implementation of the Lee filter.

Examples

See "Removing Noise" (Chapter 8, *Image Processing in IDL*)

Version History

Original	Introduced

See Also

DIGITAL_FILTER, MEDIAN, SMOOTH, VOIGT

LEGENDRE

The LEGENDRE function returns the value of the associated Legendre polynomial $P_l^m(x)$. The associated Legendre functions are solutions to the differential equation:

$$(1 - x^2)y'' - 2xy' + \left[l(l+1) - \frac{m^2}{(1-x^2)}\right]y = 0$$

with orthogonality constraints:

$$\int_{-1}^{+1} P_l^m(x)P_k^n(x)dx = \frac{2}{2l+1}\frac{(l+m)!}{(l-m)!}\delta_{lk}\delta_{mn}$$

The Legendre polynomials are the solutions to the Legendre equation with *m* = 0. For positive *m*, the associated Legendre functions can be written in terms of the Legendre polynomials as:

$$P_l^m(x) = (-1)^m(1-x^2)^{m/2}\frac{d^m}{dx^m}P_l(x)$$

Associated polynomials for negative *m* are related to positive *m* by:

$$P_l^{-m}(x) = (-1)^m\frac{(l-m)!}{(l+m)!}P_l^m(x)$$

LEGENDRE is based on the routine *plgndr* described in section 6.8 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = LEGENDRE(*X*, *L* [, *M*] [, /DOUBLE])

Return Value

If all arguments are scalar, the function returns a scalar. If all arguments are arrays, the function matches up the corresponding elements of *X*, *L*, and *M*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other arguments are arrays, the function uses the scalar value with each element of the arrays, and returns an array with the same dimensions as the smallest input array.

If any of the arguments are double-precision or if the DOUBLE keyword is set, the result is double-precision, otherwise the result is single-precision.

Arguments

X

The expression for which $P_l^m(x)$ is evaluated. Values for *X* must be in the range $-1 \le X \le 1$.

L

An integer scalar or array, $L \ge 0$, specifying the order *l* of $P_l^m(x)$. If *L* is of type float, it will be truncated.

M

An integer scalar or array, $-L \le M \le L$, specifying the order *m* of $P_l^m(x)$. If *M* is not specified, then the default $M = 0$ is used and the Legendre polynomial, $P_l(x)$, is returned. If *M* is of type float, it will be truncated.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

Example 1

Compute the value of the Legendre polynomial at the following X values:

```
; Define the parametric X values:
X = [-0.75, -0.5, -0.25, 0.25, 0.5, 0.75]

; Compute the Legendre polynomial of order L=2:
result = LEGENDRE(X, 2)

; Print the result:
PRINT, result
```

The result of this is:

```
0.343750 -0.125000 -0.406250 -0.406250 -0.125000  0.343750
```

Example 2

Compute the value of the associated Legendre polynomial at the same X values:

```
; Compute the associated Legendre polynomial of order L=2, M=1:
result = LEGENDRE(X, 2, 1)
; Print the result:
PRINT, result
```

IDL prints:

```
1.48824  1.29904  0.726184  -0.726184  -1.29904  -1.48824
```

This is the exact solution vector to six-decimal accuracy.

Version History

5.4	Introduced

See Also

SPHER_HARM, LAGUERRE

LINBCG

The LINBCG function is used in conjunction with SPRSIN to solve a set of *n* sparse linear equations with *n* unknowns using the iterative biconjugate gradient method.

LINBCG is based on the routine `linbcg` described in section 2.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note
Numerical Recipes recommends using double-precision arithmetic to perform this computation.

Syntax

Result = LINBCG(*A*, *B*, *X* [, /DOUBLE] [, ITOL={4 | 5 | 6 | 7}] [, TOL=*value*]
    [, ITER=*variable*] [, ITMAX=*value*])

Return Value

The result is an *n*-element vector.

Arguments

A

A row-indexed sparse array created by the SPRSIN function.

Note
If LINBCG is complex then only the real part is used for the computation.

B

An *n*-element vector containing the right-hand side of the linear system **Ax=b**.

X

An *n*-element vector containing the initial solution of the linear system.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITOL

Use this keyword to specify which convergence test should be used. Set ITOL to one of the following:

1. Iteration stops when $|A \cdot x - b| / |b|$ is less than the value specified by TOL.

2. Iteration stops when $|\tilde{A}^{-1} \cdot (A \cdot x - b)| / |\tilde{A}^{-1} \cdot b|$ (where $\tilde{A}$ is a "preconditioning" matrix close to A) is less than the value specified by TOL.

3. The routine uses its own estimate of error in x. Iteration stops when the magnitude of the error divided by the magnitude of x is less than the value specified by TOL. This is the default setting.

4. The same as 3, except that the routine uses the largest (in absolute value) component of the error and the largest component of x rather than the vector magnitudes.

TOL

Use this keyword to specify the desired convergence tolerance. For single-precision calculations, the default value is 1.0×10^{-7}. For double-precision values, the default is 1.0×10^{-14}.

ITER

Use this keyword to specify an output variable that will be set to the number of iterations performed.

ITMAX

The maximum allowed number of iterations. The default is n^2.

Examples

```
; Begin with an array A:
A = [[ 5.0,  0.0, 0.0,  1.0, -2.0], $
     [ 3.0, -2.0, 0.0,  1.0,  0.0], $
     [ 4.0, -1.0, 0.0,  2.0,  0.0], $
     [ 0.0,  3.0, 3.0,  1.0,  0.0], $
```

```
          [-2.0,  0.0, 0.0, -1.0,  2.0]]

    ; Define a right-hand side vector B:
    B = [7.0, 1.0, 3.0, 3.0, -4.0]

    ; Start with an initial guess at the solution:
    X = REPLICATE(1.0, N_ELEMENTS(B))

    ; Solve the linear system Ax=b:
    result = LINBCG(SPRSIN(A), B, X)

    ; Print the result:
    PRINT, result
```

IDL prints:

```
     1.00000    1.00000    8.94134e-008   -2.37107e-007   -1.00000
```

The exact solution is [1, 1, 0, 0, -1].

Version History

4.0	Introduced

See Also

FULSTR, READ_SPR, SPRSAB, SPRSAX, SPRSIN, SPRSTP, WRITE_SPR

LINDGEN

The LINDGEN function creates a longword integer array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = LINDGEN(D_1 [, ..., D_8])

Return Value

Returns a longword integer array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create L, a 10-element by 10-element longword array where each element is set to the value of its one-dimensional subscript, enter:

```
L = LINDGEN(10, 10)
```

Version History

Original	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, L64INDGEN, SINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

LINFIT

The LINFIT function fits the paired data {*xi*, *yi*} to the linear model, y = A + Bx, by minimizing the chi-square error statistic.

This routine is written in the IDL language. Its source code can be found in the file linfit.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = LINFIT(*X*, *Y* [, CHISQ=*variable*] [, COVAR=*variable*] [, /DOUBLE]
   [, MEASURE_ERRORS=*vector*] [, PROB=*variable*] [, SIGMA=*variable*]
   [, YFIT=*variable*])

Return Value

The result is a two-element vector containing the linear model parameters [A, B].

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *n*-element integer, single-, or double-precision floating-point vector.

Keywords

CHISQ

Set this keyword to a named variable that will contain the value of the unreduced chi-square goodness-of-fit statistic.

COVAR

Set this keyword to a named variable that will contain the covariance matrix of the coefficients.

Note

The COVAR matrix depends only upon the independent variable X and (optionally) the MEASURE_ERRORS. The values do not depend upon Y. See section 15.4 of *Numerical Recipes in C* (Second Edition) for details.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point *Y*[*i*]. This vector must be the same length as *X* and *Y*.

Note

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in *Y*. For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(ABS(*Y*)).

PROB

Set this keyword to a named variable that will contain the probability that the computed fit would have a value of CHISQ or greater. If PROB is greater than 0.1, the model parameters are "believable". If PROB is less than 0.1, the accuracy of the model parameters is questionable.

SIGMA

Set this keyword to a named variable that will contain the 1-sigma uncertainty estimates for the returned parameters

Note

If MEASURE_ERRORS is omitted, then you are assuming that a straight line is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/(*N*–*M*)), where *N* is the number of points in *X*, and *M* is the number of coefficients. See section 15.2 of *Numerical Recipes in C* (Second Edition) for details.

YFIT

Set this keyword equal to a named variable that will contain the vector of calculated *Y* values.

Examples

```
; Define two n-element vectors of paired data:
X = [-3.20, 4.49, -1.66, 0.64, -2.43, -0.89, -0.12, 1.41, $
     2.95, 2.18, 3.72, 5.26]
Y = [-7.14, -1.30, -4.26, -1.90, -6.19, -3.98, -2.87, -1.66, $
     -0.78, -2.61, 0.31, 1.74]

; Define an n-element vector of Poisson measurement errors:
measure_errors = SQRT(ABS(Y))

; Compute the model parameters, A and B, and print the result:
result = LINFIT(X, Y, MEASURE_ERRORS=measure_errors)
PRINT, result
```

IDL prints:

```
-3.16574    0.829856
```

Version History

4.0	Introduced
Pre 6.1	Deprecated the SDEV keyword.

For more information on deprecated features, see Appendix I, "Obsolete Features".

See Also

COMFIT, CURVEFIT, GAUSSFIT, LADFIT, LMFIT, POLY_FIT, REGRESS, SFIT, SVDFIT

LINKIMAGE

The LINKIMAGE procedure merges routines written in other languages with IDL at runtime. Each call to LINKIMAGE defines a new system procedure or function by specifying the routine's name, the name of the file containing the code, and the entry point name. The name of your routine is added to IDL's internal system routine table, making it available in the same manner as any other IDL built-in routine. LINKIMAGE can also be used to add graphics device drivers.

Warning

Using LINKIMAGE requires intimate knowledge of the internals of IDL, and is not for use by the novice user. We recommend use of CALL_EXTERNAL, which has a simpler interface, instead of LINKIMAGE unless your application specifically requires it. To use LINKIMAGE, you should be familiar with the material in the IDL *External Development Guide*.

LINKIMAGE uses the dynamic linking interface supported by the operating system to do its work. Programmers should be familiar with the services supported by their system in order to better understand LINKIMAGE:

- Under UNIX, LINKIMAGE uses the `dlopen()` interface to the dynamic linker.

- Under Windows, LINKIMAGE uses `LoadLibrary()` to load a DLL.

Note

Modules must be merged via LINKIMAGE before other procedures and functions that call them are compiled, or the compilation of those routines will fail. Note that because routines merged via LINKIMAGE are considered built-in routines by IDL, declaring the routine with the FORWARD_FUNCTION statement will not eliminate this restriction.

Syntax

LINKIMAGE, *Name*, *Image* [, *Type* [, *Entry*]] [, /DEVICE] [, /FUNCT]
    [, /KEYWORDS] [, MAX_ARGS=*value*] [, MIN_ARGS=*value*]

Arguments

Name

A string containing the IDL name of the function, procedure or device routine which is to be merged. When loading a device driver, *Name* contains the name of the global DEVICE_DEF structure in the driver. Upon successful loading of the routine, a new procedure or function with the given name will exist, or the new device driver will be loaded.

Image

A string containing the full path specification of the dynamically loaded object file. See your system documentation on sharable libraries or DLLs for details.

Type

An optional scalar integer parameter that contains 0 (zero) for a procedure, 1 (one) for a function, and 2 for a device driver. The keyword parameters DEVICE and FUNCT can also be used to indicate the type of routine being merged. The default value is 0, for procedure.

Entry

An optional string that contains the name of the symbol which is the entry point of the procedure or function. With some compilers or operating systems, this name may require the addition of leading or trailing characters. For example, some UNIX C compilers add a leading underscore to the beginning of a function name, and some UNIX FORTRAN compilers add a trailing underscore.

If *Entry* is not supplied, LINKIMAGE will provide a default name by converting the value supled for *Name* to lower case and adding any special characters (leading or trailing underscores) typical of the system.

Warning —————————————————————————————————————

Under Microsoft Windows operating systems, only `cdecl` functions can by used with LINKIMAGE. Attempting to use routines with other calling conventions will yield undefined results, including memory corruption or even IDL crashing.

The Windows operating system has two distinct system defined standards that govern how routines pass arguments: `stdcall`, which is used by much of the operating system as well as languages such as Visual Basic, and `cdecl`, which is used widely for programming in the C language. These standards differ in how and when arguments are pushed onto the system stack. The standard used by a given function is determined when the function is compiled, and can be controlled by the programmer. LINKIMAGE can only be used with `cdecl` functions. Unfortunately, there is no way for IDL to know which convention a given function uses, meaning that LINKIMAGE will quietly accept an entry point of the wrong type. The LINKIMAGE user is responsible for ensuring that Entry is a `cdecl` function.

Keywords

DEVICE

Set this keyword to indicate that the module being loaded contains a device driver.

FUNCT

Set this keyword to indicate that the module being loaded contains a function.

KEYWORDS

Set this keyword to indicate that the procedure or function being loaded accepts keyword parameters.

MAX_ARGS

Set this keyword equal to the maximum number of non-keyword arguments the procedure or function accepts. If this keyword is not present, the maximum number of parameters is not checked when the routine is called.

Note —————————————————————————————————————

It is a very good idea to specify a value for MAX_ARGS. Passing the wrong number of arguments to an external routine may cause unexpected results, including causing IDL to crash. By forcing IDL to check the number of arguments before passing them to the linked routine, you will avoid parameter mismatch problems.

MIN_ARGS

Set this keyword equal to the minimum number of non-keyword arguments accepted by the procedure or function.

Examples

To add a procedure called MY_PROC, whose entry symbol is named `my_proc`, that is contained in the file `/home/smith/my_proc.so`:

```
LINKIMAGE, 'MY_PROC', '/home/smith/my_proc.so'
```

Version History

Pre 4.0	Introduced
Pre 6.1	Deprecated DEFAULT keyword

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

CALL_EXTERNAL, SPAWN, and the IDL *External Development Guide*.

LL_ARC_DISTANCE

The LL_ARC_DISTANCE function returns a two-element vector containing the longitude and latitude [lon, lat] of a point given arc distance ($-\pi \leq Arc\_Dist \leq \pi$), and azimuth (*Az*), from a specified location *Lon_lat0*. Values are in radians unless the keyword DEGREES is set.

This routine is written in the IDL language. Its source code can be found in the file `ll_arc_distance.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = LL_ARC_DISTANCE(*Lon_lat0*, *Arc_Dist*, *Az* [, /DEGREES])

Return Value

Returns a two-element vector containing the point longitude and latitude.

Arguments

Lon_lat0

A 2-element vector containing the longitude and latitude of the starting point. Values are assumed to be in radians unless the keyword DEGREES is set.

Arc_Dist

The arc distance from *Lon_lat0*. The value must be between $-\pi$ and $+\pi$. To express distances in arc units, divide by the radius of the globe expressed in the original units. For example, if the radius of the earth is 6371 km, divide the distance in km by 6371 to obtain the arc distance.

Az

The azimuth from *Lon_lat0*. The value is assumed to be in radians unless the keyword DEGREES is set.

Keywords

DEGREES

Set this keyword to express all measurements and results in degrees.

Examples

```
; Initial point specified in radians:
Lon_lat0 = [1.0, 2.0]

; Arc distance in radians:
Arc_Dist = 2.0

; Azimuth in radians:
Az = 1.0

Result = LL_ARC_DISTANCE(Lon_lat0, Arc_Dist, Az)
PRINT, Result
```

IDL prints:

```
2.91415   -0.622234
```

Version History

Pre 4.0	Introduced

See Also

MAP_SET

LMFIT

The LMFIT function does a non-linear least squares fit to a function with an arbitrary number of parameters. LMFIT uses the Levenberg-Marquardt algorithm, which combines the steepest descent and inverse-Hessian function fitting methods. The function may be any non-linear function.

Iterations are performed until three consecutive iterations fail to change the chi-square value by more than the specified tolerance amount, or until a maximum number of iterations have been performed. The LMFIT function returns a vector of values for the dependent variables, as fitted by the function fit.

The initial guess of the parameter values should be as close to the actual values as possible or the solution may not converge. Test the value of the variable specified by the CONVERGENCE keyword to determine whether the algorithm converged, failed to converge, or encountered a singular matrix.

This routine is written in the IDL language. Its source code can be found in the file lmfit.pro in the lib subdirectory of the IDL distribution. LMFIT is based on the routine mrqmin described in section 15.5 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = LMFIT(*X*, *Y*, *A* [, ALPHA=*variable*] [, CHISQ=*variable*]
   [, CONVERGENCE=*variable*] [, COVAR=*variable*] [, /DOUBLE]
   [, FITA=*vector*] [, FUNCTION_NAME=*string*] [, ITER=*variable*]
   [, ITMAX=*value*] [, ITMIN=*value*] [, MEASURE_ERRORS=*vector*]
   [, SIGMA=*variable*] [, TOL=*value*])

Return Value

Returns a vector of values for the dependent variable, resulting from the function fit.

Arguments

X

A row vector of independent variables. LMFIT does not manipulate or use values in *X*, it simply passes *X* to the user-written function.

Y

A row vector containing the dependent variables.

A

A vector that contains the initial estimate for each coefficient. Upon return, *A* will contain the final estimates for the coefficients.

Keywords

ALPHA

Set this keyword equal to a named variable that will contain the value of the curvature matrix.

CHISQ

Set this keyword equal to a named variable that will contain the value of the unreduced chi-square goodness-of-fit statistic.

CONVERGENCE

Set this keyword equal to a named variable that will indicate whether the LMFIT algorithm converged. The possible returned values are:

- 1 = the algorithm converged.

- 0 = the algorithm did not converge.

- -1 = the algorithm encountered a singular matrix and did not converge.

Tip
If LMFIT fails to converge, try setting the DOUBLE keyword.

COVAR

Set this keyword equal to a named variable that will contain the value of the covariance matrix.

Note
The COVAR matrix depends only upon the independent variable X and (optionally) the MEASURE_ERRORS. The values do not depend upon Y. See section 15.4 of *Numerical Recipes in C* (Second Edition) for details.

DOUBLE

Set this keyword to force the computations to be performed in double precision.

FITA

Set this keyword equal to a vector, with as many elements as *A*, which contains a zero for each fixed parameter, and a non-zero value for elements of *A* to fit. If FITA is not specified, all parameters are taken to be non-fixed.

FUNCTION_NAME

Use this keyword to specify the name of the function to fit. If this keyword is omitted, LMFIT assumes that the IDL routine LMFUNCT is to be used. If LMFUNCT is not already compiled, IDL compiles the function from the file lmfunct.pro, located in the lib subdirectory of the IDL distribution. LMFUNCT is designed to fit a quadratic equation.

The function to be fit must be written as an IDL function and compiled prior to calling LMFIT. The function must accept a vector *X* (the independent variables) and a vector *A* containing the fitted function's parameter values. It must return an N_ELEMENTS(*A*)+1-element vector in which the first (zeroth) element is the evaluated function value and the remaining elements are the partial derivatives with respect to each parameter in *A*.

Note
The returned value must be of the same data type as the input *X* value.

ITER

Set this keyword equal to a named variable that will contain the actual number of iterations which were performed

ITMAX

Set this keyword equal to the maximum number of iterations. The default is 50.

ITMIN

Set this keyword equal to the minimum number of iterations. The default is 5.

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point *Y*[*i*]. This vector must be the same length as *X* and *Y*.

Note ───────────────────────────────────────

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in *Y*. For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(ABS(*Y*)).

───────────────────────────────────────

SIGMA

Set this keyword to a named variable that will contain the 1-sigma uncertainty estimates for the returned parameters

Note ───────────────────────────────────────

If MEASURE_ERRORS is omitted, then you are assuming that your user-supplied model (or the default quadratic) is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/(*N*–*M*)), where *N* is the number of points in *X*, and *M* is the number of coefficients. See section 15.2 of *Numerical Recipes in C* (Second Edition) for details.

───────────────────────────────────────

TOL

Set this keyword to the convergence tolerance. The routine returns when the relative decrease in chi-squared is less than TOL in an iteration. The default is 1.0×10^{-6} for single-precision, and 1.0×10^{-12} for double-precision.

Examples

In this example, we fit a function of the form:

f(x)=a[0] * exp(a[1]*x) + a[2] + a[3] * sin(x)

```
; First, define a return function for LMFIT:
FUNCTION myfunct, X, A
   bx = A[0]*EXP(A[1]*X)
   RETURN,[ [bx+A[2]+A[3]*SIN(X)], [EXP(A[1]*X)], [bx*X], $
      [1.0] ,[SIN(X)] ]
END

PRO lmfit_example

; Compute the fit to the function we have just defined. First,
; define the independent and dependent variables:
X = FINDGEN(40)/20.0
Y = 8.8 * EXP(-9.9 * X) + 11.11 + 4.9 * SIN(X)
measure_errors = 0.05 * Y
```

```
; Provide an initial guess for the function's parameters:
A = [10.0, -0.1, 2.0, 4.0]
fita = [1,1,1,1]

; Plot the initial data, with error bars:
PLOTERR, X, Y, measure_errors
coefs = LMFIT(X, Y, A, MEASURE_ERRORS=measure_errors, /DOUBLE, $
   FITA = fita, FUNCTION_NAME = 'myfunct')

; Overplot the fitted data:
OPLOT, X, coefs

END
```

Version History

5.0	Introduced
Pre 6.1	Deprecated WEIGHTS keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

See Also

CURVEFIT, GAUSSFIT, LINFIT, POLY_FIT, REGRESS, SFIT, SVDFIT

LMGR

The LMGR function tests whether a particular licensing mode is in effect. Different licensing modes are specified by keyword; see the "Keywords" section below for a description of each licensing mode.

The LMGR function can also force IDL into time demo mode or report the LMHostid number for the machine in use.

For more information on IDL's licensing methods, consult the *Installing and Licensing IDL* manual.

Syntax

Result = LMGR([, /CLIENTSERVER | , /DEMO | , /EMBEDDED | , /RUNTIME | , /STUDENT | , /TRIAL | , /VM] [, EXPIRE_DATE=*variable*] [, /FORCE_DEMO] [, INSTALL_NUM=*variable*] [, LMHOSTID=*variable*] [, SITE_NOTICE=*variable*])

Return Value

The function returns True (1) if the mode specified is in effect, or False (0) otherwise.

Arguments

None

Keywords

CLIENTSERVER

Set this keyword to test whether the current IDL session is using Client/Server licensing (as opposed to Desktop licensing).

DEMO

Set this keyword to test whether the current IDL session is running in timed demo mode. Unlicensed copies of IDL and copies running directly from a CD-ROM run in timed demo mode. If the IDL session is running in timed demo mode, no license is used even if one is available.

EMBEDDED

Set this keyword to test whether the current IDL session is running in embedded mode. Embedded-mode applications contain a built-in version of the IDL license. Examples of applications running in embedded mode are the IDL demo and the IDL registration program.

EXPIRE_DATE

Set this keyword to a named variable that will receive a string containing the expiration date of the current IDL session if the session is a trial session. This named variable will be undefined if the IDL session has a permanent license.

FORCE_DEMO

Set this keyword to force the current session into timed demo mode. Forcing an IDL session into demo mode can be useful if you are testing an application that will be run with an unlicensed copy of IDL. Note that you must exit IDL and restart to return to normal licensed mode after forcing IDL into demo mode.

INSTALL_NUM

Set this keyword to a named variable that will receive a string containing the installation number of the current IDL session. This named variable will be undefined if the IDL session is unlicensed.

LMHOSTID

Set this keyword equal to a named variable that will contain a string value representing the LMHostid for the machine in use. The LMHostid is used when creating client/server IDL licenses. This keyword returns the string "0" on machines which do not have a unique LMHostid (some Windows machines that use Desktop licensing.)

RUNTIME

Set this keyword to test whether the current IDL session is running in runtime mode. Runtime-mode applications do not provide access to the IDL Command Line. See Chapter 23, "Distributing Runtime Mode Applications" (*Application Programming*) for additional details on runtime applications.

Note

The fact that the IDL session is running in runtime mode does not imply that a runtime license is in use. A session in runtime mode may be running in demo mode, Virtual Machine mode, or may have checked out either a runtime or a full IDL license.

SITE_NOTICE

Set this keyword to a named variable that will receive a string containing the site notice of the current IDL session. This named variable will be undefined if the IDL session is unlicensed.

STUDENT

Set this keyword to test whether the current IDL session is running in student mode. The IDL Student version, which provides a subset of IDL's full functionality, is currently the only product that runs in student mode.

TRIAL

Set this keyword to test whether the current IDL session is running in trial mode. Trial mode licenses allow IDL to operate for a limited time period (generally 30 days) but do not otherwise restrict functionality.

VM

Set this keyword to test whether the current IDL session is running in IDL Virtual Machine mode. IDL Virtual Machine applications do not provide access to the IDL Command Line. See Chapter 24, "Distributing Virtual Machine Applications" (*Application Programming*) for additional details on IDL Virtual Machine applications. If the IDL session is running in Virtual Machine mode, no license is used even if one is available.

Examples

Use the following commands to test whether the current IDL session is running in timed demo mode:

```
Result = LMGR(/DEMO)
IF (Result GT 0) THEN PRINT, "IDL is in Demo Mode"
```

Use the following commands to generate the LMHostid number for the machine in use:

```
Result = LMGR(LMHOSTID = myId)
PRINT, "LMHostid for this machine is: ", myId
```

Version History

Pre 4.0	Introduced
6.0	Added VM keyword

LNGAMMA

The LNGAMMA function returns the logarithm of the gamma function of *Z*.

Syntax

Result = LNGAMMA(*Z*)

Return Value

For negative integers, LNGAMMA returns the correct value of Infinity. If *Z* is double-precision, the result is double-precision (either double or double complex), otherwise the result is single-precision (either float or complex).

Note
For negative nonintegers, LNGAMMA will also return Infinity. To compute the actual LNGAMMA of a negative noninteger, you should convert your input to complex first.

Arguments

Z

The expression for which the logarithm of the gamma function will be evaluated. *Z* may be complex.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the logarithm of the gamma function of 0.5 and store the result in variable A, enter:

```
A = LNGAMMA(0.5)
```

Version History

Pre 4.0	Introduced
5.6	*Z* argument accepts complex input

See Also

BETA, GAMMA, IBETA, IGAMMA

LNP_TEST

The LNP_TEST function computes the Lomb Normalized Periodogram of two sample populations *X* and *Y* and tests the hypothesis that the populations represent a significant periodic signal against the hypothesis that they represent random noise.

LNP_TEST is based on the routine `fasper` described in section 13.8 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = LNP_TEST(*X*, *Y* [, /DOUBLE] [, HIFAC=*scale_factor*] [, JMAX=*variable*] [, OFAC=*value*] [, WK1=*variable*] [, WK2=*variable*])

Return Value

The result is a two-element vector containing the maximum peak in the Lomb Normalized Periodogram and its significance. The significance is a value in the interval [0.0, 1.0]; a small value indicates that a significant periodic signal is present.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector containing equally or unequally spaced time samples.

Y

An *n*-element integer, single-, or double-precision floating-point vector containing amplitudes corresponding to X_i.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

HIFAC

Use this keyword to specify the scale factor of the average Nyquist frequency. The default value is 1.

JMAX

Use this keyword to specify a named variable that will contain the index of the maximum peak in the Lomb Normalized Periodogram.

OFAC

Use this keyword to specify the oversampling factor. The default value is 4.

WK1

Use this keyword to specify a named variable that will contain a vector of increasing linear frequencies.

WK2

Use this keyword to specify a named variable that will contain a vector of values from the Lomb Normalized Periodogram corresponding to the frequencies in WK1.

Examples

This example tests the hypothesis that two sample, *n*-element populations X and Y represent a significant periodic signal against the hypothesis that they represent random noise:

```
; Define two n-element sample populations:
X = [ 1.0,  2.0,  5.0,  7.0,  8.0,  9.0, $
      10.0, 11.0, 12.0, 13.0, 14.0, 15.0, $
      16.0, 17.0, 18.0, 19.0, 20.0, 22.0, $
      23.0, 24.0, 25.0, 26.0, 27.0, 28.0]
Y = [ 0.69502, -0.70425,  0.20632,  0.77206, -2.08339,  0.97806, $
      1.77324,  2.34086,  0.91354,  2.04189,  0.53560, -2.05348, $
     -0.76308, -0.84501, -0.06507, -0.12260,  1.83075,  1.41403, $
     -0.26438, -0.48142, -0.50929,  0.01942, -1.29268,  0.29697]

; Test the hypothesis that X and Y represent a significant periodic
; signal against the hypothesis that they represent random noise:
result = LNP_TEST(X, Y, WK1 = wk1, WK2 = wk2, JMAX = jmax)
PRINT, result
```

IDL prints:

```
4.69296    0.198157
```

The small value of the significance represents the possibility of a significant periodic signal. A larger number of samples for *X* and *Y* would produce a more conclusive result. WK1 and WK2 are both 48-element vectors containing linear frequencies and corresponding Lomb values, respectively. JMAX is the indexed location of the maximum Lomb value in WK2.

Version History

4.0	Introduced

See Also

CTI_TEST, FV_TEST, KW_TEST, MD_TEST, R_TEST, RS_TEST, S_TEST, TM_TEST, XSQ_TEST

LOADCT

The LOADCT procedure loads one of 41 predefined IDL color tables. These color tables are defined in the file colors1.tbl, located in the \resource\colors subdirectory of the main IDL directory, unless the FILE keyword is specified. The selected colortable is loaded into the COLORS common block as both the "current" and "original" colortable. If the current device has fewer than 256 colors, the color table data is interpolated to cover the number of colors in the device.

This routine is written in the IDL language. Its source code can be found in the file loadct.pro in the lib subdirectory of the IDL distribution.

Obtaining the Color Tables

All of the IDL color-table procedures maintain the current color table in a common block called COLORS, defined as follows:

```
COMMON COLORS, R_orig, G_orig, B_orig, R_curr, G_curr, B_curr
```

The variables are integer vectors of length equal to the number of color indices. Your program can access these variables by defining the common block. The convention is that routines that modify the current color table should read it from R_orig, G_orig, and B_orig, then load the color table using TVLCT and leave the resulting color table in R_curr, G_curr, and B_curr.

Syntax

LOADCT [, *Table*] [, BOTTOM=*value*] [, FILE=*string*] [, GET_NAMES=*variable*]
    [, NCOLORS=*value*] [, RGB_TABLE=value] [, /SILENT]

Arguments

Table

The number of the pre-defined color table to load, from 0 to 40. If this value is omitted, a menu of the available tables is printed and the user is prompted to enter a table number.

Keywords

BOTTOM

The first color index to use. LOADCT will use color indices from BOTTOM to BOTTOM+NCOLORS-1. The default is BOTTOM=0.

FILE

Set this keyword to the name of a colortable file to be used instead of the file `colors1.tbl`. See MODIFYCT to create and modify colortable files.

GET_NAMES

Set this keyword to a named variable in which the names of the color tables are returned as a string array. No changes are made to the color table.

NCOLORS

The number of colors to use. The default is all available colors (this number is stored in the system variable !D.TABLE_SIZE).

RGB_TABLE

Set this keyword to a named variable in which to return the desired color table as an [NCOLORS, *3*] array. If this keyword is set, then the color table is not loaded into the display, but is simply returned to the user. In addition, if RGB_TABLE is set then SILENT is also set to true.

SILENT

If this keyword is set, the Color Table message is suppressed.

Examples

The following example introduces using LOADCT.

Tip

If you are running IDL on a TrueColor display, set DEVICE, DECOMPOSED = 0 before your first color table related routine is used within an IDL session or program.

1. View a list of IDL's tables and their related indices by calling LOADCT without an argument:

LOADCT

The list of color tables appears in the Output Log:

When running LOADCT without an argument, it will prompt you to enter the number of one of the color tables at the IDL command line.

2. Enter in the number 5 at the `Enter table number:` prompt:

    Enter table number: 5

The following text is displayed in the Output Log:

    % LOADCT: Loading table STD GAMMA-II

If you already know the number of the pre-defined color table you want, you can load a color table by providing that number as the first input argument to LOADCT.

3. Load in color table number 13 (RAINBOW):

    LOADCT, 13

The following text is displayed in the Output Log:

    % LOADCT: Loading table RAINBOW

4. View the color table in a simple image display:

    TV, DIST(300)

Note
To see the organization of the colors associated with each color table, use XLOADCT .

Version History

Original	Introduced
6.4	Added the RGB_TABLE keyword

See Also

MODIFYCT, XLOADCT, TVLCT

LOCALE_GET

The LOCALE_GET function returns the current locale (string) of the operating platform.

Syntax

Result = LOCALE_GET( )

Return Value

Returns a string containing the current operating platform locale.

Arguments

None

Keywords

None

Version History

5.2.1	Introduced

LOGICAL_AND

The LOGICAL_AND function performs a logical AND operation on its arguments. It returns True (1) if both of its arguments are non-zero (non-NULL for strings and heap variables), or False (0) otherwise.

The LOGICAL_AND function is similar to the AND operator, except that it performs a logical "and" rather than a bitwise "and" on its arguments.

Note ──

LOGICAL_AND always returns either 0 or 1, unlike the AND operator, which performs a bitwise AND operation on integers, and returns one of the two arguments for other types.

──

Unlike the && operator, LOGICAL_AND accepts multi-element arrays as its arguments. In addition, where the && operator *short-circuits* if it can determine the result by evaluating only the first argument, all arguments to a function are always evaluated.

Syntax

Result = LOGICAL_AND(*Arg1*, *Arg2*)

Return Value

Integer zero (false) or one (true) if both arguments are scalars, or an array of zeroes and ones if either argument is an array.

Arguments

Arg1, Arg2

The expressions on which the logical AND operation is to be carried out. The arguments can be scalars or arrays of any type other than structure.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU

system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix D, "Thread Pool Keywords" for details.

Example

At the IDL Command line, enter:

```
PRINT, LOGICAL_AND(2,4), LOGICAL_AND(2,0), LOGICAL_AND(0,4), $
   LOGICAL_AND(0,0)
```

IDL Prints:

```
   1   0   0   0
```

Version History

6.0	Introduced

See Also

"Logical Operators" and "Bitwise Operators" (Chapter 12, *Application Programming*), LOGICAL_OR, LOGICAL_TRUE

LOGICAL_OR

The LOGICAL_OR function performs a logical OR operation on its arguments. It returns True (1) if either of its arguments are non-zero (non-NULL for strings and heap variables), and False (0) otherwise.

The LOGICAL_OR function is similar to the OR operator, except that it performs a logical "or" rather than a bitwise "or" on its arguments.

Note ───

LOGICAL_OR always returns either 0 or 1, unlike the OR operator, which performs a bitwise OR operation on integers, and returns one of the two arguments for other types.

───

Unlike the | | operator, LOGICAL_OR accepts multi-element arrays as its arguments. In addition, where the | | operator *short-circuits* if it can determine the result by evaluating only the first argument, all arguments to a function are always evaluated.

Syntax

Result = LOGICAL_OR(*Arg1*, *Arg2*)

Return Value

Integer zero (false) or one (true) if both operands are scalars, or an array of zeroes and ones if either operand is an array.

Arguments

Arg1, Arg2

The expressions on which the logical OR operation is to be carried out. The arguments can be scalars or arrays of any type other than structure.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU

system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix D, "Thread Pool Keywords" for details.

Example

At the IDL Command Line, enter:

```
PRINT, LOGICAL_OR(2,4), LOGICAL_OR(2,0), LOGICAL_OR(0,4), $
   LOGICAL_OR(0,0)
```

IDL Prints:

```
1   1   1   0
```

Version History

6.0	Introduced

See Also

"Logical Operators" and "Bitwise Operators" (Chapter 12, *Application Programming*), LOGICAL_AND, LOGICAL_TRUE

LOGICAL_TRUE

The LOGICAL_TRUE function returns True (1) if its arguments are non-zero (non-NULL for strings and heap variables), and False (0) otherwise.

Note ——

For a given argument, the value returned by LOGICAL_TRUE is the opposite of the value returned by the ~ operator.

——

Syntax

Result = LOGICAL_TRUE(*Arg*)

Return Value

Integer zero (false) or one (true) if the argument is a scalar, or an array of zeroes and ones if the argument is an array.

Arguments

Arg

The expression on which the logical truth evaluation is to be carried out. The argument can be a scalar or an array of any type other than structure.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix D, "Thread Pool Keywords" for details.

Example

At the IDL Command Line, enter:

```
PRINT, LOGICAL_TRUE(2), LOGICAL_TRUE(0)
```

IDL Prints:

```
1   0
```

Version History

6.0	Introduced

See Also

"Logical Operators" and "Bitwise Operators" (Chapter 12, *Application Programming*), KEYWORD_SET, LOGICAL_AND, LOGICAL_OR

LON64ARR

The LON64ARR function returns a 64-bit integer vector or array.

Syntax

Result = LON64ARR(*D₁ [, ..., D₈]* [, /NOZERO])

Return Value

Returns a 64-bit array of the specified dimensions.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

NOZERO

Normally, LON64ARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and LON64ARR executes faster.

Examples

To create L, a 100-element, 64-bit vector with each element set to 0, enter:

```
L = LON64ARR(100)
```

Version History

5.2	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

LONARR

The LONARR function returns a longword integer vector or array.

Syntax

Result = LONARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns a long array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

NOZERO

Normally, LONARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and LONARR executes faster.

Examples

To create L, a 100-element, longword vector with each element set to 0, enter:

```
L = LONARR(100)
```

Version History

Original	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR, ULONARR

LONG

The LONG function returns a result equal to *Expression* converted to longword integer type.

Syntax

Result = LONG(*Expression[, Offset [, D₁ [, ..., D₈]]]*)

Result = LONG(*Expression[, Offset [, D_1 [, ..., D_8]]]*)

Return Value

Returns a longword integer value or array of the same dimensions as the *Expression.* If *Expression* is a complex number, LONG returns the real part.

Arguments

Expression

The expression to be converted to longword integer.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as longword integer data.

D*ᵢ*

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If A contains the floating-point value 32000.0, it can converted to a longword integer and stored in the variable B by entering:

```
B = LONG(A)
```

Version History

Original	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, STRING, UINT, ULONG, ULONG64

LONG64

The LONG64 function returns a result equal to *Expression* converted to 64-bit integer type.

Syntax

Result = LONG64(*Expression[*, *Offset [*, *D$_1$ [, ..., D$_8$]]])

Return Value

Returns a 64-bit longword integer value or array of the same dimensions as the *Expression.* If *Expression* is a complex number, LONG64 returns the real part.

Arguments

Expression

The expression to be converted to 64-bit integer.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as 64-bit integer data.

D$_i$

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid floating-point value and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If A contains the floating-point value 32000.0, it can converted to a 64-bit integer and stored in the variable B by entering:

```
B = LONG64(A)
```

Version History

5.2	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, STRING, UINT, ULONG, ULONG64

LSODE

The LSODE function uses adaptive numerical methods to advance a solution to a system of ordinary differential equations one time-step H, given values for the variables *Y* and *X*.

Syntax

Result = LSODE(*Y, X, H, Derivs*[, *Status*] [, ATOL=*value*] [, /QUIET]
   [, RTOL=*value*])

Return Value

Returns the solution in a vector with the same number of elements as Y.

Arguments

Y

A vector of values for Y at X

X

A scalar value for the initial condition.

H

A scalar value giving interval length or step size.

Derivs

A scalar string specifying the name of a user-supplied IDL function that calculates the values of the derivatives *Dydx* at X. This function must accept two arguments: A scalar floating value *X*, and an *n*-element vector *Y*. It must return an *n*-element vector result.

For example, suppose the values of the derivatives are defined by the following relations:

$$dy_0 / dx = -0.5y_0, \qquad dy_1 / dx = 4.0 - 0.3y_1 - 0.1y_0$$

We can write a function called `differential` to express these relationships in the IDL language:

```
FUNCTION differential, X, Y
   RETURN, [-0.5 * Y[0], 4.0 - 0.3 * Y[1] - 0.1 * Y[0]]
END
```

Status

An index used for input and output to specify the state of the calculation. This argument contains a positive value if the function was successfully completed. Negative values indicate different errors.

Input Value	Description
1	This is the first call for the problem; initializations will occur. This is the default value.
2	This is not the first call. The calculation is to continue normally.
3	This is not the first call. The calculation is to continue normally, but with a change in input parameters.

Table 14-25: Input Values for Status

Note

A preliminary call with `tout = t` is not counted as a first call here, as no initialization or checking of input is done. (Such a call is sometimes useful for the purpose of outputting the initial condition *s*.) Thus, the first call for which tout ≠ t requires STATUS = 1 on input.

Output Value	Description
1	Nothing occurred. (However, an internal counter was set to detect and prevent repeated calls of this type.)
2	The integration was performed successfully, and no roots were found.
3	The integration was successful, and one or more roots were found.

Table 14-26: Output Values for Status

Output Value	Description
-1	An excessive amount of work was done on this call, but the integration was otherwise successful. To continue, reset STATUS to a value greater than1 and begin again (the excess work step counter will be reset to 0).
-2	The precision of the machine being used is insufficient for the requested amount of accuracy. Integration was successful. To continue, the tolerance parameters must be reset, and STATUS must be set to 3. (If this condition is detected before taking any steps, then an illegal input return (STATUS = -3) occurs instead.)
-3	Illegal input was detected, before processing any integration steps. If the solver detects an infinite loop of calls to the solver with illegal input, it will cause the run to stop.
-4	There were repeated error test failures on one attempted step, before completing the requested task, but the integration was successful. The problem may have a singularity, or the input may be inappropriate.
-5	There were repeated convergence test failures on one attempted step, before completing the requested task, but the integration was successful. This may be caused by an inaccurate jacobian matrix, if one is being used.
-6	ewt(i) became zero for some i during the integration. Pure relative error control was requested on a variable which has now vanished. Integration was successful.

Table 14-26: Output Values for Status (Continued)

Note

Since the normal output value of STATUS is 2, it does not need to be reset for normal continuation. Also, since a negative input value of STATUS will be regarded as illegal, a negative output value requires the user to change it, and possibly other inputs, before calling the solver again.

Keywords

ATOL

A scalar or array value that specifies the absolute tolerance. The default value is 1.0e-7. Use ATOL = 0.0 (or ATOL[*i*] = 0.0) for pure relative error control, and use RTOL = 0.0 for pure absolute error control. For an explanation of how to use ATOL and RTOL together, see RTOL below.

QUIET

Set this keyword to suppress warning messages. By default, warning messages will be output to the screen.

RTOL

A scalar value that specifies the relative tolerance. The default value is 1.0e-7. Use RTOL = 0.0 for pure absolute error control, and use ATOL = 0.0 (or ATOL[*i*] = 0.0) for pure relative error control.

The estimated local error in the Y[*i*] argument will be controlled to be less than

```
ewt[i] = RTOL*abs(Y[i]) + ATOL    ; If ATOL is a scalar.
ewt[i] = RTOL*abs(Y[i]) + ATOL[i] ; If ATOL is an array.
```

Thus, the local error test passes if, in each component, either the absolute error is less than ATOL (or ATOL[*i*]), or if the relative error is less than RTOL.

Warning

Actual, or global, errors might exceed these local tolerances, so choose values for ATOL and RTOL conservatively.

Examples

To integrate the example system of differential equations for one time step, H:

```
PRO LSODETEST

   ; Define the step size:
   H = 0.5

   ; Define an initial X value:
   X = 0.0

   ; Define initial Y values:
   Y = [4.0, 6.0]
```

```
        ; Integrate over the interval (0, 0.5):
        result = LSODE(Y, X, H, 'differential')

        ; Print the result:
        PRINT, result

    END

    FUNCTION differential, X, Y
        RETURN, [-0.5 * Y[0], 4.0 - 0.3 * Y[1] - 0.1 * Y[0]]
    END
```

IDL prints:

```
    3.11523      6.85767
```

This is the exact solution vector to 5-decimal precision.

See Also

DERIV, DERIVSIG, RK4

References

1. Alan C. Hindmarsh, ODEPACK, A Systematized Collection of ODE Solvers, in Scientific Computing, R. S. Stepleman et al. (eds.), North-Holland, Amsterdam, 1983, pp. 55-64.

2. Linda R. Petzold, Automatic Selection of Methods for Solving Stiff and Nonstiff Systems of Ordinary Differential Equations, SIAM J. SCI. STAT. COMPUT. 4 (1983), pp. 136-148.

3. Kathie L. Hiebert and Lawrence F. Shampine, Implicitly Defined Output Points for Solutions of ODE's, Sandia Report SAND80-0180, February, 1980.

Version History

5.1	Introduced
6.1	Added QUIET keyword

LU_COMPLEX

The LU_COMPLEX function solves an *n* by *n* complex linear system **Az = b** using LU decomposition. The result is an *n*-element complex vector *z*. Alternatively, LU_COMPLEX computes the generalized inverse of an *n* by *n* complex array.

This routine is written in the IDL language. Its source code can be found in the file `lu_complex.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = LU_COMPLEX(*A*, *B* [, /DOUBLE] [, /INVERSE] [, /SPARSE])

Return Value

The result is an *n* by *n* complex array.

Arguments

A

An *n* by *n* complex array.

B

An *n*-element right-hand side vector (real or complex).

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

INVERSE

Set this keyword to compute the generalized inverse of *A*. If INVERSE is specified, the input argument *B* is ignored.

SPARSE

Set this keyword to convert the input array to row-indexed sparse storage format. Computations are done using the iterative biconjugate gradient method. This

keyword is effective only when solving complex linear systems. This keyword has no effect when calculating the generalized inverse.

Examples

```
; Define a complex array A and right-side vector B:
A = [[COMPLEX(1, 0), COMPLEX(2,-2), COMPLEX(-3,1)], $
     [COMPLEX(1,-2), COMPLEX(2, 2), COMPLEX(1, 0)], $
     [COMPLEX(1, 1), COMPLEX(0, 1), COMPLEX(1, 5)]]
B =  [COMPLEX(1, 1), COMPLEX(3,-2), COMPLEX(1,-2)]

; Solve the complex linear system Az = b:
Z = LU_COMPLEX(A, B)
PRINT, 'Z:'
PRINT, Z

; Compute the inverse of the complex array A by supplying a scalar
; for B (in this example -1):
inv = LU_COMPLEX(A, B, /INVERSE)
PRINT, 'Inverse:'
PRINT, inv
```

IDL prints:

```
Z:
(     0.552267,      1.22818)(    -0.290371,    -0.600974)
(    -0.629824,    -0.340952)

Inverse:
(     0.261521,   -0.0303485)(    0.0138629,     0.329337)
(    -0.102660,    -0.168602)
(     0.102660,     0.168602)(    0.0340952,    -0.162982)
(     0.125890,   -0.0633196)
(   -0.0689397,    0.0108655)(   -0.0666916,   -0.0438366)
(     0.0614462,    -0.161858)
```

Version History

Pre 4.0	Introduced

See Also

CRAMER, CHOLSOL, GS_ITER, LUSOL, SVSOL, TRISOL, and "Sparse Arrays" (Chapter 9, *Using IDL*)

LUDC

The LUDC procedure replaces an *n* by *n* array, *A*, with the LU decomposition of a row-wise permutation of itself.

LUDC is based on the routine `ludcmp` described in section 2.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note
If you are working with complex inputs, use the LA_LUDC procedure instead.

Syntax

LUDC, *A*, *Index* [, /COLUMN] [, /DOUBLE] [, INTERCHANGES=*variable*]

Arguments

A

An *n* by *n* array of any type except string. Upon output, *A* is replaced with its LU decomposition.

Index

An output vector that records the row permutations which occurred as a result of partial pivoting.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

INTERCHANGES

An output variable that is set to positive 1 if the number of row interchanges was even, or to negative 1 if the number of interchanges was odd.

Examples

See the description of LUSOL for an example using this procedure.

Version History

4.0	Introduced

See Also

LA_LUDC, LUSOL

LUMPROVE

The LUMPROVE function uses LU decomposition to iteratively improve an approximate solution *X* of a set of *n* linear equations in *n* unknowns Ax = b.

LUMPROVE is based on the routine `mprove` described in section 2.5 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ──
If you are working with complex inputs, use the LA_LUMPROVE function instead.
──

Syntax

Result = LUMPROVE(*A*, *Alud*, *Index*, *B*, *X* [, /COLUMN] [, /DOUBLE])

Return Value

The result is a vector, whose type and length are identical to *X*, containing the improved solution.

Arguments

A

The *n* by *n* coefficient array of the linear system Ax = b.

Alud

The *n* by *n* LU decomposition of *A* created by the LUDC procedure.

Index

An input vector, created by the LUDC procedure, containing a record of the row permutations which occurred as a result of partial pivoting.

B

An *n*-element vector containing the right-hand side of the linear system Ax = b.

X

An *n*-element vector containing the approximate solution of the linear system
Ax = b.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column
vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

This example uses LUMPROVE to improve an approximate solution X to the linear
system Ax = B:

```
; Create coefficient array A:
A = [[ 2.0,  1.0,  1.0], $
     [ 4.0, -6.0,  0.0], $
     [-2.0,  7.0,  2.0]]

; Create a duplicate of A:
alud = A
; Define the right-hand side vector B:
B = [3.0, -8.0, 10.0]

; Begin with an estimated solution X:
X = [.89, 1.78, -0.88]

; Decompose the duplicate of A:
LUDC, alud, INDEX

; Compute an improved solution:
result = LUMPROVE(A, alud, INDEX, B, X)

; Print the result:
PRINT, result
```

IDL prints:

```
   1.00000 2.00000 -1.00000
```

This is the exact solution vector.

Version History

4.0	Introduced

See Also

GS_ITER, LA_LUMPROVE, LUDC

LUSOL

The LUSOL function is used in conjunction with the LUDC procedure to solve a set of *n* linear equations in *n* unknowns Ax = b. The parameter *A* is input not as the original array, but as its LU decomposition, created by the routine LUDC.

LUSOL is based on the routine `lubksb` described in section 2.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ———

If you are working with complex inputs, use the LA_LUSOL function instead.

——

Syntax

Result = LUSOL(*A*, *Index*, *B* [, /COLUMN] [, /DOUBLE])

Return Value

The result is an *n*-element vector whose type is identical to *A*.

Arguments

A

The *n* by *n* LU decomposition of an array created by the LUDC procedure.

Note ———

If LUSOL is complex then only the real part is used for the computation.

——

Index

An input vector, created by the LUDC procedure, containing a record of the row permutations which occurred as a result of partial pivoting.

B

An *n*-element vector containing the right-hand side of the linear system Ax = b.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

This example solves the linear system Ax = b using LU decomposition and back substitution:

```
; Define array A:
A = [[ 2.0,  1.0,  1.0], $
     [ 4.0, -6.0,  0.0], $
     [-2.0,  7.0,  2.0]]

; Define right-hand side vector B:
B = [3.0, -8.0, 10.0]

; Decompose A:
LUDC, A, INDEX

; Compute the solution using back substitution:
result = LUSOL(A, INDEX, B)

; Print the result:
PRINT, result
```

IDL prints:

```
   1.00000   2.00000  -1.00000
```

This is the exact solution vector.

Version History

Pre 4.0	Introduced

See Also

CHOLSOL, CRAMER, GS_ITER, LA_LUSOL, LU_COMPLEX, LUDC, SVSOL, TRISOL
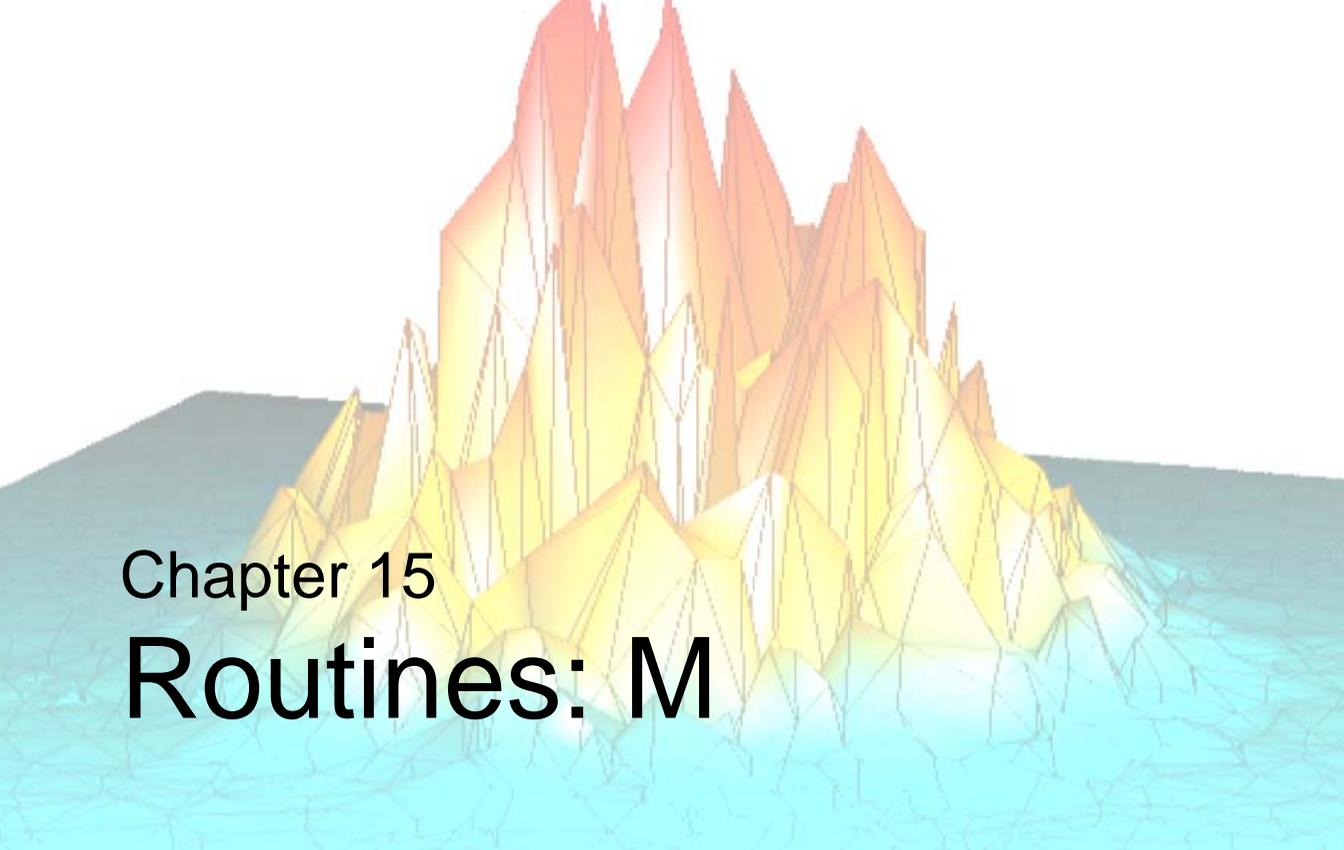
Chapter 15
Routines: M

M_CORRELATE

The M_CORRELATE function computes the multiple correlation coefficient of a dependent variable and two or more independent variables.

This routine is written in the IDL language. Its source code can be found in the file `m_correlate.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = M_CORRELATE(*X*, *Y* [, /DOUBLE])

Return Value

Returns the single or double-precision multiple correlation coefficient.

Arguments

X

An integer, single-, or double-precision floating-point array of *m*-columns and *n*-rows that specifies the independent variable data. The columns of this two dimensional array correspond to the *n*-element vectors of independent variable data.

Y

An *n*-element integer, single-, or double-precision floating-point vector that specifies the dependent variable data.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Example

```
PRO MCORRELATE_TEST

   ; Define the independent (X) and dependent (Y) data:
   X = [[0.477121, 2.0, 13.0], $
        [0.477121, 5.0, 6.0], $
        [0.301030, 5.0, 9.0], $
```

```
                      [0.000000, 7.0, 5.5], $
                      [0.602060, 3.0, 7.0], $
                      [0.698970, 2.0, 9.5], $
                      [0.301030, 2.0, 17.0], $
                      [0.477121, 5.0, 12.5], $
                      [0.698970, 2.0, 13.5], $
                      [0.000000, 3.0, 12.5], $
                      [0.602060, 4.0, 13.0], $
                      [0.301030, 6.0, 7.5], $
                      [0.301030, 2.0, 7.5], $
                      [0.698970, 3.0, 12.0], $
                      [0.000000, 4.0, 14.0], $
                      [0.698970, 6.0, 11.5], $
                      [0.301030, 2.0, 15.0], $
                      [0.602060, 6.0, 8.5], $
                      [0.477121, 7.0, 14.5], $
                      [0.000000, 5.0, 9.5]]
         Y = [97.682, 98.424, 101.435, 102.266, 97.067, 97.397, $
              99.481, 99.613, 96.901, 100.152, 98.797, 100.796, $
              98.750, 97.991, 100.007, 98.615, 100.225, 98.388, $
              98.937, 100.617]

         ; Compute the multiple correlation of Y on the first column of
         ; X. The result should be 0.798816.
         PRINT, 'Multiple correlation of Y on 1st column of X:'
         PRINT, M_CORRELATE(X[0,*], Y)

         ; Compute the multiple correlation of Y on the first two columns
         ; of X. The result should be 0.875872.
         PRINT, 'Multiple correlation of Y on 1st two columns of X:'
         PRINT, M_CORRELATE(X[0:1,*], Y)

         ; Compute the multiple correlation of Y on all columns of X. The
         ; result should be 0.877197.
         PRINT, 'Multiple correlation of Y on all columns of X:'
         PRINT, M_CORRELATE(X, Y)

      END
```

IDL prints:

```
Multiple correlation of Y on 1st column of X:
     0.798816
Multiple correlation of Y on 1st two columns of X:
     0.875872
Multiple correlation of Y on all columns of X:
     0.877196
```

Version History

4.0	Introduced

See Also

A_CORRELATE, CORRELATE, C_CORRELATE, P_CORRELATE, R_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

MACHAR

The MACHAR function determines and returns machine-specific parameters affecting floating-point arithmetic. Information is returned in the form of a structure with the fields listed in the "Return Value" section.

MACHAR is based on the routine machar described in section 20.1 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission. See that section for more details on and sample values of the various parameters returned.

Syntax

Result = MACHAR([, /DOUBLE])

Return Value

The following table lists the fields in the structure returned from the MACHAR function:

Field Name	Description
IBETA	The radix in which numbers are represented. A longword integer.
IT	The number of base-IBETA digits in the floating-point mantissa M. A longword integer.
IRND	A code in the range 0 – 5 giving information on what type of rounding is done and how underflow is handled. A longword integer.
NGRD	The number of "guard digits" used when truncating the product of two mantissas. A longword integer.
MACHEP	The exponent of the smallest power of IBETA that, added to 1.0, gives something different from 1.0. A longword integer.
NEGEP	The exponent of the smallest power of IBETA that, subtracted from 1.0, gives something different from 1.0. A longword integer.

Table 15-1: MACHAR Fields

Field Name	Description
IEXP	The number of bits in the exponent. A longword integer.
MINEXP	The smallest value of IBETA consistent with there being no leading zeros in the mantissa. A longword integer.
MAXEXP	The smallest positive value of IBETA that causes overflow. A longword integer.
EPS	The floating-point number $IBETA^{MACHEP}$, loosely referred to as the "floating-point precision."
EPSNEG	The floating-point number $IBETA^{NEGEP}$, which is another way of determining floating-point precision.
XMIN	The floating-point number $IBETA^{MINEXP}$, generally the magnitude of the smallest usable floating-point value.
XMAX	The largest usable floating-point value, defined as the number $(1\text{-}EPSNEG)\text{x}IBETA^{MAXEXP}$.

Table 15-1: MACHAR Fields (Continued)

Arguments

None

Keywords

DOUBLE

The information returned is normally for single-precision floating-point arithmetic. Specify DOUBLE to see double-precision information.

Version History

4.0	Introduced

See Also

CHECK_MATH, "!VALUES" on page 5492, and "Special Floating-Point Values" (Chapter 8, *Application Programming*).

MAKE_ARRAY

The MAKE_ARRAY function enables you to dynamically create an array whose characteristics are not known until run time.

Syntax

Result = MAKE_ARRAY (*[D₁ [, ..., D₈]]* [, /BYTE | , /COMPLEX | , /DCOMPLEX | , /DOUBLE | , /FLOAT | , /INTEGER | , /L64 | , /LONG | , /OBJ, | , /PTR | , /STRING | , /UINT | , /UL64 | , /ULONG] [, DIMENSION=*vector*] [, /INDEX] [, /NOZERO] [, SIZE=*vector*] [, TYPE=*type_code*] [, VALUE=*value*])

Return Value

Returns an array of the specified type, dimensions, and initialization.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

The D_i arguments are optional if the dimensions of the result are specified using the DIMENSION keyword. Note that you should supply either the D_i arguments or a value for the DIMENSION keyword, but not both.

Keywords

BYTE

Set this keyword to create a byte array.

COMPLEX

Set this keyword to create a complex, single-precision, floating-point array.

DCOMPLEX

Set this keyword to create a complex, double-precision, floating-point array.

DIMENSION

An array of up to eight scalar elements, specifying the dimensions of the result. Note that you should supply either the D_i arguments or a value for the DIMENSION keyword, but not both.

DOUBLE

Set this keyword to create a double-precision, floating-point array.

FLOAT

Set this keyword to create a single-precision, floating-point array.

L64

Set this keyword to create a 64-bit integer array.

INDEX

Set this keyword to initialize the array with each element set to the value of its one-dimensional subscript.

INTEGER

Set this keyword to create an integer array.

LONG

Set this keyword to create a longword integer array.

NOZERO

Set this keyword to prevent the initialization of the array. Normally, each element of the resulting array is set to zero.

OBJ

Set this keyword to create an object reference array.

PTR

Set this keyword to create a pointer array.

SIZE

A size vector specifying the type and dimensions of the result. The format of a size vector is given in the description of the SIZE function.

STRING

Set this keyword to create a string array.

TYPE

The type code to set the type of the result. See "IDL Type Codes and Names" on page 2277 for a list of IDL type codes.

Note

All type code values except for TYPE=8 (structures) are valid. To create an array of structures, use the REPLICATE function.

UINT

Set this keyword to create an unsigned integer array.

UL64

Set this keyword to create an unsigned 64-bit integer array.

ULONG

Set this keyword to create an unsigned longword integer array.

VALUE

The value to initialize each element of the resulting array. VALUE can be a scalar of any type including structure types. The result type is taken from VALUE unless one of the other keywords that specify a type is also set. In that case, VALUE is converted to the type specified by the other keyword prior to initializing the resulting array.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established

by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create a 3-element by 4-element integer array with each element set to the value 5, enter:

```
M = MAKE_ARRAY(3, 4, /INTEGER, VALUE = 5)
```

Version History

4.0	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, REPLICATE, STRARR, UINTARR, ULON64ARR, ULONARR

MAKE_DLL

The MAKE_DLL procedure builds a sharable library from C language code which is suitable for use by IDL's dynamic linking features such as CALL_EXTERNAL, LINKIMAGE, and dynamically loadable modules (DLMs). MAKE_DLL reduces the complexity of building sharable libraries by providing a stable cross-platform method for the user to describe the desired library, and issuing the necessary operating system commands to build the library.

Although MAKE_DLL is very convenient, it is not intended for use as a general purpose compiler. Instead, MAKE_DLL is specifically targeted to solving the most common IDL dynamic linking problem: building a sharable library from C language source files that are usable by IDL. Because of this, the following requirements apply:

- You must have a C compiler installed on your system. It is easiest to use the compiler used to build IDL, because MAKE_DLL already knows how to use that compiler without any additional configuring. To determine which compiler was used, query the !MAKE_DLL system variable with a print statement such as the following:

      PRINT, !MAKE_DLL.COMPILER_NAME

- MAKE_DLL only compiles programs written in the C language; it does not understand Fortran, C++, or any other languages.

- MAKE_DLL provides only the functionality necessary to build C code intended to be linked with IDL. Not every possible option supported by the C compiler or system linker is addressed, only those commonly needed by IDL-related C code.

MAKE_DLL solves the most common IDL-centric problem of linking C code with IDL. To do more than this or to use a different language requires a system-specific building process (*e.g.* make files or projects).

Syntax

MAKE_DLL, *InputFiles* [, *OutputFile*], *ExportedRoutineNames* [, CC=*string*]
    [, COMPILE_DIRECTORY=*path*] [, DLL_PATH=*variable*]
    [, EXPORTED_DATA=*string*] [, EXTRA_CFLAGS=*string*]
    [, EXTRA_LFLAGS=*string*] [, INPUT_DIRECTORY=*path*] [, LD=*string*]
    [, /NOCLEANUP] [, OUTPUT_DIRECTORY=*path*] [, /REUSE_EXISTING]
    [, /SHOW_ALL_OUTPUT] [, /VERBOSE]

Arguments

InputFiles

A string (scalar or array) giving the names of the input C program files to be compiled by MAKE_DLL. These names should not include any directory path information or the `.c` suffix, they are simply the base file names.

The input directory is specified using the INPUT_DIRECTORY keyword, and the `.c` file suffix is assumed.

OutputFile

The base name of the resulting sharable library. This name should not include any directory path information or the sharable library suffix, which differs between platforms (for example: `.so`, `.a`, `.sl`, `.exe`, `.dll`).

The output directory can be specified using the OUTPUT_DIRECTORY keyword.

If the *OutputFile* argument is omitted, the first name given by *InputFile* is used as the base name of output file.

ExportedRoutineNames

A string (scalar or array) specifying the names of the routines to be exported (i.e., that are visible for linking) from the resulting sharable library.

Keywords

CC

If present, a template string to use in generating the C compiler commands to compile *InputFiles*. If CC is not specified, the value given by the !MAKE_DLL.CC system variable is used by default. See the discussion of !MAKE_DLL for a description of how to write the format string for CC.

COMPILE_DIRECTORY

To build a sharable library, MAKE_DLL requires a place to create the necessary intermediate files and possibly the final library itself. If COMPILE_DIRECTORY is specified, the directory specified is used. If COMPILE_DIRECTORY is not specified, the directory given by the !MAKE_DLL.COMPILE_DIRECTORY system variable is used.

DLL_PATH

If present, the name of a variable to receive the complete file path for the newly created sharable library. The location of the resulting sharable library depends on the setting of the OUTPUT_DIRECTORY or COMPILE_DIRECTORY keywords as well as the !MAKE_DLL.COMPILE_DIRECTORY system variable, and different platforms use different file suffixes to indicate sharable libraries. Use of the DLL_PATH keyword makes it possible to determine the resulting file path in a simple and portable manner.

EXPORTED_DATA

A string (scalar or array) containing the names of variables to be exported (i.e., are visible for linking) from the resulting sharable library.

EXTRA_CFLAGS

If present, a string supplying extra options for the command used to execute the C compiler to compile the files given by *InputFiles*. This keyword is frequently used to specify header file include directories. This text is inserted in place of the %X format code in the compile string. See the discussion of the CC keyword and !MAKE_DLL.CC system variable for more information.

EXTRA_LFLAGS

If present, a string supplying extra options for the command used to execute the linker when combining the object files to produce the sharable library. This keyword is frequently used to specify libraries to be included in the link, and is inserted in place of the %X format code in the linker string. See the discussion of the LD keyword and !MAKE_DLL.LD system variable for more information.

INPUT_DIRECTORY

If present, the path to the directory containing the source C files listed in *InputFiles*. If INPUT_DIRECTORY is not specified, the directory given by COMPILE_DIRECTORY is assumed to contain the files.

LD

If present, a template string to use when generating the linker command to generate the resulting sharable library. If LD is not specified, the value given by the !MAKE_DLL.LD system variable is used by default. See the discussion of !MAKE_DLL for a description of how to write the format string for LD.

NOCLEANUP

To produce a sharable library, MAKE_DLL produces several intermediate files:

1. A shell script (UNIX) or batch file (Windows) that is then executed via SPAWN to build the library.

2. A linker options file. This file is used to control the linker. MAKE_DLL uses it to cause the routines given by the *ExportedRoutineNames* argument (and EXPORTED_DATA keyword) to be exported from the resulting sharable library. The general platform terminology is shown below.

Platform	Linker Options File Terminology
UNIX	export file, or linker map file
Windows	a `.DEF` file

Table 15-2: Platform Terminology for Linker Options File

3. Object files, resulting from compiling the source C files given by the *InputFiles* argument.

4. A log file that captures the output from executing the script, and which can be used for debugging in case of error.

By default, MAKE_DLL deletes all of these intermediate files once the sharable library has been successfully built. Setting the NOCLEANUP keyword prevents MAKE_DLL from removing them.

Note ———————————————————————

Set the NOCLEANUP keyword (possibly in conjunction with VERBOSE) for troubleshooting, or to read the files for additional information on how MAKE_DLL works.

OUTPUT_DIRECTORY

By default, MAKE_DLL creates the resulting sharable library in the compile directory specified by the COMPILE_DIRECTORY keyword or the !MAKE_DLL.COMPILE_DIRECTORY system variable. The OUTPUT_DIRECTORY keyword can be used to override this and explicitly specify where the library file should go.

REUSE_EXISTING

If this keyword is set, and the sharable library file specified by *OutputFile* already exists, MAKE_DLL returns without building the sharable library again. Use this keyword in situations where you wish to ensure that a library exists, but only want to build it if it does not. Combining the REUSE_EXISTING and DLL_PATH keywords allows you to get a path to the library in a platform independent manner, building the library only if necessary.

SHOW_ALL_OUTPUT

MAKE_DLL normally produces no output unless an error prevents successful building of the sharable library. Set SHOW_ALL_OUTPUT to see all output produced by the spawned process building the library.

VERBOSE

If set, VERBOSE causes MAKE_DLL to issue informational messages as it carries out the task of building the sharable library. These messages include information on the intermediate files created to build the library and how they are used.

Examples

Example 1: Testmodule DLM

The IDL distribution contains an example of a simple DLM (dynamically loadable module) in the `external/dlm` subdirectory. This example consists of a single C source file, and the desired sharable library exports a single function called IDL_Load. The following MAKE_DLL statement builds this sharable library, leaving the resulting file in the directory given by !MAKE_DLL.COMPILE_DIRECTORY:

```
; Locate the source file:
INDIR = FILEPATH('', SUBDIRECTORY=['external', 'dlm'])
; Build the sharable library:
MAKE_DLL, 'testmodule', 'IDL_Load', INPUT_DIRECTORY=INDIR
```

Example 2: Using GCC

IDL is built with the standard vendor-supported C compiler in order to get maximum integration with the target system. MAKE_DLL assumes that you have the same compiler installed on your system and its defaults are targeted to use it. To use other compilers, you tell MAKE_DLL how to use them.

For example, many IDL users have the gcc compiler installed on their systems. This example (tested under 32-bit Solaris 7 using gcc 2.95.2) shows how to use gcc to build the testmodule sharable library from the previous example:

```
; We need the include directory for the IDL export.h header
; file. One way to get this is to extract it from the
; !MAKE_DLL system variable using the STREGEX function
INCLUDE=STREGEX(!MAKE_DLL.CC, '-I[^ ]+', /EXTRACT)
; Locate the source file
INDIR = FILEPATH('', SUBDIRECTORY=['external', 'dlm'])
; Build the sharable library, using the CC keyword to specify gcc:
MAKE_DLL, 'testmodule', 'IDL_Load', INPUT_DIRECTORY=INDIR, $
    CC='gcc -c -fPIC '+ INCLUDE + '%C -o %O'
```

Version History

5.4	Introduced
5.6	Added REUSE_EXISTING keyword
Pre 6.1	Deprecated VAX_FLOAT keyword

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

!MAKE_DLL

MAKE_RT

The MAKE_RT procedure creates a stand-alone IDL runtime distribution for one or more platforms. In addition to the IDL binary and resource files required to execute an IDL program in runtime mode, MAKE_RT creates platform-specific launching scripts that allow an end-user to easily launch a runtime application.

MAKE_RT creates a runtime distribution for the specified platforms by copying files from an installed IDL distribution. If the files for the specified platforms are not available in the local IDL installation, you can use the IDLDIR keyword to specify another installation location from which files should be copied.

For further discussion of how MAKE_RT creates a runtime distribution, read the following sections:

- How MAKE_RT Builds its Manifest

- Application Launchers

- Working with the manifest_rt.txt File

This routine is written in the IDL language. Its source code can be found in the file make_rt.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

MAKE_RT, *Appname*, *Outdir*, [, IDLDIR=*path*] [, LOGFILE=*path*]
   [, MANIFEST=*path*] [, SAVEFILE=*path*] [, /VM | /EMBEDDED]
   [, /DATAMINER] [, /DICOMEX] [, /HIRES_MAPS] [, /IDL_ASSISTANT]
   [, /LIN32] [, /LIN64] [, /MACINT32] [, /MACPPC32] [, /SUN32] [, /SUN64]
   [, /WIN32] [, /WIN64]

Arguments

Appname

A string specifying the name of the application. An *Appname* directory will be created in the *Outdir* directory, and launch scripts (if any) will be renamed using *Appname* as the base.

Outdir

A string specifying the full path of the directory where the runtime distribution should be created. *Outdir* must exist; a directory named *Appname* will be created in *Outdir* to contain the distribution.

Keywords

EMBEDDED

Set this keyword to modify the launch scripts so that the application specified by the SAVEFILE keyword is always invoked in embedded license mode. By default, IDL will attempt to run the application in Runtime mode. See "Embedded Licensing" (Chapter 23, *Application Programming*) for details on embedded licensing.

Note

If this keyword is set, the VM keyword is ignored.

IDLDIR

Set this keyword equal to the full path to the IDL installation directory from which files should be copied. If this keyword is not specified, files are copied from the directory specified by the !DIR system variable.

This keyword may be useful if you are creating a multi-platform runtime distribution, and installation directories for all of the required platforms are available on a single network.

LOGFILE

Set this keyword equal to the full path name of the file that will contain log results produced while creating the runtime distribution. If this keyword is not specified, a file named `log.txt` is created in the *Outdir/Appname* directory.

MANIFEST

Set this keyword equal to the full path to the manifest file specifying the files to be copied into the runtime distribution. If this keyword is not specified, `!DIR/bin/make_rt/manifest_rt.txt` will be used.

SAVEFILE

Set this keyword equal to the full path to the IDL SAVE file that contains your IDL application. The SAVE file is copied into the *Outdir/Appname* directory, and launch

scripts are modified to invoke this file. If this keyword is not set, no SAVE file is copied and launch scripts are not created.

VM

Set this keyword to modify the launch scripts so that the application specified by the SAVEFILE keyword is always invoked in Virtual Machine mode. By default, IDL will attempt to run the application in Runtime mode. See "What Is a Virtual Machine Application?" (Chapter 24, *Application Programming*) for information on the Virtual Machine, or "Runtime Licensing" (Chapter 23, *Application Programming*) for details on runtime licensing.

Note ───
This keyword is ignored if the EMBEDDED keyword is set.

───

Feature Keywords

DATAMINER

Set this keyword to include support for the IDL Dataminer. Note that the Dataminer is a licensed feature, which means that end-users must have a Dataminer license available to use Dataminer features.

If your application uses the Dataminer, you may need to perform some additional configuration. See "Incorporating the IDL DataMiner" (Chapter 26, *Application Programming*).

DICOMEX

Set this keyword to include support for the IDLffDicomEx object. Note that the IDLffDicomEx functionality is a licensed feature, which means that end-users must have a DicomEx license available to use the IDLffDicomEx object.

Note ───
The IDLffDicom object is included along with IDL, and will run with a regular IDL license and in the IDL Virtual Machine. If your application uses IDLffDicom rather than IDLffDicomEx, you do not need to set this keyword.

───

HIRES_MAPS

Set this keyword to include the high-resolution maps from your runtime distribution. IDL's high-resolution map files consume about 45 megabytes of disk space, and are not included in a runtime distribution by default.

IDL_ASSISTANT

Set this keyword to include the IDL Assistant help viewer. The IDL Assistant was IDL's standard help viewer in IDL 6.2 through 6.4; if your application uses a help system created for IDL Assistant (that is, if it includes a `.adp` file), you will want to include the IDL Assistant help viewer.

Note ───

Use of the standard IDL online help system in runtime applications is not supported in IDL 7.0. This may change in a future release.
──

Platform Keywords

If any of the following platform keywords are set, distributions for the specified platforms are created. If none of the platform keywords are set, a distribution that matches the platform on which IDL is currently running is created.

LIN32

Create a 32-bit Linux distribution.

LIN64

Create a 64-bit Linux distribution.

MACINT32

Create a distribution for Intel-based Macintoshes.

MACPPC32

Create a distribution for PowerPC-based Macintoshes.

SUN32

Create a 32-bit Solaris distribution.

SUN64

Create a 64-bit Solaris distribution.

WIN32

Create a 32-bit Windows distribution.

WIN64

Create a 64-bit Windows distribution.

How MAKE_RT Builds its Manifest

The list of files to be copied (known as the *manifest*) is constructed at the time MAKE_RT runs using the following process:

1. MAKE_RT reads the contents of the specified manifest file. If no manifest file is specified, MAKE_RT uses the manifest_rt.txt file located in the bin/make_rt subdirectory of the IDL distribution.

2. Entries in the manifest file that begin with the IDL comment character (the semicolon) are discarded.

3. Entries for platforms that are not specifically selected via the Platform Keywords are discarded. (If no platforms are specified by keyword, a distribution is created for the platform on which the MAKE_RT routine is running.)

4. Entries for optional features that are not specifically selected via the Feature Keywords are discarded.

Once the manifest_rt.txt file has been trimmed according to these rules, the files are copied to *Outdir*.

Application Launchers

If you include the SAVEFILE keyword in a call to MAKE_RT, the procedure will generate a *launch script* for each platform specified. Launch scripts are small programs that invoke IDL in Runtime or Virtual Machine mode, loading the SAVE file you specify to run the application.

The launch scripts generated by MAKE_RT are based on generic scripts located in the *IDL_DIR*/bin/make_rt directory (where *IDL_DIR* is the IDL installation directory). For more on configuring and using the application launch scripts, see "Runtime Application Launch Scripts" (Chapter 26, *Application Programming*).

Working with the manifest_rt.txt File

The default manifest_rt.txt file contains entries for all of the files necessary to create a runtime IDL distribution for all supported platforms. In most cases, you can use the manifest_rt.txt file without modification, and the MAKE_RT procedure will select the appropriate files to build the distribution you specify. If you need to

modify the list of files copied to your runtime distribution, you can create a custom manifest file. See "Working with the manifest_rt.txt File" (Chapter 26, *Application Programming*) for additional details.

Example

Suppose you have a multi-platform UNIX installation, and wish to create a runtime distribution that runs on Macintosh OS X and 32-bit Linux. The following command will create a runtime distribution in the /home/dave/myApp directory, generating Macintosh and Linux scripts that launch IDL in Virtual Machine mode and load the file myapp.sav:

```
MAKE_RT, 'myApp', '/home/dave', SAVEFILE='myapp.sav', /VM, $
    /MACINT32, /MACPPC32, /LIN32
```

For additional details on calling MAKE_RT, see "Creating a Distribution Using MAKE_RT" (Chapter 26, *Application Programming*).

Version History

7.0	Introduced

See Also

"Creating a Runtime Distribution" (Chapter 26, *Application Programming*)

MAP_2POINTS

The MAP_2POINTS function returns parameters such as distance, azimuth, and path relating to the great circle or rhumb line connecting two points on a sphere.

This routine is written in the IDL language. Its source code can be found in the file `map_2points.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = MAP_2POINTS(*lon0*, *lat0*, *lon1*, *lat1* [, DPATH=*value* | , /METERS |
   , /MILES | , NPATH=*integer*{2 or greater} | , /PARAMETERS |
   , RADIANS=*value*] [, /RADIUS] [, /RHUMB])

Return Value

This function returns a two-element vector containing the distance and azimuth of the great circle or rhumb line connecting the two points, P0 to P1, in the specified angular units, unless one or more of the keywords NPATH, DPATH, METERS, MILES, PARAMETERS, or RADIUS is specified. See the keyword descriptions for the return value associated with each of these keywords.

If MILES, METERS, or RADIUS is not set, distances are angular distance, from 0 to 180 degrees (or 0 to !DPI if the RADIANS keyword is set). Azimuth is measured in degrees or radians, east of north.

Arguments

Lon0, Lat0

Longitude and latitude of the first point, P0.

Lon1, Lat1

Longitude and latitude of the second point, P1.

Keywords

DPATH

Set this keyword to a value specifying the maximum angular distance between the points on the path in the prevalent units, degrees or radians.

METERS

Set this keyword to return the distance between the two points in meters, calculated using the Clarke 1866 equatorial radius of the earth.

MILES

Set this keyword to return the distance between the two points in miles, calculated using the Clarke 1866 equatorial radius of the earth.

NPATH

Set this keyword to a value specifying the number of points to return. If this keyword is set, the function returns a (2, NPATH) array containing the longitude/latitude of the points on the great circle or rhumb line connecting P0 and P1. For a great circle, the points will be evenly spaced in distance, while for a rhumb line, the points will be evenly spaced in longitude.

Note

This keyword must be set to an integer of 2 or greater.

PARAMETERS

Set this keyword to return the parameters determining the great circle connecting the two points, [sin(c), cos(c), sin(az), cos(az)], where c is the great circle angular distance, and az is the azimuth of the great circle at P0, in degrees east of north.

RADIANS

Set this keyword if inputs and angular outputs are to be specified in radians. The default is degrees.

RADIUS

Set this keyword to a value specifying the radius of the sphere to be used to calculate the distance between the two points. If this keyword is specified, the function returns the distance between the two points calculated using the given radius.

RHUMB

Set this keyword to return the distance and azimuth of the rhumb line connecting the two points, P0 to P1. The default is to return the distance and azimuth of the great circle connecting the two points. A rhumb line is the line of constant direction connecting two points.

Examples

The following examples use the geocoordinates of two points, Boulder and London:

```
B = [ -105.19, 40.02]    ;Longitude, latitude in degrees.
L = [ -0.07,   51.30]
```

Example 1

Print the angular distance and azimuth, from B, of the great circle connecting the two points:

```
PRINT, MAP_2POINTS(B[0], B[1], L[0], L[1])
```

IDL prints 67.854333   40.667833

Example 2

Print the angular distance and course (azimuth), connecting the two points:

```
PRINT, MAP_2POINTS(B[0], B[1], L[0], L[1],/RHUMB)
```

IDL prints 73.966283   81.228057

Example 3

Print the distance in miles between the two points:

```
PRINT, MAP_2POINTS(B[0], B[1], L[0], L[1],/MILES)
```

IDL prints 4693.5845

Example 4

Print the distance in miles along the rhumb line connecting the two points:

```
PRINT, MAP_2POINTS(B[0], B[1], L[0], L[1], /MILES, /RHUMB)
```

IDL prints 5116.3571

Example 5

Display a map containing the two points, and annotate the map with both the great circle and the rhumb line path between the points, drawn at one degree increments:

```
MAP_SET, /MOLLWEIDE, 40,-50, /GRID, SCALE=75e6,/CONTINENTS
PLOTS, MAP_2POINTS(B[0], B[1], L[0], L[1],/RHUMB, DPATH=1)
PLOTS, MAP_2POINTS(B[0], B[1], L[0], L[1],DPATH=1)
```

This displays the following map:
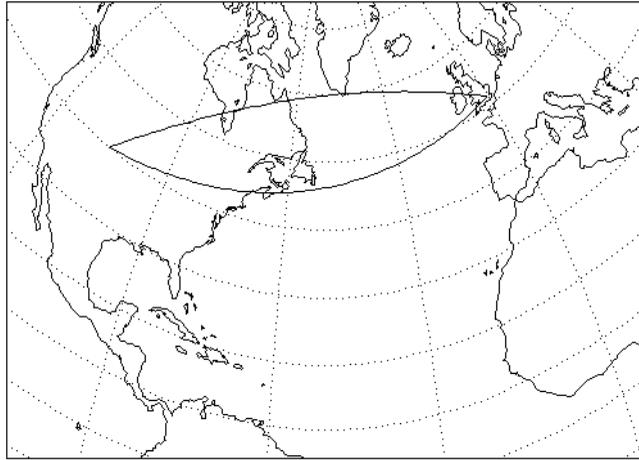
Figure 15-1: Map annotated with great circle and rhumb line path between Boulder and London, drawn at one degree increments.

Version History

5.4	Introduced

See Also

MAP_SET

MAP_CONTINENTS

The MAP_CONTINENTS procedure draws continental boundaries, filled continents, political boundaries, coastlines, and/or rivers, over a map projection. Outlines can be drawn in low or high-resolution (if the optional high-resolution CIA World Map database is installed). If MAP_CONTINENTS is called without any keywords, it draws low-resolution, unfilled continent outlines.

The MAP_STRUCTURE keyword can be used to draw directly to UV (Cartesian) coordinates. Otherwise, MAP_SET must be called before MAP_CONTINENTS to establish the projection type, the center of the projection, polar rotation and geographic limits.

Syntax

MAP_CONTINENTS [, /COASTS] [, COLOR=*index*] [, /CONTINENTS]
   [, /COUNTRIES] [,FILL_CONTINENTS={1 | 2}[, ORIENTATION=*value*]]
   [, /HIRES] [, LIMIT=*vector*] [, MAP_STRUCTURE=*structure*]
   [, MLINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, MLINETHICK=*value*] [, /RIVERS]
   [, SPACING=*centimeters*] [, /USA]

Graphics Keywords: [, /T3D] [, ZVALUE=*value*{0 to 1}]

Keywords

COASTS

Set this keyword to draw coastlines, islands, and lakes instead of the default continent outlines. Note that if you are using the low-resolution map database (if the HIRES keyword is *not* set), many islands are drawn even when COASTS is not set. If you are using the high-resolution map database (if the HIRES keyword *is* set), no islands are drawn unless COASTS is set.

COLOR

Set this keyword to the color index of the lines being drawn.

CONTINENTS

Set this keyword to plot the continental boundaries. This is the default, unless COASTS, COUNTRIES, RIVERS and/or USA is set.

Note ───

If you are using the low-resolution map database (if the HIRES keyword is *not* set), outlines for continents, islands, and lakes are drawn when the CONTINENTS keyword is set. If you are using the high-resolution map database (if the HIRES keyword *is* set), only continental outlines are drawn when the CONTINENTS keyword is set. To draw islands and lakes when using the high-resolution map database, use the COASTS keyword.

───

Note ───

If you are using the USA and CONTINENTS keywords in conjunction to map the outline of each state in the United States onto an existing outline of the continent, you may see discrepancies in the coastline. This is due to the fact that the two outlines are derived from different databases (the USA keyword uses a geographical database, and the CONTINENTS keyword uses a geological database).

───

COUNTRIES

Set this keyword to draw political boundaries as of 1993.

FILL_CONTINENTS

Set this keyword to 1 to fill continent boundaries with a solid color. The color is set by the COLOR keyword. Set this keyword to 2 to fill continent boundaries with a line fill. For line filling, the COLOR, MLINESTYLE, MLINETHICK, ORIENTATION, and SPACING keywords can be used to control the type of line fill.

Note ───

When using this keyword in conjunction with the HIRES keyword, lakes on continents will be filled and islands will not be filled.

───

HIRES

Set this keyword to use high-resolution map data instead of the default low-resolution data. This option is only available if you have installed the optional high-resolution map datasets. If the high-resolution data is not available, a warning is printed and the low-resolution data is used instead.

This keyword can be used in conjunction with the COASTS, COUNTRIES, FILL_CONTINENTS, and RIVERS keywords.

LIMIT

Set this keyword to a four-element vector [Lat_{min}, Lon_{min}, Lat_{max}, Lon_{max}] to only plot continents that pass through the LIMIT rectangle. The points (Lat_{min}, Lon_{min}) and (Lat_{max}, Lon_{max}) are the latitudes and longitudes of two points diagonal from each other on the region's boundary. The default is to use the limits from the current map projection.

Note

Line segments for continents which extend outside of the LIMIT rectangle will still be plotted.

MAP_STRUCTURE

Set this keyword to a !MAP structure, as returned from MAP_PROJ_INIT. If this keyword is set, the !MAP system variable is ignored, and the polygons and polylines are drawn using UV (Cartesian) coordinates.

MLINESTYLE

The line style of the boundaries being drawn. Linestyles are described in the table below. The default is 0 for solid.

Index	Linestyle
0	Solid
1	Dotted
2	Dashed
3	Dash Dot
4	Dash Dot
5	Long Dashes

Table 15-3: IDL Linestyles

MLINETHICK

The thickness of the boundary or fill lines. The default thickness is 1.

ORIENTATION

Set this keyword to the counterclockwise angle in degrees from horizontal that the line fill should be drawn. The default is 0. This keyword only has effect if the FILL_CONTINENTS keyword is set to 2.

RIVERS

Set this keyword to draw rivers.

SPACING

Set this keyword to the spacing, in centimeters, for a line fill. This keyword only has effect if the FILL_CONTINENTS keyword is set to 2. The default is 0.5 centimeters.

USA

Set this keyword to draw borders for each state in the United States in addition to continental boundaries.

Note

If you are using the USA and CONTINENTS keywords in conjunction to map the outline of each state in the United States onto an existing outline of the continent, you may see discrepancies in the coastline. This is due to the fact that the two outlines are derived from different databases (the USA keyword uses a geographical database, and the CONTINENTS keyword uses a geological database).

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

T3D, ZVALUE

Examples

The following example demonstrates the use of map outlines to embellish a map projection:

```
; Handle TrueColor displays:
DEVICE, DECOMPOSED=0

; Load discrete color table:
tek_color
```

```
; Match color indices to colors we want to use:
black=0 & white=1 & red=2
green=3 & dk_blue=4 & lt_blue=5

; Set up an orthographic projection centered over the north
; Atlantic.Fill the hemisphere with dark blue. Specify black
; gridlines:
MAP_SET,  /ORTHO, 40, -30, 23, /ISOTROPIC, $
   /HORIZON, E_HORIZON={FILL:1, COLOR:dk_blue}, $
   /GRID, COLOR=black

; Fill the continent boundaries with solid white:
MAP_CONTINENTS, /FILL_CONTINENTS, COLOR=white

; Overplot coastline data:
MAP_CONTINENTS, /COASTS, COLOR=black

; Add rivers, in light blue:
MAP_CONTINENTS, /RIVERS, COLOR=lt_blue

; Show national borders:
MAP_CONTINENTS, /COUNTRIES, COLOR=red, MLINETHICK=2
```

The following example uses the MAP_STRUCTURE keyword to map the continents
in UV (Cartesian) coordinates, without having to set up a !MAP transform using
MAP_SET.

```
; GCTP Polar stereographic projection
mapStruct = MAP_PROJ_INIT(106, LIMIT=[0,-180,90,180], $
   CENTER_LATITUDE=90)

; Create a plot window using the UV Cartesian range.
PLOT, mapStruct.uv_box[[0,2]],mapStruct.uv_box[[1,3]], $
   /NODATA, /ISOTROPIC, XSTYLE=1, YSTYLE=1

MAP_CONTINENTS, MAP_STRUCTURE=mapStruct
MAP_GRID, MAP_STRUCTURE=mapStruct
```

Version History

Pre 4.0	Introduced
6.1	Added MAP_STRUCTURE keyword

See Also

MAP_GRID, MAP_IMAGE, MAP_PATCH, MAP_PROJ_INIT, MAP_SET

MAP_GRID

The MAP_GRID procedure draws the graticule of parallels and meridians (grid lines) over a map projection.

The MAP_STRUCTURE keyword may be used to draw directly to UV (Cartesian) coordinates. Otherwise, MAP_SET must be called before MAP_GRID to establish the projection type, the center of the projection, polar rotation and geographical limits.

Syntax

MAP_GRID [, /BOX_AXES | [, CLIP_TEXT=0] [, LATALIGN=*value*{0.0 to 1.0}]
   [, LONALIGN=*value*{0.0 to 1.0}] [, LATLAB=*longitude*] [, LONLAB=*latitude*]
   [, ORIENTATION=*clockwise_degrees_from_horiz*]]
   [, CHARSIZE=*value*] [, COLOR=*index*] [, /FILL_HORIZON]
   [, GLINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, GLINETHICK=*value*] [, /HORIZON]
   [, INCREMENT=*value*] [, LABEL=*n*{label_every_*n*th_gridline}]
   [, LATDEL=*degrees*] [, LATNAMES=*array*, LATS=*vector*]
   [, LONDEL=*degrees*] [, LONNAMES=*array*, LONS=*vector*]
   [, MAP_STRUCTURE=*structure*] [, /NO_GRID]

Graphics Keywords: [, /T3D] [, ZVALUE=*value*{0 to 1}]

Keywords

BOX_AXES

Set this keyword to create box-style axes for map plots where the parallels intersect the sides, and the meridians intersect the bottom and top edges of the box.

Warning
If a device (or hardware) font is in use, the labels generated by this keyword may appear incorrectly. Consider using TrueType or vector fonts instead.

CHARSIZE

Set this keyword to the size of the characters used for the labels. The default is 1.

Warning ───

> If a device (or hardware) font is in use, this keyword will have no effect. Use the
> FONTSIZE keyword to the DEVICE procedure to specify character size when
> using hardware fonts.

───

CLIP_TEXT

Set this keyword to a zero value to turn off clipping of text labels. By default, text
labels are clipped. This keyword is ignored if the BOX_AXES keyword is set.

COLOR

Set this keyword to the color index for the grid lines.

FILL_HORIZON

Set this keyword to fill the current map_horizon.

GLINESTYLE

If set, the line style used to draw the grid of parallels and meridians. See
"LINESTYLE" on page 5468 for a list of available linestyles. The default index is 1,
drawing a dotted line.

GLINETHICK

Set this keyword to the thickness of the grid lines. Default is 1.

HORIZON

Set this keyword to draw the current map horizon.

INCREMENT

Set this keyword to the spacing between graticle points.

LABEL

Set this keyword to label the parallels and meridians with their corresponding
latitudes and longitudes. Setting this keyword to an integer will cause every LABEL
gridline to be labeled (that is, if LABEL=3 then every third gridline will be labeled).
The starting point for determining which gridlines are labeled is the minimum
latitude or longitude (-180 to 180), unless the LATS or LONS keyword is set to a
single value. In this case, the starting point is the value of LATS or LONS.

LATALIGN

This keyword controls the alignment of the text baseline for latitude labels. A value of 0.0 left justifies the label, 1.0 right justifies it, and 0.5 centers it. This keyword is ignored if the BOX_AXES keyword is set.

LATDEL

Set this keyword equal to the spacing (in degrees) between parallels of latitude in the grid. If this keyword is not set, a suitable value is determined from the current map projection.

LATLAB

The longitude at which to place latitude labels. The default is the center longitude on the map. This keyword is ignored if the BOX_AXES keyword is set.

LATNAMES

Set this keyword equal to an array specifying the names to be used for the latitude labels. By default, this array is automatically generated in units of degrees. The LATNAMES array can be either type string or any single numeric type, but should not be of mixed type.

When LATNAMES is specified, the LATS keyword must also be specified. The number of elements in the two arrays need not be equal. If there are more elements in the LATNAMES array than in the LATS array, the extra LATNAMES are ignored. If there are more elements in the LATS array than in the LATNAMES array, labels in degrees will be automatically provided for the missing latitude labels.

The LATNAMES keyword can be also used when the LATS keyword is set to a single value. It this case, the first label supplied will be used at the specified latitude; subsequent names will be placed at the next latitude line to the north, wrapping around the globe if appropriate. Caution should be used when using LATNAMES in conjunction with a single LATS value, since the number of visible latitude gridlines is dependent on many factors.

LATS

Set this keyword equal to a one or more element vector of latitudes for which lines will be drawn (and optionally labeled). If LATS is omitted, appropriate latitudes will be generated based on the value of the (optional) LATDEL keyword. If LATS is set to

a single value, that latitude and a series of automatically generated latitudes will be drawn (and optionally labeled). Automatically generated latitudes have the values:

```
[...,LATS-LATDEL,LATS,LATS+LATDEL,...]
```

over the extent of the map. If LATS is a single value, that value is taken to be the starting point for labelling (See the LABEL keyword).

LONALIGN

This keyword controls the alignment of the text baseline for longitude labels. A value of 0.0 left justifies the label, 1.0 right justifies it, and 0.5 centers it. This keyword is ignored if the BOX_AXES keyword is set.

LONDEL

Set this keyword equal to the spacing (in degrees) between meridians of longitude in the grid. If this keyword is not set, a suitable value is determined from the current map projection.

LONLAB

The latitude at which to place longitude labels. The default is the center latitude on the map. This keyword is ignored if the BOX_AXES keyword is set.

LONNAMES

Set this keyword equal to an array specifying the names to be used for the longitude labels. By default, this array is automatically generated in units of degrees. The LONNAMES array can be either type string or any single numeric type, but should not be of mixed type.

When LONNAMES is specified, the LONS keyword must also be specified. The number of elements in the two arrays need not be equal. If there are more elements in the LONNAMES array than in the LONS array, the extra LONNAMES are ignored. If there are more elements in the LONS array than in the LONNAMES array, labels in degrees will be automatically provided for the missing longitude labels.

The LONNAMES keyword can be also used when the LONS keyword is set to a single value. It this case, the first label supplied will be used at the specified longitude; subsequent names will be placed at the next longitude line to the east, wrapping around the globe if appropriate. Caution should be used when using LONNAMES in conjunction with a single LONS value, since the number of visible longitude gridlines is dependent on many factors.

LONS

Set this keyword equal to a one or more element vector of longitudes for which lines will be drawn (and optionally labeled). If LONS is omitted, appropriate longitudes will be generated based on the value of the (optional) LONDEL keyword. If LONS is set to a single value, that longitudes and a series of automatically generated longitudes will be drawn (and optionally labeled). Automatically generated longitudes have the values:

```
[...,LONS-LONDEL,LONS,LONS+LONDEL,...]
```

over the extent of the map. If LONS is a single value, that value is taken to be the starting point for labelling (See the LABEL keyword).

MAP_STRUCTURE

Set this keyword to a !MAP structure, as returned from MAP_PROJ_INIT. If this keyword is set, the !MAP system variable is ignored, and the grid lines are drawn using UV (Cartesian) coordinates.

NO_GRID

Set this keyword if you only want labels but not gridlines.

ORIENTATION

Set this keyword equal to an angle in degrees from horizontal (in the clockwise direction) to rotate the labels. This keyword is ignored if the BOX_AXES keyword is set.

Warning —————————————————————————————
  If a device (or hardware) font is in use, this keyword will have no effect.
——

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

T3D, ZVALUE

Examples

The following example creates an orthographic projection, defines which latitudes to label, and provides text labels. Note that the text labels are rotated to match the orientation of the map projection.

```
; Set up an orthographic projection:
MAP_SET, /ORTHO, 10, 20, 30, /ISOTROPIC, /CONTINENTS, /HORIZON
; Define latitudes of interest:
lats = [ -80, -45, -30, -20, 0, 15, 27, 35, 45, 55, 75]
; Create string equivalents of latitudes:
latnames = strtrim(lats, 2)
; Label the equator:
latnames(where(lats eq 0)) = 'Equator'
; Draw the grid:
MAP_GRID, LABEL=2, LATS=lats, LATNAMES=latnames, LATLAB=7, $
    LONLAB=-2.5, LONDEL=20, LONS=-15, ORIENTATION=-30
```

The following example uses the MAP_STRUCTURE keyword to map the grid lines in UV (Cartesian) coordinates, without having to set up a !MAP transform using MAP_SET.

```
; GCTP Polar stereographic projection
mapStruct = MAP_PROJ_INIT(106, LIMIT=[0,-180,90,180], $
   CENTER_LATITUDE=90)

; Create a plot window using the UV Cartesian range.
PLOT, mapStruct.uv_box[[0,2]],mapStruct.uv_box[[1,3]], $
   /NODATA, /ISOTROPIC, XSTYLE=1, YSTYLE=1

MAP_CONTINENTS, MAP_STRUCTURE=mapStruct
MAP_GRID, MAP_STRUCTURE=mapStruct
```

Version History

Pre 4.0	Introduced
6.1	Added MAP_STRUCTURE keyword

See Also

MAP_CONTINENTS, MAP_IMAGE, MAP_PATCH, MAP_PROJ_INIT, MAP_SET

MAP_IMAGE

The MAP_IMAGE function warps an image (or other dataset) to a map projection. This function provides an easy method for displaying geographical data as an image on a map. The MAP_SET or MAP_PROJ_INIT procedures should be called prior to calling MAP_IMAGE.

MAP_IMAGE works in image (graphic) space. For each destination pixel (when COMPRESS is set to one) MAP_IMAGE calculates the latitude and longitude by applying the inverse map projection. This latitude and longitude are then used to index and interpolate the *Image* argument, obtaining an interpolated value for the destination pixel. The time required by MAP_IMAGE depends mainly on the number of pixels in the destination and the setting of the COMPRESS parameter.

Note ──

MAP_IMAGE is more efficient than MAP_PATCH when the input data set is large compared to the destination area. If the converse is true, MAP_PATCH is more efficient.

──

Syntax

Result = MAP_IMAGE(*Image* [, *Startx*, *Starty* [, *Xsize*, *Ysize*]]
    [, LATMIN=*degrees*{-90 to 90}] [, LATMAX=*degrees*{-90 to 90}]
    [, LONMIN=*degrees*{-180 to 180}] [, LONMAX=*degrees*{-180 to 180}]
    [, /BILINEAR] [, COMPRESS=*value*] [, SCALE=*value*]
    [, MAP_STRUCTURE=*structure*] [, MASK=*variable*]
    [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, MISSING=*value*])

Return Value

Returns the image or dataset warped to the current map projection.

Arguments

Image

A two-dimensional array containing the image to be overlaid on the map.

Startx

A named variable that, upon return, contains the X coordinate position where the left edge of the image should be placed on the screen.

Starty

A named variable that, upon return, contains the Y coordinate position where the left edge of the image should be placed on the screen.

Xsize

A named variable that, upon return, contains the width of the image expressed in graphic coordinate units. If the current graphics device uses scalable pixels (PostScript, for example), the values of *Xsize* and *Ysize* should be passed to the TV procedure.

Ysize

A named variable that, upon return, contains the height of the image expressed in graphic coordinate units. If the current graphics device uses scalable pixels (PostScript, for example), the values of *Xsize* and *Ysize* should be passed to the TV procedure.

Keywords

LATMIN

The latitude corresponding to the first row of *Image*. The default is -90 degrees. Note also that $-90° \leq \text{LATMIN} < \text{LATMAX} \leq 90°$.

LATMAX

The latitude corresponding to the last row of *Image*. The default value is 90 degrees. Note also that $-90° \leq \text{LATMIN} < \text{LATMAX} \leq 90°$.

LONMIN

The longitude corresponding to the first (leftmost) column of the *Image* argument. Select LONMIN so that $-180° \leq \text{LONMIN} \leq 180°$. The default value is -180.

LONMAX

The longitude corresponding to the last (rightmost) column of the *Image* argument. Select LONMAX so that it is larger than LONMIN. If the longitude of the last column is equal to (LONMIN - (360. /*Nx*)) MODULO 360, it is assumed that the image covers all longitudes (*Nx* being the total number of columns in the *Image* argument).

BILINEAR

Set this flag to use bilinear interpolation to soften edges in the returned image, otherwise, nearest neighbor sampling is used.

COMPRESS

This keyword, the interpolation compression flag, controls the accuracy of the results from MAP_IMAGE. The default is 4 for output devices with fixed pixel sizes. The inverse projection transformation is applied to each *i*th row and column. Setting this keyword to a higher number saves time while lower numbers produce more accurate results. Setting this keyword to 1 solves the inverse map transformation for every pixel of the output image.

SCALE

Set this keyword to the pixel/graphics scale factor for devices with scalable pixels (e.g., PostScript). The default is 0.02 pixels/graphic coordinate. This setting yields an approximate output image size of 350 x 250. Make this number larger for more resolution (and larger PostScript files and images), or smaller for faster, smaller, and less accurate images.

MAP_STRUCTURE

Set this keyword to a !MAP structure as returned from MAP_PROJ_INIT, to be used instead of the default !MAP projection. This keyword is useful if you want to display the image in a UV (Cartesian) coordinate system, instead of the !MAP coordinate system.

MASK

Set this keyword equal to a named variable that will contain a byte array of the same dimensions as the *Result*, containing a mask of the good values. Values in the *Result* that were set to MISSING (that is, values were either off the map or outside the range specified by the MIN_VALUE and MAX_VALUE keywords) will have a mask value of zero, while all other mask values will be one.

> **Tip** ───
>
> The MASK array allows you to distinguish values in the *Result* that were explicitly
> set to MISSING versus those that happen to have the same value. The array may
> also be useful in defining an alpha (transparency) channel for an object graphics
> image.
> ──

MAX_VALUE

Data points with values equal to or greater than this value will be treated as missing
data, and will be set to the value specified by the MISSING keyword.

MIN_VALUE

Data points with values equal to or less than this value will be treated as missing data,
and will be set to the value specified by the MISSING keyword.

MISSING

The pixel value to set areas outside the valid map coordinates. If this keyword is
omitted, areas outside the map are set to 255 (white) if the current graphics device is
PostScript, otherwise they are set to 0.

Examples

The following lines of code set up an orthographic map projection and warp a simple
image to it.

```
; Create a simple image to be warped:
image = BYTSCL(SIN(DIST(400)/10))

; Display the image so we can see what it looks like before
; warping:
TV, image
latmin = -65
latmax = 65

; Left edge is 160 East:
lonmin = 160

; Right edge is 70 West = +360:
lonmax = -70 + 360
MAP_SET, 0, -140, /ORTHOGRAPHIC, /ISOTROPIC, $
   LIMIT=[latmin, lonmin, latmax, lonmax]
```

```
result = MAP_IMAGE(image,Startx,Starty, COMPRESS=1, $
   LATMIN=latmin, LONMIN=lonmin, $
   LATMAX=latmax, LONMAX=lonmax)

; Display the warped image on the map at the proper position:
TV, result, Startx, Starty

; Draw gridlines over the map and image:
MAP_GRID, latdel=10, londel=10, /LABEL, /HORIZON

; Draw continent outlines:
MAP_CONTINENTS, /coasts
```

Version History

Pre 4.0	Introduced
6.1	Added MAP_STRUCTURE keyword

See Also

MAP_CONTINENTS, MAP_GRID, MAP_PATCH, MAP_PROJ_IMAGE, MAP_PROJ_INIT, MAP_SET

MAP_PATCH

The MAP_PATCH function warps an image (or other dataset) to the current map projection. Mapping coordinates should be setup via a call to MAP_SET before using MAP_PATCH.

MAP_PATCH works in object (data) space. It divides the input data set, *Image_Orig*, into triangular patches, either directly from the implicit rectangular grid, or by triangulating the data points on the surface of the sphere using the TRIANGULATE procedure. These triangular patches are then projected to the map plane in the image space of the destination array and then interpolated. The time required by MAP_PATCH depends mainly on the number of elements in the input array.

Note ―――

MAP_PATCH is more efficient than MAP_IMAGE when the destination area is large compared to the input data set. If the converse is true, MAP_IMAGE is more efficient.

―――

This routine is written in the IDL language. Its source code can be found in the file `map_patch.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = MAP_PATCH(*Image_Orig* [, *Lons*, *Lats*] [, LAT0=*value*] [, LAT1=*value*]
   [, LON0=*value*] [, LON1=*value*] [, MAX_VALUE=*value*] [, MISSING=*value*]
   [, /TRIANGULATE] [, XSIZE=*variable*] [, XSTART=*variable*]
   [, YSIZE=*variable*] [, YSTART=*variable*])

Return Value

Returns the image or dataset warped to the current map projection.

Arguments

Image_Orig

A one- or two-dimensional array that contains the data to be overlaid on the map. If the TRIANGULATE keyword is not set, *Image_Orig* must be a two-dimensional array. Rows and columns must be arranged in increasing longitude and latitude order. Also, the corner points of each cell must be contiguous. This means that the seam of a map must lie on a cell boundary, not in its interior, splitting the cell.

Lons

An optional vector that contains the longitude value for each column in *Image_Orig*. If *Lons* is a one-dimensional vector, longitude (*Image_Orig*[i,j]) = *Lons*[i]; if *Lons* is a two-dimensional vector, longitude (*Image_Orig*[i,j]) = *Lons*[i,j].

This argument can be omitted if the longitudes are equally-spaced and the beginning and ending longitudes are specified with the LON0 and LON1 keywords.

Lats

An optional vector that contains the latitude value for each row in *Image_Orig*. If *Lats* is a one-dimensional vector, latitude (*Image_Orig*[i,j]) = *Lats*[i]; if *Lats* is a two-dimensional vector, latitude (*Image_Orig*[i,j]) = *Lats*[i,j].

This argument can be omitted if the latitudes are equally-spaced and the beginning and ending latitudes are specified with the LAT0 and LAT1 keywords.

Keywords

LAT0

The latitude of the first row of data. The default is -90.

LAT1

The latitude of the last row of data. The default is +90.

LON0

The longitude of the first column of data. The default is -180.

LON1

The longitude of the last column of data. The default is 180 - (360/*number of rows*)

MAX_VALUE

The largest data value to be warped. Values in *Image_Orig* greater than this value are considered missing. Pixels in the output image that correspond to these missing values are set to the value specified by the MISSING keyword.

MISSING

Set this keyword to a value to be used for areas outside the valid map coordinates (i.e., the "background color"). If the current plotting device is PostScript, the default is 255 (white). Otherwise, the default is 0 (usually black).

TRIANGULATE

Set this keyword to convert the input data to device space and triangulate them. This keyword must be specified if the connectivity of the data points is not rectangular and monotonic in device space.

XSIZE

Set this keyword to a named variable in which the width of the output image is returned, in graphic coordinate units. If the current graphics device has scalable pixels (PostScript, for example), the values returned by XSIZE and YSIZE should be passed to the TV procedure.

XSTART

Set this keyword to a named variable in which the X coordinate where the left edge of the image should be placed on the screen is returned.

YSIZE

Set this keyword to a named variable in which the height of the output image is returned, in graphic coordinate units. If the current graphics device has scalable pixels (PostScript, for example), the values returned by XSIZE and YSIZE should be passed to the TV procedure.

YSTART

Set this keyword to a named variable in which the Y coordinate where the bottom edge of the image should be placed on the screen is returned.

Examples

```
; Form a 24 x 24 dataset on a sphere:
n = 24

; Specify equally gridded latitudes:
lat = replicate(180./(n-1),n) # findgen(n) - 90
```

```
; Specify equally gridded longitudes:
lon = findgen(n) # replicate(360./(n-1), n)

; Convert to Cartesian coordinates:
x = cos(lon * !dtor) * cos(lat * !dtor)
y = sin(lon * !dtor) * cos(lat * !dtor)
z = sin(lat * !dtor)

; Set interpolation function to scaled distance squared
; from (1,1,0):
f = BYTSCL((x-1)^2 + (y-1)^2 + z^2)

; Set up projection:
MAP_SET, 90, 0, /STEREO, /ISOTROPIC, /HORIZ

; Grid and display the data:
TV, MAP_PATCH(f, XSTART=x0, YSTART=y0), x0, y0

; Draw gridlines over the map and image:
MAP_GRID

; Draw continent outlines:
MAP_CONTINENTS

; Draw a horizon line:
MAP_HORIZON
```

Version History

4.0	Introduced

See Also

MAP_CONTINENTS, MAP_GRID, MAP_IMAGE, MAP_SET

MAP_PROJ_FORWARD

The MAP_PROJ_FORWARD function transforms map coordinates from longitude and latitude to Cartesian (x, y) coordinates, using either the !MAP system variable or a supplied map projection structure created by MAP_PROJ_INIT.

Syntax

Result = MAP_PROJ_FORWARD(*Longitude* [, *Latitude*]
   [, CONNECTIVITY=*vector*] [, /FILL] [, MAP_STRUCTURE=*value*]
   [, POLYGONS=*variable*] [, POLYLINES=*variable*] [, /RADIANS])

Return Value

The result is a (2, *n*) array containing the Cartesian (x, y) coordinates.

Note ───

If the POLYGONS or POLYLINES keyword is present, the number of points in the result may be different than the number of input points, depending upon whether clipping and splitting occurs.

───

Arguments

Longitude

An *n*-element vector containing the longitude values. If the *Latitude* argument is omitted, *Longitude* must be a (2, *n*) array of longitude and latitude pairs.

Latitude

An *n*-element vector containing latitude values. If this argument is omitted, *Longitude* must be a (2, *n*) array of longitude and latitude pairs.

Keywords

CONNECTIVITY

Set this keyword to a vector containing an input connectivity list for polygons or polylines. The CONNECTIVITY keyword allows you to specify multiple polygons or polylines using a single array.

The CONNECTIVITY list is a one-dimensional integer array of the form:

$$\left[m_1, i_0, i_1, \ldots, i_{m_1 - 1}, m_2, i_0, i_1, \ldots, i_{m_2 - 1}, \ldots, m_n, i_0, i_1, \ldots, i_{m_n - 1} \right]$$

where each m_j is an integer specifying the number of vertices that define the polyline or polygon (the *vertex count*), and each associated set of $i_0 ... i_{m-1}$ are indices into the arrays of vertices specified by the *Longitude* and *Latitude* arguments.

For example, to draw polylines between the first, third, and sixth longitude and latitude values and the fourth, sixth, ninth, and tenth longitude and latitude values, set the CONNECTIVITY array equal to [3,0,2,5,4,3,5,8,9].

To ignore a set of entries in the CONNECTIVITY array, set the vertex count, m_j, equal to zero. (Note that if you set an *m* equal to zero, you must remove the associated set of $i_0 ... i_{m-1}$ values as well.) To ignore the remaining entries in the CONNECTIVITY array, set the vertex count, m_j, equal to -1.

This keyword is ignored if neither POLYGONS nor POLYLINES is present.

FILL

Set this keyword, along with the POLYGONS keyword, to perform a tessellation on the returned polygons after any clipping or splitting has been completed. This keyword is ignored if POLYGONS is not set.

Tip
The use of the FILL keyword avoids having to first pass your data through MAP_PROJ_FORWARD, and then again through the IDLgrTessellator object. Since IDLgrPolygon can only draw convex polygons correctly, you should use the FILL keyword when your input polygon is either complex (that is, if the polygon crosses itself) or concave. Tessellation is also useful if your data contains one polygon within another, such as an island within a lake within a country. In this case the CONNECTIVITY array could be used to pass all three polygons in to MAP_PROJ_FORWARD, and the FILL keyword would automatically perform the correct tessellation.

MAP_STRUCTURE

Set this keyword to a !MAP structure variable containing the projection parameters, as constructed by the MAP_PROJ_INIT. If this keyword is omitted, the !MAP system variable is used.

POLYGONS

Set this keyword to a named variable that will contain a connectivity array of the form described above in the CONNECTIVITY keyword.

If this keyword is present, the arrays specified by the *Longitude* and *Latitude* arguments are assumed to be the vertices of a closed polygon. In this case, polygon clipping and splitting is performed in addition to the map transform, and the connectivity array is returned in the specified variable.

If this keyword is not present, the arrays specified by the *Longitude* and *Latitude* arguments are assumed to be independent points and no clipping or splitting is performed.

POLYLINES

Set this keyword to a named variable that will contain a connectivity array of the form described above in the CONNECTIVITY keyword.

If this keyword is present, the arrays specified by the *Longitude* and *Latitude* arguments are assumed to be the vertices of a polyline. In this case, polyline clipping and splitting is performed in addition to the map transform, and the connectivity array is returned in the specified variable.

If this keyword is not present, the arrays specified by the *Longitude* and *Latitude* arguments are assumed to be independent points and no clipping or splitting is performed.

RADIANS

Set this keyword to indicate that the input longitude and latitude coordinates are in radians. By default, coordinates are assumed to be in degrees.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Note ───

Threading is only used when individual points are being transformed, and has no effect if either the POLYGONS or POLYLINES keyword is specified.

───

Example

The following example creates a latitude and longitude grid with labels for the Goodes Homolosine map projection.

```
; Helper function. Constructs the polyline objects.
PRO Ex_Map_AddPolyline, label, $
  gridLon, gridLat, sMap, oModel, oContainer, oFont, $
  LONGITUDE = longitude

longitude = KEYWORD_SET(longitude)

  ; Transform from lat/lon to X/Y cartesian.
gridUV = MAP_PROJ_FORWARD(gridLon, gridLat, $
    MAP=sMap, POLYLINES = gridPoly)
IF (N_ELEMENTS(gridUV) LT 2) THEN $
    RETURN

  ; Construct label object if desired.
IF (label NE '') THEN BEGIN
    oLabel = OBJ_NEW('IDLgrText', label, $
      ALIGN = longitude ? 0.5 : 1, $
      FONT = oFont, VERTICAL_ALIGN=0.5)
    oContainer->Add, oLabel
ENDIF

; Create the polyline object.
oModel->Add, OBJ_NEW('IDlgrPolyline', gridUV, $
    LABEL_OBJ = oLabel, $
    LABEL_OFFSET = longitude ? 0.35 : 0, $
    /USE_LABEL_ORIENTATION, /USE_TEXT_ALIGN, $
    POLYLINE = gridPoly)

END

; Main function. Creates a grid over a map projection.
PRO Ex_Map_Proj_Forward

; Construct !MAP structure containing the projection.
sMap = MAP_PROJ_INIT('Goodes Homolosine')

; Create a graphics model to hold the visualizations.
oModel = OBJ_NEW('IDLgrModel')
```

```
oContainer = OBJ_NEW('IDL_Container')
oFont = OBJ_NEW('IDLgrFont', SIZE = 4)
oContainer->Add, oFont
deg = STRING(176b)   ; degrees symbol in Truetype

; Latitude lines.
gridLon = DINDGEN(361) - 180
latitude = 15*(INDGEN(11) - 5)

FOR i = 0,(N_ELEMENTS(latitude) - 1) DO BEGIN
  lat = latitude[i]
  gridLat = REPLICATE(lat, 361)

  ; Create the latitude label.
  label = (lat EQ 0) ? 'Equ' : $
    STRTRIM(ABS(lat),2) + deg + (['N','S'])[lat LT 0]
  Ex_Map_Addpolyline, label, gridLon, gridLat, $
    sMap, oModel, oContainer, oFont
ENDFOR

; Longitude lines.
gridLat = DINDGEN(181) - 90

; Add in some extra lines for the Goode projections.
longitude = [20*(DINDGEN(18) - 9), $
  -179.999d, -20.001d, -100.001d, -40.001d, 80.001d]

FOR i = 0,N_ELEMENTS(longitude) - 1 DO BEGIN
  lon = longitude[i]
  gridLon = REPLICATE(lon, 181)

  ; Create the longitude label.
  label = STRTRIM(ROUND(ABS(lon)),2) + deg
  IF ((lon mod 180) NE 0) THEN $
    label = label + (['E','W'])[lon LT 0]
  IF (lon NE FIX(lon)) THEN label = ''

  Ex_Map_Addpolyline, label, gridLon, gridLat, $
    sMap, oModel, oContainer, oFont, /LONGITUDE
ENDFOR

; Visualize our map projection.
XOBJVIEW, oModel, SCALE = 0.9, /BLOCK

; Clean up our objects.
OBJ_DESTROY, [oModel, oContainer]

END
```

Version History

5.6	Introduced
6.1	FILL keyword added
6.2	Thread pool keywords added

See Also

MAP_PROJ_INIT, MAP_PROJ_INVERSE

MAP_PROJ_IMAGE

The MAP_PROJ_IMAGE function warps an image (or other 2-dimensional dataset) from geographic coordinates (longitude and latitude) to a specified map projection.

Note ───

Use MAP_SET or pass in the result from MAP_PROJ_INIT using this function's MAP_STRUCTURE keyword to set up the desired map projection.

───

Optionally, the MAP_PROJ_IMAGE function can be used to warp an image in Cartesian (UV) coordinates from one map projection to another.

Syntax

Result = MAP_PROJ_IMAGE(*Image* [, *Range*] [, /BILINEAR]
    [, DIMENSIONS=*vector*] [, IMAGE_STRUCTURE=*structure*]
    [, MAP_STRUCTURE=*structure*] [, MASK=*variable*] [, MAX_VALUE=*value*]
    [, MIN_VALUE=*value*] [, MISSING=*value*] [, UVRANGE=*variable*]
    [, XINDEX=*variable*] [, YINDEX=*variable*])

Return Value

This routine returns a two-dimensional array containing the warped image. The returned array has the same type as the input image.

Arguments

Image

A two-dimensional array containing the image to warp.

Range

If you are warping *Image* from geographic coordinates to a map projection, *Range* is a four-element array specifying the longitude/latitude range (in degrees) of *Image*. *Range* has the format [*Lonmin*, *Latmin*, *Lonmax*, *Latmax*]. If *Range* is not supplied, the routine uses a default range of [-180, -90, 180, 90].

If you are warping *Image* from one map projection to another (that is, if you provide a value for the IMAGE_STRUCTURE keyword), then *Range* is a four-element array specifying the Cartesian (UV) range. In this case, *Range* must be provided and has the format [*Umin*, *Vmin*, *Umax*, *Vmax*].

Use the UVRANGE keyword to retrieve the range in Cartesian (UV) coordinates of
Result.

Keywords

BILINEAR

Set this keyword to use bilinear interpolation when warping *Image*. By default, the
routine will use nearest neighbor sampling. Bilinear interpolation will produce
smoother results but may be slower.

DIMENSIONS

Set this keyword equal to a two-element vector specifying the width and height of the
desired *Result*, in pixels. If this keyword is not specified, then the *Result* has the same
dimensions as the input *Image*.

IMAGE_STRUCTURE

If the input *Image* is already in a certain projection, set this keyword equal to the
!MAP structure associated with the input image. If IMAGE_STRUCTURE is
supplied, the *Range* argument *must* be provided. In this case, *Image* will be warped
from the projection specified by IMAGE_STRUCTURE to the projection specified
by MAP_STRUCTURE.

MAP_STRUCTURE

Set this keyword equal to a !MAP structure (as returned from the MAP_PROJ_INIT
function) to be used instead of the default !MAP projection. If this keyword is not
specified, the value of the !MAP system variable must have been previously set by a
call to the MAP_SET procedure.

MASK

Set this keyword equal to a named variable that will contain a byte array of the same
dimensions as the *Result*, containing a mask of the "good" values. Values in *Result*
that were set to MISSING (that is, the values were either off the map or outside the
range specified by the MIN_VALUE and MAX_VALUE keywords) will have a mask
value of 0 (zero), while all other mask values will be 1 (one).

Tip

The MASK array allows you to distinguish values in the *Result* that were explicitly set to MISSING versus those that happen to have a value equal to the MISSING value.

MAX_VALUE

Set this keyword equal to an integer that represents the maximum value an element of the *Result* array should be allowed to have. Data points with values greater than or equal to this value will be treated as missing data, and will be set to the value specified by the MISSING keyword.

MIN_VALUE

Set this keyword equal to an integer that represents the minimum value an element of the *Result* array should be allowed to have. Data points with values less than or equal to this value will be treated as missing data, and will be set to the value specified by the MISSING keyword.

MISSING

Set this keyword equal to an integer value to be used for pixels that fall outside of the valid map coordinates or whose data values are outside of the range specified by the MIN_VALUE and MAX_VALUE keywords. The default value is 0.

UVRANGE

Set this keyword equal to a named variable that will contain the range of the UV coordinates of the *Result* in a four-element array of the form [*U min*, *V min*, *U max*, *V max*].

XINDEX

Set this keyword equal to a named variable that will contain the *x* index used to warp the image. Use this keyword (with YINDEX) when warping multiple images (or image channels) that have the same dimensions and map projection. For the first call to MAP_PROJ_IMAGE, XINDEX and YINDEX should be set to named variables that are either undefined or contain scalar values. Upon return, XINDEX and YINDEX contain the indices that were used for warping the image. For subsequent images, the XINDEX and YINDEX variables should be passed in unmodified. In this case, IDL bypasses the map projection and uses the indices to warp the image.

YINDEX

Set this keyword equal to a named variable that will contain the *y* index used to warp the image. Use this keyword (with XINDEX) when warping multiple images (or image channels) that have the same dimensions and map projection. For the first call to MAP_PROJ_IMAGE, XINDEX and YINDEX should be set to named variables that are either undefined or contain scalar values. Upon return, XINDEX and YINDEX contain the indices that were used for warping the image. For subsequent images, the XINDEX and YINDEX variables should be passed in unmodified. In this case, IDL bypasses the map projection and uses the indices to warp the image.

Note

If the XINDEX and YINDEX keywords are present, IDL ignores the *Range* argument and the IMAGE_STRUCTURE, MAP_STRUCTURE, and UVRANGE keywords. If you specified the BILINEAR, DIMENSIONS, MAX_VALUE, MIN_VALUE, or MISSING keywords on the first call to MAP_PROJ_IMAGE, you should supply the same keywords with the same values on subsequent calls.

Example

The following example warps a global map from longitude/latitude (geographic) coordinates into the Interrupted Goode projection:

```
; Load an image in longitude/latitude (geographic) coordinates
file = FILEPATH( 'avhrr.png', SUBDIRECTORY=['examples','data'] )
data = READ_PNG( file, r, g, b )

; Resize the image data
red0 = REBIN( r[data], 360, 180 )
green0 = REBIN( g[data], 360, 180)
blue0 = REBIN( b[data], 360, 180 )

iImage, RED=red0, GREEN=green0, BLUE=blue0, $
   DIMENSIONS=[500,600], VIEW_GRID=[1,3]

; First map projection
sMap = MAP_PROJ_INIT('Interrupted Goode')

; Warp each channel to the map projection. For the first
; channel also compute the MASK and the UVRANGE.
; Use XINDEX and YINDEX to speed up green and blue channels.
red1 = MAP_PROJ_IMAGE( red0, MAP_STRUCTURE=sMap, MASK=mask, $
   UVRANGE=uvrange, XINDEX=xindex, YINDEX=yindex )
green1 = MAP_PROJ_IMAGE( green0, XINDEX=xindex, YINDEX=yindex )
blue1 = MAP_PROJ_IMAGE( blue0, XINDEX=xindex, YINDEX=yindex )
```

```
IIMAGE, RED=red1, GREEN=green1, BLUE=blue1, ALPHA=mask*255b, $
   /VIEW_NEXT
```

Now warp the image from the Interrupted Goode projection to a new projection:

```
; New map projection
mapStruct = MAP_PROJ_INIT( 'Mollweide', /GCTP )

; Now use the IMAGE_STRUCTURE keyword to warp each channel
; from the Interrupted Goode projection to Mollweide.
; We also need to input the UVRANGE of the input image.
; Use XINDEX and YINDEX to speed up green and blue channels,
; but use a new variable since we already have xindex/yindex.
red2 = MAP_PROJ_IMAGE( red1, uvrange, IMAGE_STRUCTURE=sMap, $
   MAP_STRUCTURE=mapStruct, MASK=mask, $
   XINDEX=xindex2, YINDEX=yindex2 )
green2 = MAP_PROJ_IMAGE( green1, XINDEX=xindex2, YINDEX=yindex2 )
blue2 = MAP_PROJ_IMAGE( blue1, XINDEX=xindex2, YINDEX=yindex2 )

IIMAGE, RED=red2, GREEN=green2, BLUE=blue2, ALPHA=mask*255b, $
   /VIEW_NEXT
```

The resulting iImage tool display is shown in the following figure.
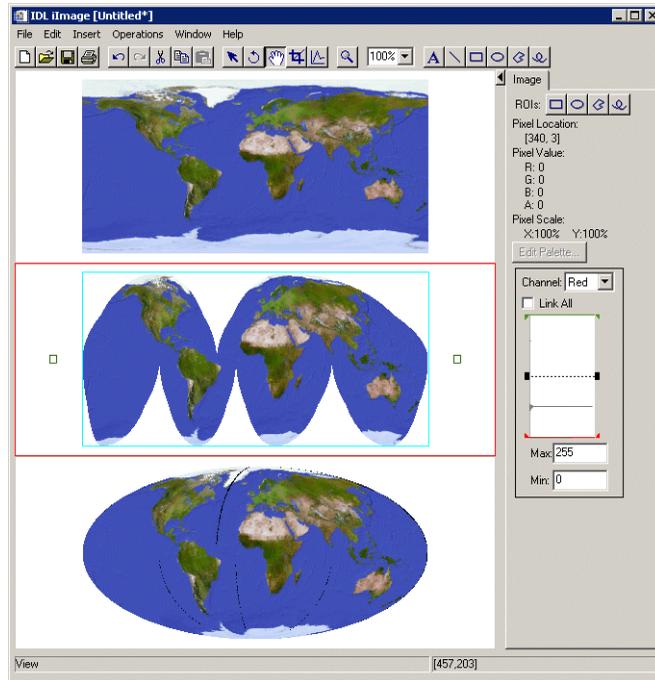
Figure 15-2: Result of the MAP_PROJ_IMAGE Example

Version History

6.1	Introduced
6.2	XINDEX and YINDEX keywords added

See Also

IMAP, MAP_IMAGE, MAP_PROJ_INIT, MAP_SET

MAP_PROJ_INFO

The MAP_PROJ_INFO procedure returns information about the current map and/or the available projections.

Note ————————————————————————————————————

The MAP_PROJ_INFO procedure is compiled along with the MAP_SET procedure. You *must* call the MAP_SET procedure to set up mapping parameters before calling MAP_PROJ_INFO.

——

This routine is written in the IDL language. Its source code can be found in `map_proj_info.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

MAP_PROJ_INFO [, *iproj*] [, AZIMUTHAL=*variable*] [, CIRCLE=*variable*]
    [, CYLINDRICAL=*variable*] [, /CURRENT] [, LL_LIMITS=*variable*]
    [, NAME=*variable*] [, PROJ_NAMES=*variable*] [, UV_LIMITS=*variable*]
    [, UV_RANGE=*variable*]

Arguments

Iproj

The projection index. If the CURRENT keyword is set, then the index of the current map projection is returned in Iproj.

Keywords

AZIMUTHAL

Set this keyword to a named variable that, upon return, will be set to 1 if the projection is azimuthal and 0 otherwise.

CIRCLE

Set this keyword to a named variable that, upon return, will be set to 1 if the projection is circular or elliptical and 0 otherwise.

CURRENT

Set this keyword to use the current projection index and return that index in *Iproj*.

CYLINDRICAL

Set this keyword to a named variable that, upon return, will be set to 1 if the projection is cylindrical and 0 otherwise.

LL_LIMITS

Set this keyword to a named variable that will contain the geocoordinate rectangle of the current map in degrees, [Latmin, Lonmin, Latmax, Lonmax]. This range may not always be available, especially if the LIMIT keyword was not specified in the call to MAP_SET. If either or both the longitude and latitude range are not available, the minimum and maximum values will be set to zero.

NAME

Set this keyword to a named variable that will contain the name of the projection.

PROJ_NAMES

Set this keyword to a named variable that will contain a string array containing the names of the available projections, ordered by their indices. The first projection name is stored in element one.

UV_LIMITS

Set this keyword to a named variable that will contain the UV bounding box of the current map, [Umin, Vmin, Umax, Vmax].

UV_RANGE

Set this keyword to a named variable that will contain the UV coordinate limits of the selected map projection, [Umin, Vmin, Umax, Vmax]. UV coordinates are mapped to normalized coordinates using the system variables !X.S and !Y.S. These limits are dependent upon the selected projection, but independent of the current map.

Examples

```
; Establish a projection
MAP_SET, /MERCATOR

;Obtain projection characteristics
MAP_PROJ_INFO, /CURRENT, NAME=name, AZIMUTHAL=az, $
CYLINDRICAL=cyl, CIRCLE=cir
```

On return, the variables will be set as follows:

```
AZIM     INT  =  0
CIRC     INT  =  0
CYL      INT  =  1
NAME     STRING  'Mercator'
```

Version History

5.0	Introduced

See Also

MAP_SET

MAP_PROJ_INIT

The MAP_PROJ_INIT function initializes a mapping projection (establishes the coordinate conversion mechanism for mapping points on a globe's surface to points on a plane), using either IDL's own map projections or map projections from the U.S. Geological Survey's General Cartographic Transformation Package (GCTP). GCTP version 2.0 is included with IDL.

Note

The !MAP system variable is unaffected by MAP_PROJ_INIT. To use the map projection returned by MAP_PROJ_INIT for direct or object graphics, use the MAP_PROJ_FORWARD and MAP_PROJ_INVERSE functions to convert longitude/latitude values into Cartesian (x, y) coordinates before visualization.

This routine is written in the IDL language. Its source code can be found in `map_proj_init.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = MAP_PROJ_INIT(*Projection* [, DATUM=*value*] [, /GCTP]
   [, LIMIT=*vector*] [, /RADIANS] [, /RELAXED])

Keywords—Projection Parameters: [, CENTER_AZIMUTH=*value*]
   [, CENTER_LATITUDE=*value*] [, CENTER_LONGITUDE=*value*]
   [, FALSE_EASTING=*value*] [, FALSE_NORTHING=*value*] [, HEIGHT=*value*]
   [, HOM_AZIM_LONGITUDE=*value*] [, HOM_AZIM_ANGLE=*value*]
   [, HOM_LATITUDE1=*value*] [, HOM_LATITUDE2=*value*]
   [, HOM_LONGITUDE1=*value*] [, HOM_LONGITUDE2=*value*]
   [, IS_ZONES=*value*] [, IS_JUSTIFY=*value*] [, MERCATOR_SCALE=*value*]
   [, OEA_ANGLE=*value*] [, OEA_SHAPEM=*value*] [, OEA_SHAPEN=*value*]
   [, ROTATION=*value*] [, SEMIMAJOR_AXIS=*value*]
   [, SEMIMINOR_AXIS=*value*] [, SOM_INCLINATION=*value*]
   [, SOM_LONGITUDE=*value*] [, SOM_PERIOD=*value*] [, SOM_RATIO=*value*]
   [, SOM_FLAG=*value*] [, SOM_LANDSAT_NUMBER=*value*]
   [, SOM_LANDSAT_PATH=*value*] [, SPHERE_RADIUS=*value*]
   [, STANDARD_PARALLEL=*value*] [, STANDARD_PAR1=*value*]
   [, STANDARD_PAR2=*value*] [, SAT_TILT=*value*]
   [, TRUE_SCALE_LATITUDE=*value*] [, ZONE=*value*]

Return Value

The result is a !MAP structure containing the map parameters, which can be used as input to the map transformation functions MAP_PROJ_FORWARD and MAP_PROJ_INVERSE.

Arguments

Projection

Set this argument to either a projection index or a scalar string containing the name of the map projection, as described in following tables:

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
1	Stereographic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
2	Orthographic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
3	Lambert Conic	Sphere	SPHERE_RADIUS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE
4	Lambert Azimuthal	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
5	Gnomonic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
6	Azimuthal Equidistant	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION

Table 15-4: IDL Projections

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
7	Satellite	Sphere	SPHERE_RADIUS, HEIGHT, SAT_TILT, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
8	Cylindrical	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
9	Mercator	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
10	Mollweide	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
11	Sinusoidal	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
12	Aitoff	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
13	Hammer Aitoff	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
14	Albers Equal Area Conic	Sphere	SPHERE_RADIUS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE
15	Transverse Mercator	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION

Table 15-4: IDL Projections (Continued)

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
16	Miller Cylindrical	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
17	Robinson	Sphere	SPHERE_RADIUS, CENTER_AZIMUTH, CENTER_LONGITUDE, CENTER_LATITUDE, ROTATION
18	Lambert Ellipsoid Conic	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE
19	Goodes Homolosine	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE

Table 15-4: IDL Projections (Continued)

The following are GCTP projections:

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
101	UTM	All	CENTER_LONGITUDE, CENTER_LATITUDE, ZONE
102	State Plane	"Clarke 1866" or "GRS 1980/WGS 84"	ZONE
103	Albers Equal Area	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING

Table 15-5: GCTP Projections

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
104	Lambert Conformal Conic	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
105	Mercator	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, TRUE_SCALE_LATITUDE, FALSE_EASTING, FALSE_NORTHING
106	Polar Stereographic	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
107	Polyconic	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
108	Equidistant Conic A	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PARALLEL, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
208	Equidistant Conic B	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, STANDARD_PAR1, STANDARD_PAR2, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
109	Transverse Mercator	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING

Table 15-5: GCTP Projections (Continued)

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
110	Stereographic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
111	Lambert Azimuthal	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
112	Azimuthal	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
113	Gnomonic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
114	Orthographic	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
115	Near Side Perspective	Sphere	SPHERE_RADIUS, HEIGHT, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
116	Sinusoidal	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
117	Equirectangular	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, TRUE_SCALE_LATITUDE, FALSE_EASTING, FALSE_NORTHING

Table 15-5: GCTP Projections (Continued)

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
118	Miller Cylindrical	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
119	Van der Grinten	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
120	Hotine Oblique Mercator A	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING, HOM_LONGITUDE1, HOM_LATITUDE1, HOM_LONGITUDE2, HOM_LATITUDE2
220	Hotine Oblique Mercator B	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, MERCATOR_SCALE, HOM_AZIM_ANGLE, HOM_AZIM_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING
121	Robinson	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
122	Space Oblique Mercator A	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, SOM_INCLINATION, SOM_LONGITUDE, FALSE_EASTING, FALSE_NORTHING, SOM_PERIOD, SOM_RATIO, SOM_FLAG
222	Space Oblique Mercator B	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, SOM_LANDSAT_NUMBER, SOM_LANDSAT_PATH, FALSE_EASTING, FALSE_NORTHING

Table 15-5: GCTP Projections (Continued)

#	Projection Name	Available Spheroids	Allowed Keyword Parameters
123	Alaska Conformal	All	SEMIMAJOR_AXIS, SEMIMINOR_AXIS, FALSE_EASTING, FALSE_NORTHING
124	Interrupted Goode	Sphere	SPHERE_RADIUS
125	Mollweide	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
126	Interrupted Mollweide	Sphere	SPHERE_RADIUS
127	Hammer	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
128	Wagner IV	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
129	Wagner VII	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING
130	Oblated Equal Area	Sphere	SPHERE_RADIUS, OEA_SHAPEM, OEA_SHAPEN, CENTER_LONGITUDE, CENTER_LATITUDE, FALSE_EASTING, FALSE_NORTHING, OEA_ANGLE
131	Integerized Sinusoidal	Sphere	SPHERE_RADIUS, CENTER_LONGITUDE, FALSE_EASTING, FALSE_NORTHING, IS_ZONES, IS_JUSTIFY

Table 15-5: GCTP Projections (Continued)

Keywords

Note ——————————————————————————
The following keywords apply to all projections.
——

DATUM

Set this keyword to either an integer code or a scalar string containing the name of the datum to use for the ellipsoid. The default value depends upon the projection selected, but is either the Clarke 1866 ellipsoid (datum 0), or a sphere of radius 6370.997 km (datum 19).

The following datums (or spheroids) are available for use with the DATUM keyword:

Index	Name	Semimajor axis (m)	Semiminor axis (m)
0	Clarke 1866	6378206.4	6356583.8
1	Clarke 1880	6378249.145	6356514.86955
2	Bessel	6377397.155	6356078.96284
3	International 1967	6378157.5	6356772.2
4	International 1909	6378388.0	6356911.94613
5	WGS 72	6378135.0	6356750.519915
6	Everest	6377276.3452	6356075.4133
7	WGS 66	6378145.0	6356759.769356
8	GRS 1980/WGS 84	6378137.0	6356752.31414
9	Airy	6377563.396	6356256.91
10	Modified Everest	6377304.063	6356103.039
11	Modified Airy	6377340.189	6356034.448
12	Walbeck	6378137.0	6356752.314245
13	Southeast Asia	6378155.0	6356773.3205
14	Australian National	6378160.0	6356774.719
15	Krassovsky	6378245.0	6356863.0188
16	Hough	6378270.0	6356794.343479
17	Mercury 1960	6378166.0	6356784.283666

Table 15-6: Datums Available for Use by MAP_PROJ_INIT

Index	Name	Semimajor axis (m)	Semiminor axis (m)
18	Modified Mercury 1968	6378150.0	6356768.337303
19	Sphere	6370997.0	6370997.0

Table 15-6: Datums Available for Use by MAP_PROJ_INIT (Continued)

Note ─────────────────────────────

For many projections, you can specify your own datum by using either the SEMIMAJOR_AXIS and SEMIMINOR_AXIS or the SPHERE_RADIUS keywords.

─────────────────────────────────────

GCTP

Set this keyword to indicate that the GCTP library should be used for the projection. By default, MAP_PROJ_INIT uses the IDL projection library. This keyword is ignored if the projection exists only in one system (GCTP or IDL), or if the *Projection* argument is specified as an index.

LIMIT

Set this keyword to a four-element vector of the form

```
[Latmin, Lonmin, Latmax, Lonmax]
```

that specifies the boundaries of the region to be mapped. (*Lonmin*, *Latmin*) and (*Lonmax*, *Latmax*) are the longitudes and latitudes of two points diagonal from each other on the region's boundary.

Note ─────────────────────────────

If the longitude range in LIMIT is less than or equal to 180 degrees, map clipping is performed in lat/lon coordinates *before* the transform. If the longitude range is greater than 180 degrees, map clipping is done in Cartesian coordinates *after* the transform. For non-cylindrical projections, clipping *after* the transformation to Cartesian coordinates means that some lat/lon points that fall outside the bounds specified by LIMIT may not be clipped. This occurs when the *transformed* lat/lon points fall inside the cartesian clipping rectangle.

─────────────────────────────────────

RADIANS

Set this keyword to indicate that all parameters that represent angles are specified in radians rather than degrees.

RELAXED

If this keyword is set, any projection parameters which do not apply to the specified projection will be quietly ignored. By default, MAP_PROJ_INIT will issue errors for parameters that do not apply to the specified projection.

Projection Keywords

The following keywords apply only to some projections. Consult the list under "Projection" on page 1541 to determine which keywords apply to the projection you have selected.

Note ——
Unless the RADIANS keyword is set, all angles are measured in degrees, specified as a floating-point value.
——

CENTER_AZIMUTH

Set this keyword to the angle of the central azimuth, in degrees east of North. The default is 0 degrees. The pole is placed at an azimuth of CENTRAL_AZIMUTH degrees counterclockwise of North, as specified by the ROTATION keyword.

CENTER_LATITUDE

Set this keyword to the latitude of the point on the earth's surface to be mapped to the center of the projection plane. Latitude is measured in degrees North of the equator and must be in the range: -90 to +90. The default value is zero.

Note ——
For the Hotine Oblique Mercator projection, the center latitude should not be set to 0, +90, or -90
——

CENTER_LONGITUDE

Set this keyword to the longitude of the point on the earth's surface to be mapped to the center of the map projection. Longitude is measured in degrees east of the Greenwich meridian and must be in the range: -360 to +360. The default value is zero.

FALSE_EASTING

Set this keyword to the false easting value (in meters) to be added to each x coordinate for the forward transform, or subtracted from each x coordinate for the inverse transform.

FALSE_NORTHING

Set this keyword to the false northing value (in meters) to be added to each y coordinate for the forward transform, or subtracted from each y coordinate for the inverse transform.

HEIGHT

Set this keyword to the height (in meters) above the earth's surface for satellite projections.

HOM_AZIM_LONGITUDE

Set this keyword to the longitude in degrees of the central meridian point where the azimuth occurs.

HOM_AZIM_ANGLE

Set this keyword to the azimuth angle, measured in degrees, east of a north-south line that intersects the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

HOM_LATITUDE1

Set this keyword to the latitude in degrees of the first point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

Note

HOM_LATITUDE1 cannot be equal to HOM_LATITUDE2.

HOM_LATITUDE2

Set this keyword to the latitude in degrees of the second point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

Note ——

   HOM_LATITUDE1 cannot be equal to HOM_LATITUDE2.

——

HOM_LONGITUDE1

Set this keyword to the longitude in degrees of the first point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

HOM_LONGITUDE2

Set this keyword to the longitude in degrees of the second point on the center line. The center line is defined as the great circle path along which the Mercator cylinder touches the sphere.

IS_ZONES

Set this keyword to the number of longitudinal zones to include in the projection.

IS_JUSTIFY

Set this keyword to a flag indicating what to do with rows with an odd number of columns. The possible values are:

0	Indicates the extra column is on the right of the projection Y axis
1	Indicates the extra column is on the left of the projection Y axis
2	Calculate an even number of columns

MERCATOR_SCALE

Set this keyword to the scale factor at the central meridian (Transverse Mercator projection) or the center of the projection (Hotine Oblique Mercator projection). For the Transverse Mercator projection, the default scale is 0.9996.

OEA_ANGLE

Set this keyword to the Oblated Equal Area oval rotation angle in degrees.

OEA_SHAPEM

Set this keyword to the Oblated Equal Area shape parameter *m*. The value of OEA_SHAPEM determines the horizontal flatness of the oblong region, and is usually set to a value between one and three.

OEA_SHAPEN

Set this keyword to the Oblated Equal Area oval shape parameter *n*. The value of OEA_SHAPEN determines the vertical flatness of the oblong region, and is usually set to a value between one and three.

Note

Setting both OEA_SHAPEM and OEA_SHAPEN equal to two is equivalent to using the Lambert Azimuthal projection.

ROTATION

Set this keyword to the angle through which the North direction should be rotated around the line between the earth's center and the point (CENTER_LONGITUDE, CENTER_LATITUDE). ROTATION is measured in degrees with the positive direction being clockwise rotation around the line. Values should be in the range -180 to +180. The default value is zero.

Note

If the center of the map is at the North pole, North is in the direction CENTER_LONGITUDE + 180. If the origin is at the South pole, North is in the direction CENTER_LONGITUDE.

SEMIMAJOR_AXIS

Set this keyword to the length (in meters) of the semimajor axis of the reference ellipsoid. The default is either the Clarke 1866 datum (6378206.4 m) or the Sphere radius (6370997 m), depending upon the projection.

SEMIMINOR_AXIS

Set this keyword to the length (in meters) of the semiminor axis of the reference ellipsoid. The default is either the Clarke 1866 datum (6356583.8 m) or the Sphere radius (6370997 m), depending upon the projection.

SOM_INCLINATION

Set this keyword to the orbit inclination angle in degrees of the ascending node, counter-clockwise from equator.

SOM_LONGITUDE

Set this keyword to the longitude in degrees of the ascending orbit at the equator.

SOM_PERIOD

Set this keyword to the period in minutes of the satellite revolution.

SOM_RATIO

Set this keyword to the Landsat ratio to compensate for confusion at the northern end of orbit. A typical value is 0.5201613.

SOM_FLAG

Set this keyword to the end of path flag for Landsat, where 0 is the start and 1 is the end.

SOM_LANDSAT_NUMBER

Set this keyword to the Landsat satellite number.

SOM_LANDSAT_PATH

Set this keyword to the Landsat path number (use 1 for Landsat 1, 2 and 3; use 2 for Landsat 4, 5 and 6).

SPHERE_RADIUS

Set this keyword to the radius (in meters) of the reference sphere. The default is 6370997 m.

STANDARD_PARALLEL

Set this keyword to the latitude in degrees of the standard parallel along which the scale is true.

STANDARD_PAR1

Set this keyword to the latitude in degrees of the first standard parallel along which the scale is true.

> **Note** ───
> For Albers Equal Area and Lambert Conformal Conic projections,
> STANDARD_PAR1 and STANDARD_PAR2 should not be set to values that are
> equal and opposite.

STANDARD_PAR2

Set this keyword to the latitude in degrees of the second standard parallel along which
the scale is true.

> **Note** ───
> For Albers Equal Area and Lambert Conformal Conic projections,
> STANDARD_PAR1 and STANDARD_PAR2 should not be set to values that are
> equal and opposite.

SAT_TILT

Set this keyword to the downward tilt in degrees of the camera, in degrees from the
projection horizontal.

TRUE_SCALE_LATITUDE

Set this keyword to the latitude in degrees of true scale.

ZONE

Set this keyword to an integer giving the zone for the GCTP UTM projection or
GCTP State Plane projection.

> **Note** ───
> For the UTM projection, you may also use the CENTER_LONGITUDE and
> CENTER_LATITUDE keywords to set the zone. Internally, the ZONE value will be
> computed from the longitude and latitude.

> **Note** ───
> For UTM, the range is -60 to -1 and 1 to 60, where negative numbers indicate the
> southern hemisphere.

> **Note** ───
> For UTM, the zone number should be in the range -60 to -1 (Southern Hemisphere)
> or 1 to 60 (Northern Hemisphere).

The following table lists the allowed zones for the State Plane projection:

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
Alabama	East	0101	0101
	West	0102	0102
Alaska	01 through 10	5001 ... 5010	5001 ... 5010
Arizona	East	0201	0201
	Central	0202	0202
	West	0203	0203
Arkansas	North	0301	0301
	South	0302	0302
California	01 through 07	0401 ... 0407	0401 ... 0406
Colorado	North	0501	0501
	Central	0502	0502
	South	0503	0503
Connecticut		0600	0600
Delaware		0700	0700
District of Columbia		1900	1900
Florida	East	0901	0901
	West	0902	0902
	North	0903	0903
Georgia	East	1001	1001
	West	1002	1002
Hawaii	01 through 05	5101 ... 5105	5101 ... 5105

Table 15-7: Allowed Zones for the State Plane Projection

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
Idaho	East	1101	1101
	Central	1102	1102
	West	1103	1103
Illinois	East	1201	1201
	West	1202	1202
Indiana	East	1301	1301
	West	1302	1302
Iowa	North	1401	1401
	South	1402	1402
Kansas	North	1501	1501
	South	1502	1502
Kentucky	North	1601	1601
	South	1602	1602
Louisiana	North	1701	1701
	South	1702	1702
	Offshore	1703	1703
Maine	East	1801	1801
	West	1802	1802
Maryland		1900	1900
Massachusetts	Mainland	2001	2001
	Island	2002	2002

Table 15-7: Allowed Zones for the State Plane Projection (Continued)

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
Michigan	East (Transverse Mercator)	2101	——
	Central (Transverse Mercator)	2102	——
	West (Transverse Mercator)	2103	——
	North (Lambert)	2111	2111
	Central (Lambert)	2112	2112
	South (Lambert)	2113	2113
Minnesota	North	2201	2201
	Central	2202	2202
	South	2203	2203
Mississippi	East	2301	2301
	West	2302	2302
Missouri	East	2401	2401
	Central	2402	2402
	West	2403	2403
Montana		——	2500
	North	2501	——
	Central	2502	——
	South	2503	——
Nebraska		——	2600
	North	2601	——
	South	2602	——

Table 15-7: Allowed Zones for the State Plane Projection (Continued)

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
Nevada	East	2701	2701
	Central	2702	2702
	West	2703	2703
New Hampshire		2800	2800
New Jersey		2900	2900
New Mexico	East	3001	3001
	Central	3002	3002
	West	3003	3003
New York	East	3101	3101
	Central	3102	3102
	West	3103	3103
	Long Island	3104	3104
North Carolina		3200	3200
North Dakota	North	3301	3301
	South	3302	3302
Ohio	North	3401	3401
	South	3402	3402
Oklahoma	North	3501	3501
	South	3502	3502
Oregon	North	3601	3601
	South	3602	3602
Pennsylvania	North	3701	3701
	South	3702	3702
Rhode Island		3800	3800

Table 15-7: Allowed Zones for the State Plane Projection (Continued)

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
South Carolina		——	3900
	North	3901	——
	South	3902	——
South Dakota	North	4001	4001
	South	4002	4002
Tennessee		4100	4100
Texas	North	4201	4201
	North Central	4202	4202
	Central	4203	4203
	South Central	4204	4204
	South	4205	4205
Utah	North	4301	4301
	Central	4302	4302
	South	4303	4303
Vermont		4400	4400
Virginia	North	4501	4501
	South	4502	4502
Washington	North	4601	4601
	South	4602	4602
West Virginia	North	4701	4701
	South	4702	4702
Wisconsin	North	4801	4801
	Central	4802	4802
	South	4803	4803

Table 15-7: Allowed Zones for the State Plane Projection (Continued)

State	Jurisdiction Zone	NAD27 Zone Code	NAD83 Zone Code
Wyoming	East	4901	4901
	East Central	4902	4902
	West Central	4903	4903
	West	4904	4904
Puerto Rico		5201	5200
Virgin Islands		——	5200
	St. John, St. Thomas	5201	——
	St. Croix	5202	——
American Samoa		5300	——
Guam		5400	——

Table 15-7: Allowed Zones for the State Plane Projection (Continued)

Example

See MAP_PROJ_FORWARD for an example of using this function.

Version History

5.6	Introduced

See Also

MAP_PROJ_FORWARD, MAP_PROJ_INVERSE, MAP_SET

MAP_PROJ_INVERSE

The MAP_PROJ_INVERSE function transforms map coordinates from Cartesian (x, y) coordinates to longitude and latitude, using either the !MAP system variable or a supplied map projection variable created by MAP_PROJ_INIT.

Syntax

Result = MAP_PROJ_INVERSE (*X* [, *Y*] [, MAP_STRUCTURE=*value*]
   [, /RADIANS])

Return Value

The result is a (2, *n*) array containing the longitude/latitude coordinates.

Arguments

X

An *n*-element vector containing the x values. If the *Y* argument is omitted, *X* must be a (2, *n*) array of X and Y pairs.

Y

An *n*-element vector containing y values. If this argument is omitted, *X* must be a (2, *n*) array of X and Y pairs.

Keywords

MAP_STRUCTURE

Set this keyword to a !MAP structure variable containing the projection parameters, as constructed by the MAP_PROJ_INIT. If this keyword is omitted, the !MAP system variable is used.

RADIANS

Set this keyword to indicate that the returned longitude and latitude coordinates should be expressed in radians. By default, returned coordinates are expressed in degrees.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Version History

5.6	Introduced
6.2	Thread pool keywords added

See Also

MAP_PROJ_FORWARD, MAP_PROJ_INIT

MAP_SET

The MAP_SET procedure establishes the axis type and coordinate conversion mechanism for mapping points on the earth's surface, expressed in latitude and longitude, to points on a plane, according to one of several possible map projections. This procedure also sets up the clipping parameters of the region to be mapped, the center of the map, and the polar rotation. Mapping transformation values are stored in the !MAP system variable.

You can select the type of map projection, the map center, polar rotation and geographical limits can all be customized. The system variable !MAP retains the information needed to effect coordinate conversions to the plane and, inversely, from the projection plane to points on the earth in latitude and longitude. Users should not change the values of the fields in !MAP directly.

MAP_SET can also be made to plot the graticule (the grid of latitude and longitude lines) and continental boundaries by setting the keywords GRID and CONTINENTS. Many other types of boundaries can be overplotted on maps using the MAP_CONTINENTS procedure.

Note ───────────────────────────────

Using MAP_SET changes the !X.TYPE system variable.

─────────────────────────────────────

Note ───────────────────────────────

If the graphics device is changed, MAP_SET (and all other mapping calls) must be re-called for the projection to be set up properly for the new device.

─────────────────────────────────────

This routine is written in the IDL language. Its source code can be found in map_set.pro in the lib subdirectory of the IDL distribution.

Syntax

MAP_SET [, *P0lat*, *P0lon*, *Rot*]

Keywords—Projection Types: [[, /AITOFF | , /ALBERS | , /AZIMUTHAL | , /CONIC | , /CYLINDRICAL | , /GNOMIC | , /GOODESHOMOLOSINE | , /HAMMER | , /LAMBERT | , /MERCATOR | , /MILLER_CYLINDRICAL | , /MOLLWEIDE | , /ORTHOGRAPHIC | , /ROBINSON | , /SATELLITE | , /SINUSOIDAL | , /STEREOGRAPHIC | , /TRANSVERSE_MERCATOR] | [, NAME=*string*]]

Keywords—Map Characteristics: [, /ADVANCE] [, CHARSIZE=*value*] [, /CLIP] [, COLOR=*index*] [, /CONTINENTS [, CON_COLOR=*index*] [, /HIRES]]

[, E_CONTINENTS=*structure*] [, E_GRID=*structure*]
[, E_HORIZON=*structure*] [, GLINESTYLE={0 | 1 | 2 | 3 | 4 | 5}]
[, GLINETHICK=*value*] [, /GRID] [, /HORIZON]
[, LABEL=*n*{label every *n*th gridline}] [, LATALIGN=*value*{0.0 to 1.0}]
[, LATDEL=*degrees*] [, LATLAB=*longitude*] [, LONALIGN=*value*{0.0 to 1.0}]
[, LONDEL=*degrees*] [, LONLAB=*latitude*] [, MLINESTYLE={0 | 1 | 2 | 3 | 4 |
5}] [, MLINETHICK=*value*] [, /NOBORDER] [, /NOERASE]
[, REVERSE={0 | 1 | 2 | 3}] [, TITLE=*string*] [, /USA] [, XMARGIN=*value*]
[, YMARGIN=*value*]

Keywords—Projection Parameters:
[, CENTRAL_AZIMUTH=*degrees_east_of_north*] [, ELLIPSOID=*array*]
[, /ISOTROPIC] [, LIMIT=*vector*] [, SAT_P=*vector*] [, SCALE=*value*]
[, STANDARD_PARALLELS=*array*]

Graphics Keywords: [, POSITION=*[X_0, Y_0, X_1, Y_1]*] [, /T3D] [, ZVALUE=*value*{0
to 1}]

Arguments

P_0lat

The latitude of the point on the earth's surface to be mapped to the center of the
projection plane. Latitude is measured in degrees North of the equator and P_{0lat} must
be in the range: $-90° \leq P_{0lat} \leq 90°$.

If P_{0lat} is not set, the default value is zero.

Note ———————————————————————————
If the longitude and latitude limits (specified via the LIMIT keyword) do not
include the point (0,0), you might want to specify the P_{0lon} and P_{0lat} arguments
explicitly, to avoid unexpected results.
———————————————————————————————

P_0lon

The longitude of the point on the earth's surface to be mapped to the center of the
map projection. Longitude is measured in degrees east of the Greenwich meridian
and P_{0lon} must be in the range: $-180° \leq P_{0lon} \leq 180°$.

If P_{0lon} is not set, the default value is zero.

Note ──

If the longitude and latitude limits (specified via the LIMIT keyword) do not include the point (0,0), you might want to specify the P_{0lon} and P_{0lat} arguments explicitly, to avoid unexpected results.

──

Rot

Rot is the angle through which the North direction should be rotated around the line *L* between the earth's center and the point (P_{0lat}, P_{0lon}). *Rot* is measured in degrees with the positive direction being clockwise rotation around line *L*. *Rot* can have values from -180° to 180°.

If the center of the map is at the North pole, North is in the direction P_{0lon} + 180°. If the origin is at the South pole, North is in the direction P_{0lon}.

The default value of *Rot* is 0 degrees.

Keywords

Projection Type Keywords:

AITOFF

Set this keyword to select the Aitoff projection.

An Aitoff projection centered on the international dateline can be produced by the command:

```
MAP_SET, 0, 180, /AITOFF, /GRID, /CONTINENTS, /ISOTROPIC, $
   TITLE= 'Aitoff Projection'
```

ALBERS

Set this keyword to select the Albers equal-area conic projection. To specify the latitude of the standard parallels, see "STANDARD_PARALLELS" on page 1578.

AZIMUTHAL

Set this keyword to select the azimuthal equidistant projection.

If the keyword LIMIT is not set, the whole globe is mapped to the *UV* plane.

```
MAP_SET, /AZIMUTHAL, /ISOTROPIC, -90, $
   /GRID, LONDEL=20, LATDEL=20, /CONTINENT, $
   /HORIZON, TITLE = 'Polar Azimuthal'
```

This produces a projection centered at the South Pole and shows the entire globe.

Note ———

With azimuthal projections, the *UV* plane is tangent to the globe. The point of tangency is projected onto the center of the plane and its latitude and longitude are *P0lat* and *P0lon*, respectively. *Rot* is the angle between North and the v-axis.

———

CONIC

Set this keyword to select Lambert's conformal conic projection with one or two standard parallels. The STANDARD_PARALLELS keyword specifies the latitudes of one or two standard parallels., see . This keyword can be used with the ELLIPSOID keyword.

The following statement produces the map shown in the accompanying figure, which features North America with standard parallels at 20 degrees and 60 degrees:

```
MAP_SET, /CONIC, 40, -80, STANDARD_PARALLELS=[20,60], $
    /ISOTROPIC, LIMIT=[0, -260, 90, 100], $
    /GRID, LATDEL=15, LONDEL=20, /CONTINENT, $
    TITLE= 'Lambert's Conic'
```

CYLINDRICAL

Set this keyword to select the cylindrical equidistant projection. Cylindrical is the default map projection.

The following code is used to produce a simple cylindrical equidistant projection and an oblique cylindrical equidistant projection:

```
MAP_SET, /CYLINDRICAL, 0, 0, /GRID, /CONTINENTS, $
    TITLE = 'Simple Cylindrical Equidistant'
```

Now rotate the projection by 45°:

```
MAP_SET, /CYLINDRICAL, 0, 0, 45, $
    /GRID, /CONTINENT, /HORIZON, $
    TITLE='Oblique Cylindrical Equidistant'
```

GOODESHOMOLOSINE

Set this keyword to select the Goode's Homolosine Projection. The central latitude for this projection is fixed on the equator, 0 degrees latitude. This projection is interrupted, as the inventor originally intended, and is best viewed with the central longitude set to 0.

The following statement produced the example of Goode's Homolosine projection:

```
MAP_SET, /GOODESHOMOLOSINE, 0, 0, /ISOTROPIC, /GRID, $
    LATDEL=15, LONDEL=20, /HORIZON, E_CONTINENTS={FILL:1}, $
    TITLE='Goode Homolosine'
```

GNOMIC

Set this keyword to select the gnomonic projection. If default clipping is enabled, this projection will display a maximum of $\pm 60°$ from the center of the projection area when the center is at either the equator or one of the poles.

```
MAP_SET, /GNOMIC, 40, -105, LIMIT = [20, -130, 70, -70], $
    /ISOTROPIC, /GRID, /CONTINENT, $
    TITLE = 'Oblique Gnomonic'
```

This projection is centered around the point at latitude 40 degrees and longitude –105 degrees. The region on the globe that is mapped lies between 20 degrees and 70 degrees of latitude and –130 degrees and –70 degrees of longitude.

HAMMER

Set this keyword to select the Hammer-Aitoff equal area projection.

A Hammer-Aitoff projection centered on the international dateline can be produced by the command:

```
MAP_SET, 0, 180, /HAMMER, /GRID, /CONTINENTS, /ISOTROPIC, $
    /HORIZON, TITLE= 'Hammer-Aitoff Projection'
```

LAMBERT

Set this keyword to select Lambert's azimuthal equal area projection.

The following statements create a projection that shows the Northern Hemisphere rotated counterclockwise 105 degrees, and the continents are filled with a solid color.

```
MAP_SET, /LAMBERT, 90, 0, -105, /ISOTROPIC, $
    /GRID, LATDEL=20, LONDEL=20, $
    /CONTINENTS, E_CONTINENTS={FILL:1}, /HORIZON, $
    TITLE = 'Polar Lambert'
```

MERCATOR

Set this keyword to select the Mercator projection. Note that this projection will not display regions within $\pm 10°$ of the poles of projection.

By default, the keyword LIMIT is set to [–80, –180, 80, 180] because of the great distortions around the poles when the equator is selected.The following statement produces a simple Mercator projection:

```
MAP_SET, /MERCATOR, 0, 0, /ISOTROPIC, $
    /GRID, /CONTINENTS, $
    TITLE = 'Simple Mercator'
```

When the eccentricity of the Earth is not important, global scale Transverse Mercator projections (see "TRANSVERSE_MERCATOR" on page 1572) can be easily created using the Mercator projection with the CENTRAL_AZIMUTH keyword set to 90 degrees, and setting *Rot* to rotate the map 90 degrees. For example, to create the Transverse Mercator map showing North and South America, with a central meridian of –90 degrees West and centered on the Equator, use the following statement:

```
MAP_SET, /MERCATOR, 0, -75, 90, CENTRAL_AZIMUTH=90, $
    /ISOTROPIC, LIMIT= [32,-130, 70,-86, -5,-34, -58, -67], $
    /GRID, LATDEL=15, LONDEL=15, /CONTINENTS, $
    TITLE = 'Transverse Mercator'
```

MILLER_CYLINDRICAL

Set this keyword to select the Miller Cylindrical projection.

MOLLWEIDE

Set this keyword to select the Mollweide projection.

If the keyword LIMIT is not set, the whole globe will be mapped to the plane. The following statement produces a Mollweide projection in oblique form:

```
MAP_SET, /MOLLWEIDE, 45, 0, /ISOTROPIC, $
    /GRID, LATDEL=20, LONDEL=20, $
    /HORIZON, E_CONTINENTS={FILL:1}, $
    TITLE='Oblique Mollweide'
```

Since the center of the projection is not on the equator, parallels of latitude are not straight lines, just as they are not straight lines with an oblique Mercator or cylindrical equidistant projection.

NAME

Set this keyword to a string indicating the projection that you wish to use. A list of available projections can be found using MAP_PROJ_INFO, PROJ_NAMES=names. This keyword will override any of the individual projection keywords.

ORTHOGRAPHIC

Set this keyword to select the orthographic projection. Note that this projection will display a maximum of $\pm 90°$ from the center of the projection area.

The following statements are used to produce an orthographic projection centered over Eastern Spain at a scale of 70 million to 1:

```
MAP_SET, /ORTHOGRAPHIC, 40, 0, SCALE=70e6, /CONTINENTS, $
    /GRID, LONDEL=15, LATDEL=15, $
    TITLE = 'Oblique Orthographic'
```

ROBINSON

Set this keyword to select the Robinson pseudo-cylindrical projection.

Note

The central meridian should always be 0 degrees longitude to retain the correct balance of shapes, sizes, and relative positions.

The next statement produces a Robinson projection.

```
MAP_SET, /ROBINSON, 0, 0, /ISOTROPIC, /GRID, $
    /HORIZON, E_CONTINENTS={FILL:1}, TITLE='Robinson'
```

SATELLITE

Set this keyword to select the satellite projection. For the satellite projection, P_{0Lat} and P_{0Lon} represent the latitude and longitude of the sub-satellite point. Three additional parameters, *P*, *Omega*, and *Gamma* (supplied as a three-element vector argument to the SAT_P keyword), are required where:

- *P* is the distance of the point of perspective (camera) from the center of the globe, expressed in units of the radius of the globe.

- *Omega* is the downward tilt of the camera, in degrees from the new horizontal. If both *Gamma* and *Omega* are 0, a Vertical Perspective projection results.

- *Gamma* is the angle, expressed in degrees clockwise from north, of the rotation of the projection plane. This parameter is equivalent to the *Rot* argument to the MAP_SET procedure.

Note

Since all meridians and parallels are oblique lines or arcs, the LIMIT keyword must be supplied as an eight-element vector representing four points that delineate the limits of the map. The extent of the map limits, when expressed in latitude/longitude is a complicated polygon, rather than a simple quadrilateral.

See for an example.

SINUSOIDAL

Set this keyword to select the sinusoidal projection.

The parameters P_{0Lat} and *Rot* of the MAP_SET procedure must be zero. If they are not, an error message results and the procedure MAP_SET will reset both of these parameters to zero and continue. By default, P_{0Lon} (the central longitude) is zero, but the user can set it to any other value between –180 and 180. If the keyword LIMIT is undefined, the entire globe is the region selected for mapping.

The following statements produces the sinusoidal map of the whole globe centered at longitude 0 degrees and latitude 0 degrees:

```
MAP_SET, /SINUSOIDAL, /ISOTROPIC, $
    /CONTINENTS, TITLE='Sinusoidal'
MAP_GRID, LONDEL=20, /HORIZON
```

STEREOGRAPHIC

Set this keyword to select the stereographic projection. Note that if default clipping is enabled, this projection will display a maximum of $\pm 90°$ from the center of the projection area.

The following statement uses the stereographic projection to draw the hemisphere centered on the equator at longitude –105 degrees and produces an equatorial stereographic map:

```
MAP_SET, /STEREOGRAPHIC, 0, -105, /ISOTROPIC, $
   /GRID, LATDEL = 20, LONDEL = 20, /HORIZON, /CONTINENT, $
   TITLE = 'Equatorial Stereographic'
```

Since the LATDEL and LONDEL keywords are set to 20, parallels and meridians are spaced 20 degrees apart. The GRID and CONTINENT keywords signal that the grid and continents should be drawn.

TRANSVERSE_MERCATOR

Set this keyword to select the Transverse Mercator projection, also called the UTM or Gauss-Krueger projection. This projection works well with the ellipsoid form. The default ellipsoid is the Clarke 1866 ellipsoid. To change the default ellipsoid characteristics, see "ELLIPSOID" on page 1577.

To create a UTM map, centered near London, with a scale of 10 million to one, type the following:

```
MAP_SET, /TRANSVERSE_MERCATOR, 51, 0, SCALE=10e6, $
    /GRID, LATDEL=2.5, LONDEL=2.5, /LABEL, LONLAB=48, $
    /CONTINENTS, E_CONT={COUNTRIES:1, COASTS:1}, $
    TITLE='UTM Projection'
```

Map Characteristic Keywords:

ADVANCE

If this keyword is set, and the screen is set to display multiple plots (using !P.MULTI), IDL will automatically advance to the next plot position. If there are no plot positions remaining, IDL will erase the screen and use the first plot position. If this keyword is not set, and NOERASE is also not set, IDL always erases the screen.

CHARSIZE

The size of the characters used for the labels. The default is 1.

CLIP

Set this keyword to clip the map using the map-specific graphics technique. The default is to perform map-specific clipping. Set CLIP=0 to disable clipping.

Note ————————————————————————————————————

Clipping controlled by the CLIP keyword applies only to the map itself. In order to disable general clipping within the plot window, you must set the system variable !P.NOCLIP=1. For more information, see "NOCLIP" on page 5469.

——

COLOR

The color index of the map border in the plotting window.

CONTINENTS

Set this keyword to plot the continental boundaries. Note that if you are using the low-resolution map database (if the HIRES keyword is *not* set), outlines for continents, islands, and lakes are drawn when the CONTINENTS keyword is set. If you are using the high-resolution map database (if the HIRES keyword *is* set), only continental outlines are drawn when the CONTINENTS keyword is set. To draw islands and lakes when using the high-resolution map database, use the COASTS keyword to the MAP_CONTINENTS procedure.

CON_COLOR

The color index for continent outlines if CONTINENTS is set.

E_CONTINENTS

Set this keyword to a structure containing extra keywords to be passed to MAP_CONTINENTS. For example, to fill continents, the FILL keyword of MAP_CONTINENTS is set to 1. To fill the continents with MAP_SET, specify E_CONTINENTS={FILL:1}.

E_GRID

Set this keyword to a structure containing extra keywords to be passed to MAP_GRID. For example, to label every other gridline on a grid of parallels and meridians, the LABEL keyword of MAP_GRID is set to 2. To do the same with MAP_SET, specify E_GRID={LABEL:2}.

E_HORIZON

Set this keyword to a structure containing extra keywords to be set as modifiers to the HORIZON keyword.

Example

To draw a Stereographic map, with the sphere filled in color index 3, enter:

```
MAP_SET, 0, 0, /STEREO, /HORIZON, /ISOTROPIC, $
   E_HORIZON={FILL:1, COLOR:3}
```

GLINESTYLE

Set this keyword to a line style index used to draw the grid of parallels and meridians. See MLINESTYLE for a list of available linestyles. The default is 1, drawing a grid of dotted lines.

GLINETHICK

Set this keyword to the thickness of the gridlines drawn if the GRID keyword is set. The default is 1.

GRID

Set this keyword to draw the grid of parallels and meridians.

HIRES

Set this keyword to use the high-resolution continent outlines when drawing continents. This keyword only has effect if the CONTINENTS keyword is also set.

HORIZON

Set this keyword to draw a horizon line, when the projection in use permits. The horizon delineates the boundary of the sphere. See E_HORIZON for more options.

LABEL

Set this keyword to label the parallels and meridians with their corresponding latitudes and longitudes. Setting this keyword to an integer will cause every LABEL gridline to be labeled (that is, if LABEL=3 then every third gridline will be labeled). The starting point for determining which gridlines are labeled is the minimum latitude or longitude (-180 to 180).

LATALIGN

The alignment of the text baseline for latitude labels. A value of 0.0 left justifies the label, 1.0 right justifies it, and 0.5 centers it.

LATLAB

The longitude at which to place latitude labels. The default is the center longitude of the map.

LATDEL

Set this keyword equal to the spacing (in degrees) between parallels of latitude drawn by the MAP_GRID procedure. If this keyword is not set, a suitable value is determined from the current map projection.

LONALIGN

The alignment of the text baseline for longitude labels. A value of 0.0 left justifies the label, 1.0 right justifies it, and 0.5 centers it.

LONDEL

Set this keyword equal to the spacing (in degrees) between meridians of longitude drawn by the MAP_GRID procedure. If this keyword is not set, a suitable value is determined from the current map projection.

LONLAB

The latitude at which to place longitude labels. The default is the center latitude of the map.

MLINESTYLE

The line style index used for continental boundaries. Linestyles are described in the table below. The default is 0 for solid.

Index	Linestyle
0	Solid
1	Dotted
2	Dashed
3	Dash Dot
4	Dash Dot
5	Long Dashes

Table 15-8: IDL Linestyles

MLINETHICK

The line thickness used for continental boundaries. The default is 2.

NOBORDER

Set this keyword to not draw a border around the map. The map will fill the extent of the plotting region. If NOBORDER is *not* specified, a margin equalling 1% of the plotting region will be placed between the map and the border.

NOERASE

If this keyword is set, IDL does not erase the screen before setting up the map projection. The default behavior is to erase the screen. This keyword is ignored if ADVANCE is set.

REVERSE

Set this keyword to one of the following values to reverse the X and/or Y axes:

- 0 = no reversal (the default)
- 1 = reverse X
- 2 = reverse Y
- 3 = reverse both.

TITLE

A string containing the main title for the map. The title appears centered above the map window.

USA

Set this keyword to draw borders for each state in the United States.

XMARGIN

A scalar or two-element vector that specifies the vertical margin between the map and screen border in character units. If a scalar is specified, the same margin will be used on both sides of the map.

YMARGIN

A scalar or two-element vector that specifies in the horizontal margin between the map and screen border in character units. If a scalar is specified, the same margin will be used on the top and bottom of the map.

Projection Parameter Keywords:

CENTRAL_AZIMUTH

Set this keyword to the angle of the central azimuth, in degrees east of North. This keyword can be used with the following projections: Cylindrical, Mercator, Miller, Mollweide, and Sinusoidal. The default is 0 degrees. The pole is placed at an azimuth of CENTRAL_AZIMUTH degrees CCW of North, as specified by the *Rot* argument.

ELLIPSOID

Set this keyword to a 3-element array, [*a*, e^2, k_0], defining the ellipsoid for the Transverse Mercator or Lambert Conic projections.

- *a*: equatorial radius, in meters (*a* must be greater than zero)
- e^2: eccentricity squared. $e^2 = 2 * f - f^2$, where $f = 1 - b/a$ (*a*: equatorial radius, *b*: polar radius; in meters). e^2 must be nonnegative and less than 1.
- k_0: scale on the central meridian

The default is the Clarke 1866 ellipsoid, [6378206.4, 0.00676866, 0.9996].

This keyword can be used with the CONIC or TRANSVERSE_MERCATOR keywords. For CONIC if ELLIPSOID is not supplied, a sphere of normalized radius 1.0 is used. For TRANSVERSE_MERCATOR if ELLIPSOID is not supplied, the default is the Clarke 1866 ellipsoid, [6378206.4, 0.00676866, 0.9996].

ISOTROPIC

Set this keyword to produce a map that has the same scale in the X and Y directions.

Note ———————————————————————————————————————

The X and Y axes will be scaled isotropically and then fit within the rectangle defined by the POSITION keyword; one of the axes may be shortened. See for more information.

———

LIMIT

A four- or eight-element vector that specifies the limits of the map.

As a four-element vector, LIMIT has the form [Lat_{min}, Lon_{min}, Lat_{max}, Lon_{max}] that specifies the boundaries of the region to be mapped. (Lat_{min}, Lon_{min}) and (Lat_{max}, Lon_{max}) are the latitudes and longitudes of two points diagonal from each other on the region's boundary.

For more complex regions or projections, the eight-element vector, LIMIT has the form: [Lat_0, Lon_0, Lat_1, Lon_1, Lat_2, Lon_2, Lat_3, Lon_3]. These four latitude/longitude pairs describe, respectively, four points on the left, top, right, and bottom edges of the map extent.

Note ───

> If the longitude range in LIMIT is less than or equal to 180 degrees, map clipping is
> performed in lat/lon coordinates before the transform. If the longitude range is
> greater than 180 degrees, map clipping is done in Cartesian coordinates after the
> transform. For non-cylindrical projections, clipping after the transformation to
> Cartesian coordinates means that some lat/lon points that fall outside the bounds
> specified by LIMIT may not be clipped. This occurs when the transformed lat/lon
> points fall inside the cartesian clipping rectangle.

───

SAT_P

A three-element vector containing three parameters, *P*, *Omega*, and *Gamma,* that
must be supplied when using the SATELLITE projection where:

   • *P* is the distance of the point of perspective (camera) from the center of the
      globe, expressed in units of the radius of the globe.

   • *Omega* is the downward tilt of the camera, in degrees from the new horizontal.
      If both *Gamma* and *Omega* are 0, a Vertical Perspective projection results.

   • *Gamma* is the angle, expressed in degrees clockwise from north, of the Earth's
      rotation. This parameter is equivalent to the *Rot* argument.

SCALE

Set this keyword to construct an isotropic map with the given scale, set to the ratio of
1:*scale*. If SCALE is not specified, the map is fit to the window. The typical scale for
global maps is in the ratio of between 1:100 million and 1:200 million. For
continents, the typical scale is in the ratio of approximately 1:50 million. For
example, SCALE=100E6 sets the scale at the center of the map to 1:100 million,
which is in the same ratio as 1 inch to 1578 miles (1 cm to 1000 km).

STANDARD_PARALLELS

Set this keyword to a one- or two-element array defining, respectively, one or two
standard parallels for conic projections.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics
and plotting keywords:

POSITION, T3D, ZVALUE

Examples

To draw a Stereographic map, with the sphere filled in color index 3:

```
MAP_SET, 0, 0, /STEREO, /HORIZON, /ISOTROPIC, E_HORIZON={FILL:1,
COLOR:3}
```

Labeling and Drawing Projections

Labeling and drawing a vector on a satellite projection.

```
MAP_SET, /SATELLITE, SAT_P=[1.0251, 55, 150], 41.5, -74., $
   /ISOTROPIC, /HORIZON, $
   LIMIT=[39, -74, 33, -80, 40, -77, 41,-74], $
   /CONTINENTS, TITLE='Satellite / Tilted Perspective'
; Set up the satellite projection:
MAP_GRID, /LABEL, LATLAB=-75, LONLAB=39, LATDEL=1, LONDEL=1
; Get North vector:
p = convert_coord(-74.5, [40.2, 40.5], /TO_NORM)
; Draw North arrow:
ARROW, p(0,0), p(1,0), p(0,1), p(1,1), /NORMAL
XYOUTS, -74.5, 40.1, 'North', ALIGNMENT=0.5
```

The map in the accompanying figure, which shows the eastern seaboard of the United States from an altitude of about 160km, above Newburgh, NY, was produced with the previous code.
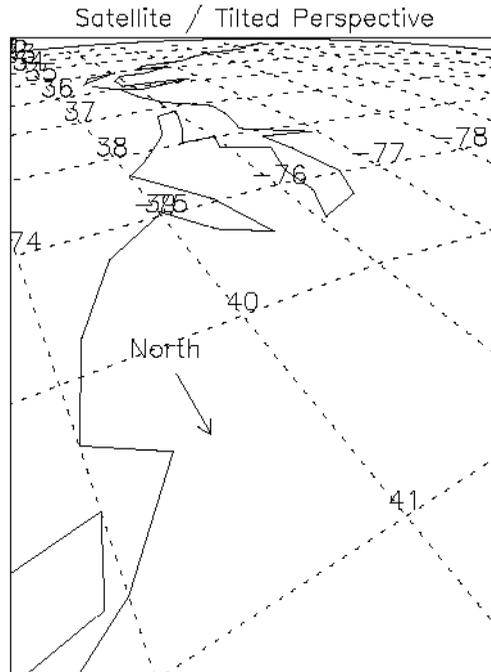
Figure 15-3: Satellite Projection

The parameters for this satellite projection are:

- Center of projection = 41.5N latitude, –74W longitude

- *P* (altitude) = 1.025 = (1.0 + 160 / 6371km)

- *Gamma* (rotation of projection plane) = 150 degrees

- *Omega* (tilt of projection plane) = 55 degrees

- The eight element LIMIT keyword array specifies the latitude/longitude locations of points at the bottom, left, top, and right of the map respectively.

- The HORIZON keyword draws a horizon line.

Putting Data on Maps — Using CONTOUR with MAP_SET

The procedures PLOT, OPLOT, PLOTS, XYOUTS, and CONTOUR can be used to display and annotate geographical data on maps created by the routines MAP_SET, MAP_GRID, and MAP_CONTINENTS. The MAP_IMAGE procedure can be used to warp regularly-gridded images to map projections.

The following simple example creates a CONTOUR plot over a Mollweide map projection and then over a polar stereographic projection. The resulting map is shown below.
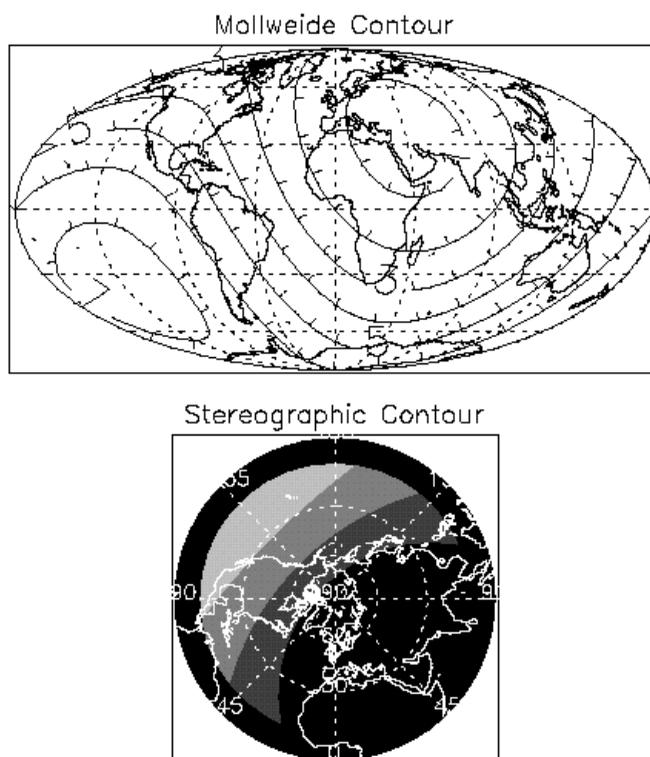
Figure 15-4: Combining CONTOUR with MAP_SET

```
; Make a 10 degree latitude/longitude grid covering the Earth:
lat = REPLICATE(10., 37) # FINDGEN(19) - 90.
lon = FINDGEN(37) # REPLICATE(10, 19)
; Convert lat and lon to Cartesian coordinates:
```

```
X = COS(!DTOR * lon) * COS(!DTOR * lat)
Y = SIN(!DTOR * lon) * COS(!DTOR * lat)
Z = SIN(!DTOR * lat)
; Create the function to be plotted, set it equal
; to the distance squared from (1,1,1):
F = (X-1.)^2 + (Y-1.)^2 + (Z-1.)^2
MAP_SET, /MOLLWEIDE, 0, 0, /ISOTROPIC, $
   /HORIZON, /GRID, /CONTINENTS, $
   TITLE='Mollweide Contour'
CONTOUR, F, lon, lat, NLEVELS=7, $
   /OVERPLOT, /DOWNHILL, /FOLLOW
; Fill the contours over the northern hemisphere and
; display in a polar sterographic projection:
MAP_SET, /STEREO, 90, 0, $
   /ISOTROPIC, /HORIZON, E_HORIZON={FILL:1}, $
   TITLE='Stereographic Contour'
; Display points in the northern hemisphere only:
CONTOUR, F(*,10:*), lon(*,10:*), lat(*,10:*), $
   /OVERPLOT, /FILL, NLEVELS=5
MAP_GRID, /LABEL, COLOR=255
MAP_CONTINENTS, COLOR=255
```

Limitations

Filling contours or polygons over maps that cover more than a hemisphere will produce incorrect results. This is because of the ambiguity between polygons that enclose an area, and those that enclose the entire surface of the sphere outside the area; and because of the ambiguity of determining the clockwise-ness of polygons on a sphere that cover more than a hemisphere.

Version History

Pre 4.0	Introduced

See Also

MAP_CONTINENTS, MAP_GRID, MAP_IMAGE, MAP_PROJ_INIT

MATRIX_MULTIPLY

The MATRIX_MULTIPLY function calculates the IDL # operator of two (possibly transposed) arrays. The transpose operation (if desired) is done simultaneously with the multiplication, thus conserving memory and increasing the speed of the operation. If the arrays are not transposed, then MATRIX_MULTIPLY is equivalent to using the # operator.

The # Operator vs. MATRIX_MULTIPLY

The following table illustrates how various operations are performed using the # operator versus the MATRIX_MULTIPLY function:

# Operator	Function
A # B	MATRIX_MULTIPLY(*A*, *B*)
transpose(A) # B	MATRIX_MULTIPLY(*A*, *B*, /ATRANSPOSE)
A # transpose(B)	MATRIX_MULTIPLY(*A*, *B*, /BTRANSPOSE)
transpose(A) # transpose(B)	MATRIX_MULTIPLY(*A*, *B*, /ATRANSPOSE, /BTRANSPOSE)

Table 15-9: The # Operator vs. MATRIX_MULTIPLY

Note

MATRIX_MULTIPLY can also be used in place of the ## operator. For example, A ## B is equivalent to MATRIX_MULTIPLY(*B*, *A*), and A ## TRANSPOSE(B) is equivalent to MATRIX_MULTIPLY(*B*, *A*, /ATRANSPOSE).

Syntax

Result = MATRIX_MULTIPLY(*A*, *B* [, /ATRANSPOSE] [, /BTRANSPOSE])

Return Value

The type for the result depends upon the input type. For byte or integer arrays, the result has the type of the next-larger integer type that could contain the result (for example, byte, integer, or long input returns type long integer). For floating-point, the result has the same type as the input.

For the case of no transpose, the resulting array has the same number of columns as the first array and the same number of rows as the second array. The second array must have the same number of columns as the first array has rows.

Note ───

If A and B arguments are vectors, then C = MATRIX_MULTIPLY(*A*, *B*) is a matrix with $C_{ij} = A_i B_j$. Mathematically, this is equivalent to the outer product, usually denoted by A⊗B.

───

Arguments

A

The left operand for the matrix multiplication. Dimensions higher than two are ignored.

B

The right operand for the matrix multiplication. Dimensions higher than two are ignored.

Keywords

ATRANSPOSE

Set this keyword to multiply using the transpose of *A*.

BTRANSPOSE

Set this keyword to multiply using the transpose of *B*.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Version History

5.4	Introduced

See Also

MATRIX_POWER, "Multiplying Arrays" (Chapter 15, *Application Programming*)

MATRIX_POWER

The MATRIX_POWER function computes the product of a matrix with itself. For example, the fifth power of array *A* is *A* # *A* # *A* # *A* # *A*. Negative powers are computed using the matrix inverse of the positive power.

Syntax

Result = MATRIX_POWER(*Array*, *N* [, /DOUBLE] [, STATUS=*value*])

Return Value

The result is a square array containing the value of the matrix raised to the specified power. A power of zero returns the identity matrix.

Arguments

Array

A square, two-dimensional array of any numeric type.

N

An integer representing the power. *N* may be positive or negative.

Keywords

DOUBLE

Set this keyword to return a double-precision result. Explicitly set this keyword equal to zero to return a single-precision result. The default return type depends upon the precision of *Array*.

Note

Computations are always performed using double-precision arithmetic.

STATUS

Set this keyword equal to a named variable that will contain the status of the matrix inverse for negative powers. Possible values are:

Value	Description
0	Successful completion.
1	Singular array (which indicates that the inversion is invalid).
2	Warning that a small pivot element was used and that significant accuracy was probably lost.

Table 15-10: STATUS Keyword Values

For non-negative powers, STATUS is always set to 0.

Example

Print an array to the one millionth power:

```
array = [ [0.401d, 0.600d], $
          [0.525d, 0.475d] ]
PRINT, MATRIX_POWER(array, 1e6)
```

IDL prints:

```
2.4487434e+202  2.7960773e+202
2.4465677e+202  2.7935929e+202
```

Version History

5.6	Introduced

See Also

MATRIX_MULTIPLY, "Multiplying Arrays" (Chapter 15, *Application Programming*)

MAX

The MAX function returns the value of the largest element of *Array*.

Syntax

Result = MAX(*Array* [, *Max_Subscript*] [, /ABSOLUTE] [, DIMENSION=*value*]
[, MIN=*variable*] [, /NAN] [, SUBSCRIPT_MIN=*variable*])

Return Value

Return the largest array element value. The type of the result is the same as the type of *Array*.

Arguments

Array

The array to be searched.

Max_Subscript

A named variable that, if supplied, is converted to a long integer containing the one-dimensional subscript of the maximum element. Otherwise, the system variable !C is set to the one-dimensional subscript of the maximum element.

Keywords

ABSOLUTE

If this keyword is set, then the absolute value of each element is used when determining the maximum values.This keyword has no effect for arrays of type byte or unsigned integer.

Note

If ABSOLUTE is set then the sign of each value is ignored when searching for the maximum. However, the return value retains the negative sign if the value was indeed negative.

Tip ──

For complex input, MAX by default only compares the real component of each value. Use the ABSOLUTE keyword to force MAX to compare the absolute value of each value, and to return the complex value corresponding to the maximum absolute value.

──

DIMENSION

Set this keyword to the dimension over which to find the maximum values of an array. If this keyword is not present or is zero, the maximum is found over the entire array and is returned as a scalar value. If this keyword is present and nonzero, the result is the "slice" of the input array that contains the maximum value element, and the return values for *Result*, *Max_Subscript*, MIN, and SUBSCRIPT_MIN will all be arrays of one dimension less than the input array. That is, if the dimensions of *Array* are *N1*, *N2*, *N3*, and DIMENSION=2, the dimensions of the result are (*N1*, *N3*), and element (*i,j*) of the result contains the maximum value of *Array*[*i*, *, *j*].

For example:

```
arr = FINDGEN(2,3,2)
PRINT, arr
```

IDL prints:

```
0.00000      1.00000
2.00000      3.00000
4.00000      5.00000

6.00000      7.00000
8.00000      9.00000
10.0000      11.0000

PRINT, MAX(arr, DIMENSION=2)
```

IDL prints:

```
4.00000      5.00000
10.0000      11.0000

PRINT, MAX(arr, DIMENSION=1)
```

IDL prints:

```
1.00000      3.00000      5.00000
7.00000      9.00000      11.0000
```

MIN

A named variable to receive the value of the minimum array element. If you need to find both the minimum and maximum array values, use this keyword to avoid scanning the array twice with separate calls to MAX and MIN.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Note ──

If the MAX function is run on an array containing NaN values and the NAN keyword is not set, an invalid result will occur.

───

SUBSCRIPT_MIN

Set this keyword equal to a named variable that will contain the one-dimensional subscript of the minimum element, the value of which is available via the MIN keyword.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Example 1

This example prints the maximum value in an array, and the subscript of that value:

```
; Create a simple two-dimensional array:
D = DIST(100)

; Print the maximum value in array D and its linear subscript:
PRINT, 'Maximum value in array D is:', MAX(D, I)
```

```
PRINT, 'The subscript of the maximum value is', I
```

IDL Output

```
Maximum value in array D is:      70.7107
The subscript of the maximum value is      5050
```

Example 2

To convert I to a two-dimensional subscript, use the commands:

```
IX = I MOD 100
IY = I/100
PRINT, 'The maximum value of D is at location ('+ STRTRIM(IX, 1) $
    + ', ' + STRTRIM(IY, 1) + ')'
```

IDL Output

```
The maximum value of D is at location (50, 50)
```

Version History

Original	Introduced
6.1	Added ABSOLUTE keyword

See Also

ARRAY_INDICES, MIN, WHERE

MD_TEST

The MD_TEST function tests the hypothesis that a sample population is random against the hypothesis that it is not random. This two-tailed function is an extension of the "Runs Test for Randomness" and is often referred to as the Median Delta Test.

This routine is written in the IDL language. Its source code can be found in the file md_test.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MD_TEST(*X* [, ABOVE=*variable*] [, BELOW=*variable*]
   [, MDC=*variable*])

Return Value

The result is a two-element vector containing the nearly-normal test statistic *Z* and its associated probability.

Arguments

X

An *n*-element integer, single- or double-precision floating-point vector.

Keywords

ABOVE

Use this keyword to specify a named variable that will contain the number of sample population values greater than the median of *X*.

BELOW

Use this keyword to specify a named variable that will contain the number of sample population values less than the median of *X*.

MDC

Use this keyword to specify a named variable that will contain the number of Median Delta Clusters (sequential values of *X* above and below the median).

Examples

This example tests the hypothesis that *X* represents a random population against the hypothesis that it does not represent a random population at the 0.05 significance level:

```
; Define a sample population:
X = [ 2.00,  0.90, -1.44, -0.88, -0.24,  0.83, -0.84, -0.74, $
      0.99, -0.82, -0.59, -1.88, -1.96,  0.77, -1.89, -0.56, $
     -0.62, -0.36, -1.01, -1.36]

; Test the hypothesis that X represents a random population against
; the hypothesis that it does not represent a random population at
; the 0.05 significance level:
result = MD_TEST(X, MDC = mdc)
PRINT, result
```

IDL prints:

```
0.459468    0.322949
```

The computed probability (0.322949) is greater than the 0.05 significance level and therefore we do not reject the hypothesis that *X* represents a random population.

Version History

4.0	Introduced

See Also

CTI_TEST, FV_TEST, KW_TEST, R_TEST, RS_TEST, S_TEST, TM_TEST, XSQ_TEST

MEAN

The MEAN function computes the mean of a numeric vector. MEAN calls the IDL function MOMENT.

Syntax

Result = MEAN(*X* [, /DOUBLE] [, /NAN])

Return Value

Returns the average value of a set of numbers.

Arguments

X

An *n*-element, integer, double-precision or floating-point vector.

Keywords

DOUBLE

If this keyword is set, computations are done in double precision arithmetic.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define the n-element vector of sample data:
x = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71, 66, 65, 70]

; Compute the average:
result = MEAN(x)

; Print the result:
PRINT, result
```

IDL prints:

```
66.7333
```

Version History

5.1	Introduced

See Also

KURTOSIS, MEANABSDEV, MOMENT, STDDEV, SKEWNESS, VARIANCE

MEANABSDEV

The MEANABSDEV function computes the mean absolute deviation of an *n*-element vector or array.

This routine is written in the IDL language. Its source code can be found in the file meanabsdev.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MEANABSDEV(*X* [, /DOUBLE] [, /MEDIAN] [, /NAN])

Return Value

Returns the average deviation.

Arguments

X

An *n*-element vector or array of any numeric type.

Keywords

DOUBLE

Set this keyword to force computations to be done in double precision arithmetic and to return a double precision result. If this keyword is not set, the computations and result depend upon the type of the input data (integer and float data return float results, while double data returns double results). This has no effect if the MEDIAN keyword is set.

MEDIAN

Set this keyword to return the average deviation from the median. By default, if MEDIAN is not set, MEANABSDEV will return the average deviation from the mean.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define an n-element vector:
x = [1, 1, 1, 2, 5]

; Compute average deviation from the mean:
result = MEANABSDEV(x)

; Print the result:
PRINT, result
```

IDL prints:

```
1.20000
```

Version History

5.1	Introduced

See Also

KURTOSIS, MEAN, MOMENT, STDDEV, SKEWNESS, VARIANCE

MEDIAN

The MEDIAN function computes the median value. In an ordered set of values, the median is a value with an equal number of values above and below it. Median smoothing replaces each point with the median of the one- or two-dimensional neighborhood of a given width. It is similar to smoothing with a boxcar or average filter but does not blur edges larger than the neighborhood.

In addition, median filtering is effective in removing salt and pepper noise, (isolated high or low values). The scalar median is simply the middle value, which should not be confused with the average value (e.g., the median of the array [1,10,4] is 4, while the average is 5.)

Note

The MEDIAN function treats NaN values as missing data.

Syntax

Result = MEDIAN (*Array* [, *Width*] [, /DOUBLE] [, DIMENSION=*value*]
   [, /EVEN])

Return Value

Returns the median value of *Array* if one parameter is present, or applies a one- or two-dimensional median filter of the specified width to *Array* and returns the result.

Arguments

Array

The array to be processed. If *Width* is also supplied, and *Array* is of byte type, the result is of byte type. If *Array* is double precision or double complex, the computation is done using double precision and the result is double-precision. All other types are converted to single-precision floating-point, and the result is floating-point, unless the DOUBLE keyword is set. *Array* can have only one or two dimensions.

If *Width* is not given, *Array* can have any valid number of dimensions. The array is converted to single-precision floating-point, and the median value is returned as a floating-point value.

Width

The size of the one or two-dimensional neighborhood to be used for the median filter. The neighborhood has the same number of dimensions as *Array*.

Keywords

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic and to return a double-precision result.

DIMENSION

Set this keyword to the dimension over which to find the median values of an array. If this keyword is not present or is zero, the median is found over the entire array and is returned as a scalar value. If this keyword is present and nonzero, the result is a "slice" of the input array that contains the median value elements, and the return value will be an array of one dimension less than the input array.

For example, if the dimensions of *Array* are N1, N2, N3, and DIMENSION = 2, the dimensions of the result are (N1, N3), and element (*i,j*) of the result contains the median value of *Array*[*i*, *, *j*]. This keyword is ignored if the *Width* argument is present.

EVEN

If the EVEN keyword is set when *Array* contains an even number of points (i.e. there is no middle number), MEDIAN returns the average of the two middle numbers. The returned value may not be an element of *Array*. If *Array* contains an odd number of points, MEDIAN returns the median value. The returned value will always be an element of *Array*—even if the EVEN keyword is set—since an odd number of points will always have a single middle value.

Examples

```
; Create a simple image and display it:
D = SIN(DIST(200)^0.8) & TVSCL, D

; Display D median-filtered with a width of 9:
TVSCL, MEDIAN(D, 9)

; Print the median of a four-element array, with and without
; the EVEN keyword:
PRINT, MEDIAN([1, 2, 3, 4], /EVEN)
```

```
PRINT, MEDIAN([1, 2, 3, 4])
```

IDL prints:

```
2.50000
3.00000
```

Note

Also see "Smoothing an Image" (Chapter 8, *Image Processing in IDL*).

Version History

Original	Introduced
5.6	Added DIMENSION keyword
6.1	Added DOUBLE keyword

See Also

DIGITAL_FILTER, LEEFILT, MOMENT, SMOOTH

MEMORY

The MEMORY function returns information on the amount of dynamic memory currently in use by the IDL session if no keywords are set. If a keyword is set, MEMORY returns the specified quantity.

Syntax

Result = MEMORY([, /CURRENT | , /HIGHWATER | , /NUM_ALLOC |
    , /NUM_FREE | , /STRUCTURE] [, /L64])

Return Value

The return value is a vector that is always of integer type. The following table describes the information returned if no keywords are set:

Element	Contents
Result[0]	Amount of dynamic memory (in bytes) currently in use by the IDL session.
Result[1]	The number of times IDL has made a memory allocation request from the underlying system.
Result[2]	The number of times IDL has made a request to free memory from the underlying system.
Result[3]	High water mark: The maximum amount of dynamic memory used since the last time the MEMORY function or HELP, /MEMORY procedure was called.

Table 15-11: MEMORY Function Return Values

Arguments

None.

Keywords

Note ——

The following keywords determine the return value of the MEMORY function. Except for L64, all of the keywords are mutually exclusive — specify at most one of the following.

———

CURRENT

Set this keyword to return the amount of dynamic memory (in bytes) currently in use by the IDL session.

HIGHWATER

Set this keyword to return the maximum amount of dynamic memory used since the last time the MEMORY function or HELP,/MEMORY procedure was called. This can be used to determine maximum memory use of a code sequence as shown in the example below.

L64

By default, the result of MEMORY is 32-bit integer when possible, and 64-bit integer if the size of the returned values requires it. Set L64 to force 64-bit integers to be returned in all cases.

Note ——

Only 64-bit versions of IDL are capable of using enough memory to require 64-bit MEMORY output. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit or not.

———

NUM_ALLOC

Returns the number of times IDL has requested dynamic memory from the underlying system.

NUM_FREE

Returns the number of times IDL has returned dynamic memory to the underlying system.

STRUCTURE

Set this keyword to return all available information about Expression in a structure. The result will be an IDL_MEMORY (32-bit) structure when possible, and an IDL_MEMORY64 structure otherwise. Set L64 to force an IDL_MEMORY64 structure to be returned in all cases.

The following are descriptions of the fields in the returned structure:

Field	Description
CURRENT	Current dynamic memory in use.
NUM_ALLOC	Number of calls to allocate memory.
NUM_FREE	Number of calls to free memory.
HIGHWATER	Maximum dynamic memory used since last call for this information.

Table 15-12: STRUCTURE Field Descriptions

Examples

To determine how much dynamic memory is required to execute a sequence of IDL code:

```
; Get current allocation and reset the high water mark:
start_mem = MEMORY(/CURRENT)

; Arbitrary code goes here.

PRINT, 'Memory required: ', MEMORY(/HIGHWATER) - start_mem
```

The MEMORY function can also be used in conjunction with DIALOG_MESSAGE as follows:

```
; Get current dymanic memory in use:
mem = MEMORY(/CURRENT)
; Prepare dialog message:
message = 'Current amount of dynamic memory used is '
sentence = message + STRTRIM(mem,2)+' bytes.'
; Display the dialog message containing memory usage statement:
status = DIALOG_MESSAGE (sentence, /INFORMATION)
```

Version History

Original	Introduced

See Also

HELP

MESH_CLIP

The MESH_CLIP function clips a polygonal mesh to an arbitrary plane in space and returns a polygonal mesh of the remaining portion. An auxiliary array of data may also be passed and clipped. This array can have multiple values for each vertex. The portion of the mesh below the plane, satisfying $ax+by+cz+d<0$, remains after the clipping operation.

Syntax

Result = MESH_CLIP (*Plane*, *Vertsin*, *Connin*, *Vertsout*, *Connout*
   [, AUXDATA_IN=*array*, AUXDATA_OUT=*variable*]
   [, CUT_VERTS=*variable*])

Return Value

The return value is the number of triangles in the returned mesh.

Arguments

Plane

Input four element array describing the equation of the plane to be clipped to. The elements are the coefficients (*a,b,c,d*) of the equation $ax+by+cz+d=0$.

Vertsin

Input array of polygonal vertices [3, *n*].

Connin

Input polygonal mesh connectivity array.

Vertsout

Output array of polygonal vertices.

Connout

Output polygonal mesh connectivity array.

Keywords

AUXDATA_IN

Input array of auxiliary data. If present, these values are interpolated and returned through AUXDATA_OUT. The trailing array dimension must match the number of vertices in the Vertsin array.

AUXDATA_OUT

Set this keyword to a named variable that will contain an output array of interpolated auxiliary data.

CUT_VERTS

Set this keyword to a named variable that will contain an output array of vertex indices (into Vertsout) of the vertices which are considered to be "on" the clipped surface.

Example

This example clips an octahedral mesh (an eight-sided, three-dimensional shape similar to a cut diamond). The original mesh contains one rectangle and eight triangles. The connectivity list is formed with the rectangle listed first followed by the triangles. The mesh is placed in a polygon object, which is added to a model. The model is displayed in the XOBJVIEW utility, which allows you to click-and-drag the polygon object to rotate and translate it. See "XOBJVIEW" (*IDL Reference Guide*) for more information on this utility.

When you quit out of the first XOBJVIEW display, the second XOBJVIEW display will appear. This display shows the mesh clipped with an oblique plane. The final XOBJVIEW display shows the results of using the TRIANGULATE routine to cover the clipped area. See "TRIANGULATE" (*IDL Reference Guide*) for more information in this routine.

```
PRO ClippingAMesh

; Create a mesh of an octahedron.
vertices = [[0, -1, 0], [1, 0, 0], [0, 1, 0], $
   [-1, 0, 0], [0, 0, 1], [0, 0, -1]]
connectivity = [4, 0, 1, 2, 3, 3, 0, 1, 4, 3, 1, 2, 4, $
   3, 2, 3, 4, 3, 3, 0, 4, 3, 1, 0, 5, 3, 2, 1, 5, $
   3, 3, 2, 5, 3, 0, 3, 5]
```

```
; Initialize model for display.
oModel = OBJ_NEW('IDLgrModel')

; Initialize polygon and polyline outline to contain
; the mesh of the octahedron.
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, $
   POLYGONS = connectivity, SHADING = 1, $
   COLOR = [0, 255, 0])
oPolyline = OBJ_NEW('IDLgrPolyline', vertices, $
   POLYLINES = connectivity, COLOR = [0, 0, 0])

; Add the polygon and the polyline to the model.
oModel->Add, oPolygon
oModel->Add, oPolyline

; Rotate model for better initial perspective.
oModel->Rotate, [-1, 0, 1], 22.5

; Display model.
XOBJVIEW, oModel, /BLOCK, SCALE = 1, $
   TITLE = 'Original Octahedron Mesh'

; Clip mesh.
clip = MESH_CLIP([1., 1., 1., 0.], vertices, connectivity, $
   clippedVertices, clippedConnectivity, $
   CUT_VERTS = cutVerticesIndex)

; Update polygon with the resulting clipped mesh.
oPolygon->SetProperty, DATA = clippedVertices, $
   POLYGONS = clippedConnectivity

; Display the updated model.
XOBJVIEW, oModel, /BLOCK, SCALE = 1, $
   TITLE = 'Clipped Octahedron Mesh'

; Determine the vertices of the clipped plane.
cutVertices = clippedVertices[*, cutVerticesIndex]

; Derive the x and y components of the clipped plane's
; vertices.
x = cutVertices[0, *]
y = cutVertices[1, *]

; Triangulate the connectivity of the clipped plane.
TRIANGULATE, x, y, triangles

; Derive the connectivity of the clipped plane from the
; results of the triangulation.
arraySize = SIZE(triangles, /DIMENSIONS)
```

```
array = FLTARR(4, arraySize[1])
array[0, *] = 3
array[1, 0] = triangles
cutConnectivity = REFORM(array, N_ELEMENTS(array))

; Initialize the clipped plane's polygon and polyline.
oCutPolygon = OBJ_NEW('IDLgrPolygon', cutVertices, $
   POLYGONS = cutConnectivity, SHADING = 1, $
   COLOR = [0, 0, 255])
oCutPolyline = OBJ_NEW('IDLgrPolyline', cutVertices, $
   POLYLINES = cutConnectivity, COLOR = [255, 0, 0], $
   THICK = 3.)

; Add polyline and polygon to model.
oModel->Add, oCutPolyline
oModel->Add, oCutPolygon

; Display updated model.
XOBJVIEW, oModel, /BLOCK, SCALE = 1, $
   TITLE = 'Clipped Octahedron Mesh with Clipping Plane'

; Clean-up object references.
OBJ_DESTROY, [oModel]

END
```

The results for this example are shown in the following figure. The original octahedron is on the left and the two clipped results are shown to the right.
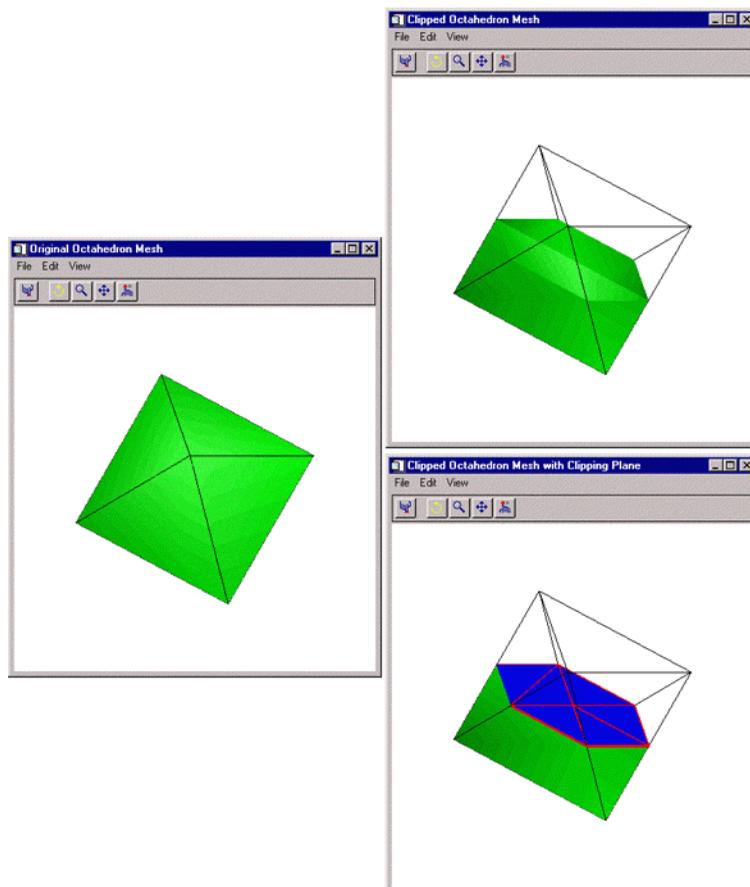
Figure 15-5: The Original Octahedron (left) and the Two Clipped Results (right)

Version History

5.5	Introduced

See Also

MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE,
MESH_NUMTRIANGLES, MESH_OBJ, MESH_SMOOTH,
MESH_SURFACEAREA, MESH_VALIDATE, MESH_VOLUME

MESH_DECIMATE

The MESH_DECIMATE simplifies a polygonal mesh by combining neighboring polygons in the mesh in such a way that the shape of the original mesh is maintained as closely as possible. The decimation process is accomplished by locating the two most coplanar polygons, combining them by removing the edge between them, and then retriangulating the combined area. The process is repeated until the mesh contains the requested number of vertices or polygons. The resulting mesh approximates the original mesh with fewer vertices and polygons. MESH_DECIMATE uses the algorithm described in the paper, "Surface Simplification Using Quadric Error Metrics" by Garland and Heckbert.

Note ——————————————————————————————————————

Decimation is a memory- and CPU-intensive process. Expect the decimation of large models to require large amounts of memory and time.

——

MESH_DECIMATE converts the original mesh to a triangular mesh before performing decimation. The resulting mesh returned by MESH_DECIMATE is always a triangular mesh. For best results, all the polygons in the original mesh should be convex.

If the original mesh is not a triangular mesh, the mesh returned by MESH_DECIMATE might contain more triangles than the number of polygons in the original mesh, due to the conversion of the polygonal mesh to a triangular mesh. MESH_DECIMATE applies the PERCENT_POLYGONS keyword value to the number of triangles in the mesh after it is converted to a triangular mesh in order to perform the same amount of decimation.

MESH_DECIMATE uses fourth-order polynomials to locate the polygons it combines. Despite using double-precision in these calculations, mesh coordinate data that varies greatly in magnitude can cause MESH_DECIMATE to produce unacceptable results. For example, a 200x200 height field might have X and Y vertex coordinate data in the range [0-199] and Z data with a magnitude of about 10^20. In cases like these, the data should be offset or scaled so that all dimensions of the vertex data are of similar magnitude.

Syntax

Result = MESH_DECIMATE (*Verts*, *Conn*, *Connout* [, VERTICES=*variable*] [, PERCENT_VERTICES=*percent* | , PERCENT_POLYGONS=*percent*] [, PROGRESS_CALLBACK=*string*] [, PROGRESS_METHOD=*string*]

[, PROGRESS_OBJECT=*objref*] [, PROGRESS_PERCENT=*percent*{0 to 100}]
[, PROGRESS_USERDATA=*value*])

Return Value

The return value is the number of triangles in the output connectivity array.

Arguments

Verts

Input array of polygonal vertices [3, *n*].

Conn

Input polygonal mesh connectivity array.

Connout

Output polygonal mesh connectivity array.

Note ───
Some of the vertices in the Verts array may not be referenced by the Connout array.
──

Keywords

PERCENT_VERTICES

Set this keyword to the percent of the original vertices to be returned in the Connout array. It specifies the amount of decimation to perform.

PERCENT_POLYGONS

Set this keyword to the percent of the original polygons to be returned in the Connout array. It specifies the amount of decimation to perform.

Note ───
PERCENT_VERTICES and PERCENT_POLYGONS are mutually exclusive keywords. If neither keyword is supplied, MESH_DECIMATE performs no decimation and returns the original mesh after converting it to a triangular mesh.
──

PROGRESS_CALLBACK

Set this keyword to a scalar string containing the name of the IDL function that MESH_DECIMATE calls at PROGRESS_PERCENT intervals as it decimates the polygonal mesh.

The PROGRESS_CALLBACK function returns a zero to signal MESH_DECIMATE to stop decimating, which causes MESH_DECIMATE to return the partially decimated mesh. If the callback function returns a non-zero, MESH_DECIMATE continues to decimate the mesh.

The PROGRESS_CALLBACK function must specify a single argument, *Percent*, which MESH_DECIMATE sets to an integer between 0 and 100, inclusive.

The PROGRESS_CALLBACK function may specify an optional USERDATA keyword, which MESH_DECIMATE sets to the variable provided in the PROGRESS_USERDATA keyword.

The following code show an example of a progress callback function:

```
FUNCTION myProgressCallback, percent,$    USERDATA = myStruct

oProgressBar = myStruct.oProgressBar

; This method updates the progress bar
; graphic and returns TRUE if the user has
; NOT pressed the cancel button.
keepGoing = oProgressBar->$
   UpdateProgressValue(percent)

RETURN, keepGoing

END
```

PROGRESS_METHOD

Set this keyword to a scalar string containing the name of a function method that MESH_DECIMATE calls at PROGRESS_PERCENT intervals as it decimates the mesh. If this keyword is set, then the PROGRESS_OBJECT keyword must be set to an object reference that is an instance of a class that defines the specified method.

The PROGRESS_METHOD function method callback has the same specification as the callback described in the PROGRESS_CALLBACK keyword, except that it is defined as an object class method:

```
FUNCTION myClass::myProgressCallback, $
   percent, USERDATA = myStruct
```

PROGRESS_OBJECT

Set this keyword to an object reference that is an instance of a class that defines the method specified with the PROGRESS_METHOD keyword. If this keyword is set, then the PROGRESS_METHOD keyword must also be set.

PROGRESS_PERCENT

Set this keyword to a scalar in the range [1, 100] to specify the interval between invocations of the callback function. The default value is 5 and IDL silently clamps other values to the range [1, 100].

For example, a value of 5 (the default) specifies MESH_DECIMATE will call the callback function when the decimation is 0% complete, 5% complete, 10% complete, ..., 95% complete, and 100% complete.

PROGRESS_USERDATA

Set this property to any IDL variable that MESH_DECIMATE passes to the callback function in the callback function's USERDATA keyword parameter. If this keyword is specified, then the callback function must be able to accept keyword parameters.

VERTICES

Set this keyword to a named variable that will contain an output array of the vertices generated by the MESH_DECIMATE function. If this keyword is specified, the function is not restricted to using the original set of vertices specified in the *Verts* parameter when generating the decimated mesh, allowing it to generate a more optimal mesh by determining its own placement of vertices. If this keyword is specified, the *Connout* argument will consist of a polygon connectivity list whose indices refer to the vertex list stored in the named variable specified with this keyword. Otherwise, the *Connout* argument will consist of a polygon connectivity list that refers to the original vertex list *Verts*.

Examples

This example decimates a DEM (digital elevation model) mesh. The DEM in this example comes from the elevbin.dat file found in the examples/data directory. The DEM is converted into a mesh with the MESH_OBJ procedure. The results of this routine are placed in a polygon object, which is added to a model. The models are displayed in the XOBJVEW utility. The XOBJVEW utility allows you to click-and-drag the polygon object to rotate and translate it. See "XOBJVIEW" (*IDL Reference Guide*) for more information on this utility.

The first display contains a wire outline of the DEM as a mesh. When you quit out of the first XOBJVIEW display, the second XOBJVIEW display will appear showing a filled mesh. The colors correspond to the change in elevation. The third display is the result of decimating the mesh down to 20 percent of the original number of vertices. The final display is the resulting mesh filled with the elevation colors.

```
PRO DecimatingAMesh

; Determine path to data file.
elevbinFile = FILEPATH('elevbin.dat', $
   SUBDIRECTORY = ['examples', 'data'])

; Initialize data parameters.
elevbinSize = [64, 64]
elevbinData = BYTARR(elevbinSize[0], elevbinSize[1], /NOZERO)

; Open file, read in data, and close file.
OPENR, unit, elevbinFile, /GET_LUN
READU, unit, elevbinData
FREE_LUN, unit

; Convert data into a mesh, which is defined by
; vertice locations and their connectivity.
MESH_OBJ, 1, vertices, connectivity, elevbinData

; Initialize a model for display.
oModel = OBJ_NEW('IDLgrModel')

; Form a polygon from the mesh.
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, $
   POLYGONS = connectivity, SHADING = 1.5, $
   COLOR = [0, 255, 0], STYLE = 1)

; Add polygon to model.
oModel->Add, oPolygon

; Rotate model for better initial perspective.
oModel->Scale, 1, 1, 0.25
oModel->Rotate, [-1, 0, 1], 45.

; Display model in the XOBJVIEW utility.
XOBJVIEW, oModel, /BLOCK, SCALE = 1., $
   TITLE = 'Original Mesh from Elevation Data'

; Derive a color table for the filled polygon.
oPalette = OBJ_NEW('IDLgrPalette')
oPalette->LOADCT, 29
```

```
; Fill in the polygon mesh with the colors of the table
; (the colors correspond to the z-values of the polygon).
oPolygon->SetProperty, STYLE = 2, $
   VERT_COLORS = BYTSCL(vertices[2, *]), $
   PALETTE = oPalette

; Display model in the XOBJVIEW utility.
XOBJVIEW, oModel, /BLOCK, SCALE = 1., $
  TITLE = 'Filled Original Mesh'

; Decimate the mesh down to 20 percent of the original
; number of vertices.
numberVertices = MESH_DECIMATE(vertices, connectivity, $
   decimatedConnectivity, VERTICES = decimatedVertices, $
   PERCENT_VERTICES = 20)

; Update the polygon with the resulting decimated mesh.
oPolygon->SetProperty, DATA = decimatedVertices, $
   POLYGONS = decimatedConnectivity, STYLE = 1, $
   VERT_COLORS = 0, COLOR = [0, 255, 0]

; Display updated model in the XOBJVIEW utility.
XOBJVIEW, oModel, /BLOCK, SCALE = 1., $
   TITLE = 'Decimation Results (by 80%)'

; Fill in the updated polygon mesh with the colors of
; the table (the colors correspond to the z-values of
; the updated polygon).
oPolygon->SetProperty, STYLE = 2, $
   VERT_COLORS = BYTSCL(decimatedVertices[2, *]), $
   PALETTE = oPalette

; Display model in the XOBJVIEW utility.
XOBJVIEW, oModel, /BLOCK, SCALE = 1., $
  TITLE = 'Filled Decimation Results'

; Cleanup all the objects by destroying the model.
OBJ_DESTROY, [oModel, oPalette]

END
```

The results of the decimation are shown in the bottom row of the following figure.
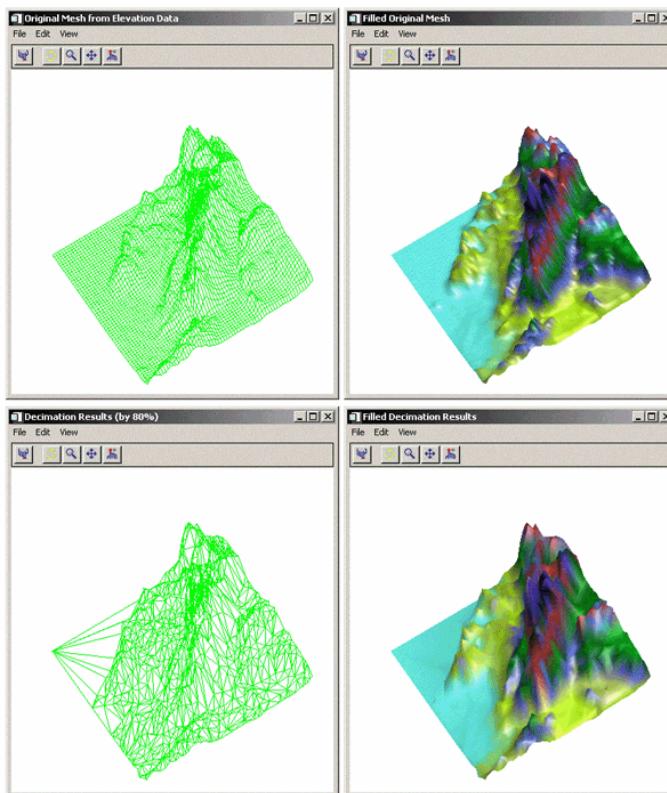
Figure 15-6: Before Decimating (top row) and After Decimating (bottom row)

Version History

5.5	Introduced
6.0	Added PROGRESS_CALLBACK, PROGRESS_METHOD, PROGRESS_OBJECT, PROGRESS_PERCENT, and PROGRESS_USERDATA keywords

See Also

MESH_CLIP, MESH_ISSOLID, MESH_MERGE, MESH_NUMTRIANGLES,
MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE,
MESH_VOLUME

MESH_ISSOLID

The MESH_ISSOLID function computes various mesh properties and enables IDL to determine if a mesh encloses space (is a solid). If the mesh can be considered a solid, routines can compute the volume of the mesh.

Syntax

Result = MESH_ISSOLID (*Conn*)

Return Value

Returns 1 if the input mesh fully encloses space (assuming no polygonal interpenetration) or 0 otherwise. A mesh is defined to fully enclose space if each edge in the input mesh appears an even number of times in the mesh.

Note ———

The input polygonal mesh is assumed to contain only planar, convex polygons.

———

Arguments

Conn

This is an integer or longword array that represents a series of polygon descriptions. Each polygon description takes the form $[n, i_0, i_1, ..., i_{n-1}]$, where n is the number of vertices that define the polygon, and $i_0...i_{n-1}$ are indices into the vertex array.

Keywords

None.

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_MERGE, MESH_NUMTRIANGLES,
MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE,
MESH_VOLUME

MESH_MERGE

The MESH_MERGE function merges two polygonal meshes.

Syntax

Result = MESH_MERGE (*Verts*, *Conn*, *Verts1*, *Conn1* [, /COMBINE_VERTICES]
   [, TOLERANCE=*value*])

Return Value

The function return value is the number of triangles in the modified polygonal mesh connectivity array.

Arguments

Verts

Input/Output array of polygonal vertices [3, *n*]. These are potentially modified and returned to the user.

Conn

Input/Output polygonal mesh connectivity array. This array is modified and returned to the user.

Verts1

Additional input polygonal vertex array [3, *n*].

Conn1

Additional input polygonal mesh connectivity array.

Keywords

COMBINE_VERTICES

If this keyword is set, the routine will attempt to collapse vertices which are at the same location in space into single vertices. If the expression

$$\max(\left|x_i - x_{i+1}\right|, \left|y_i - y_{i+1}\right|, \left|z_i - z_{i+1}\right|) < tolerance$$

is true, the points (*i*) and (*i*+1) can be collapsed into a single vertex. The result is returned as a modification of the *Verts* argument.

TOLERANCE

This keyword is used to specify the tolerance value used with the COMBINE_VERTICES keyword. The default value is 0.0.

Examples

This example merges two simple meshes: a single square and a single right triangle. The right side of the square is in the same location as the left side of the triangle. Each mesh is originally its own polygon object. These objects are then added to a model object. The model is displayed in the XOBJVIEW utility. The XOBJVEW utility allows you to click-and-drag the polygon object to rotate and translate it. See "XOBJVIEW" (*IDL Reference Guide*) for more information on this utility.

When you quit out of the first XOBJVIEW display, the second XOBJVIEW display will appear. The meshes are merged into a single polygon object. After you quit out of the second display, the final display shows the results of decimating the merged mesh to obtain the least number connections for these vertices. Decimation can often be used to refine the results of merging.

```
PRO MergingMeshes

; Create a mesh of a single square (4 vertices
; connected counter-clockwise from the lower left
; corner of the mesh.
vertices = [[-2., -1., 0.], [0., -1., 0.], $
   [0., 1., 0.], [-2., 1., 0.]]
connectivity = [4, 0, 1, 2, 3]
```

```
; Create a separate mesh of a single triangle (3
; vertices connected counter-clockwise from the lower
; left corner of the mesh.
triangleVertices = [[0., -1., 0.], [2., -1., 0.], $
   [0., 1., 0.]]
triangleConnectivity = [3, 0, 1, 2]

; Initialize model for display.
oModel = OBJ_NEW('IDLgrModel')

; Initialize polygon for the square mesh.
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, $
   POLYGONS = connectivity, COLOR = [0, 128, 0], $
   STYLE = 1)

; Initialize polygon for the triangle mesh.
oTrianglePolygon = OBJ_NEW('IDLgrPolygon', $
   triangleVertices, POLYGONS = triangleConnectivity, $
   COLOR = [0, 0, 255], STYLE = 1)

; Add both polygons to the model.
oModel->Add, oPolygon
oModel->Add, oTrianglePolygon

; Display the model in the XOBJVIEW utility.
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Two Separate Meshes'

; Merge the square and triangle into a single mesh.
numberTriangles = MESH_MERGE(vertices, $
   connectivity, triangleVertices, $
   triangleConnectivity, /COMBINE_VERTICES)

; Output number of resulting vertices and triangles.
numberVertices = SIZE(vertices, /DIMENSIONS)
PRINT, 'numberVertices = ', numberVertices[1]
PRINT, 'numberTriangles = ', numberTriangles

; Cleanup triangle polygon object, which is no longer
; needed.
OBJ_DESTROY, [oTrianglePolygon]

; Update remaining polygon object with the results from
; merging the two meshes together.
oPolygon->SetProperty, DATA = vertices, $
   POLYGONS = connectivity, COLOR = [0, 128, 128]
```

```
; Display results.
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Result of Merging the Meshes into One'

; Decimate polygon to 75 percent of the original
; number of vertices.
numberTriangles = MESH_DECIMATE(vertices, connectivity, $
   decimatedConnectivity, PERCENT_POLYGONS = 75)

; Output number of resulting triangles.
PRINT, 'After Decimation:  numberTriangles = ', numberTriangles

; Update polygon with results from decimating.
oPolygon->SetProperty, DATA = vertices, $
   POLYGONS = decimatedConnectivity, COLOR = [0, 0, 0]

; Display decimation results.
XOBJVIEW, oModel, /BLOCK, $
  TITLE = 'Decimation of Mesh'

; Cleanup object references.
OBJ_DESTROY, [oModel]

END
```

The results for this example are shown in the following figure: original, separate
meshes (left), merged mesh (center) and decimated mesh (right).
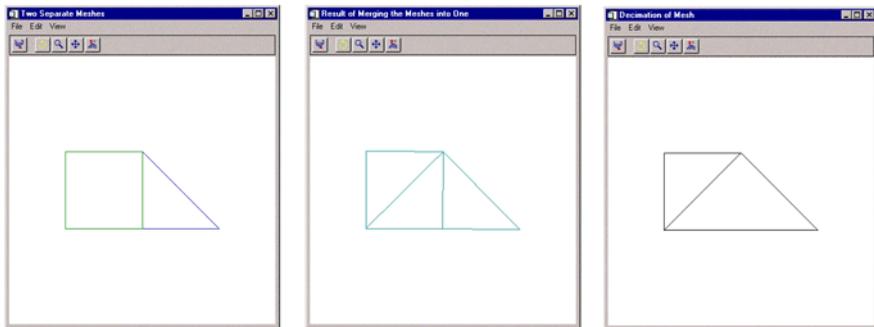
Figure 15-7: Original (left), Merged (center), and Decimated Meshes (right)

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_NUMTRIANGLES, MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE, MESH_VOLUME

MESH_NUMTRIANGLES

The MESH_NUMTRIANGLES function computes the number of triangles in a polygonal mesh.

Syntax

Result = MESH_NUMTRIANGLES (*Conn*)

Return Value

Returns the number of triangles in the mesh (a quad is considered two triangles).

Arguments

Conn

Polygonal mesh connectivity array.

Keywords

None.

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE, MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE, MESH_VOLUME

MESH_OBJ

The MESH_OBJ procedure generates a polygon mesh (vertex list and polygon list) that represent the desired primitive object. The available primitive objects are: triangulated surface, rectangular surface, polar surface, cylindrical surface, spherical surface, surface of extrusion, surface of revolution, and ruled surface.

This routine is written in the IDL language. Its source code can be found in the file mesh_obj.pro in the lib subdirectory of the IDL distribution.

Syntax

MESH_OBJ, *Type*, *Vertex_List*, *Polygon_List*, *Array1* [, *Array2*] [, /CLOSED]
    [, /DEGREES] [, P1, P2, P3, P4, P5=*value*]

Arguments

Type

An integer that specifies what type of object to create. The various surface types are described in the table below.

Type	Surface Type
0	Triangulated
1	Rectangular
2	Polar
3	Cylindrical
4	Spherical
5	Extrusion
6	Revolution
7	Ruled
Other values	None

Table 15-13: Surface Types

Vertex_List

A named variable that will contain the mesh vertices. *Vertex_List* has the same format as the lists returned by the SHADE_VOLUME procedure.

Polygon_List

A named variable that will contain the mesh indexes. *Polygon_List* has the same format as the lists returned by the SHADE_VOLUME procedure.

Array1

An array whose use depends on the type of object being created. The following table describes the differences.

Surface Type	*Array1* Type
Triangulated	A (3, *n*) array containing random [*x, y, z*] points to build a triangulated surface from. The resulting polygon mesh will have *n* vertices. When shading a triangulated mesh, the shading array should have (*n*) elements.
Rectangular	A two dimensional (*n, m*) array containing *z* values. The resulting polygon mesh will have *n* x *m* vertices. When shading a rectangular mesh, the shading array should have (*n, m*) elements.
Polar	A two dimensional (*n, m*) array containing *z* values. The resulting polygon mesh will have *n* x *m* vertices. The *n* dimension of the array is mapped to the polar angle, and the *m* dimension is mapped to the polar radius. When shading a polar mesh, the shading array should have (*n, m*) elements.
Cylindrical	A two dimensional (*n, m*) array containing radius values. The resulting polygon mesh will have *n* x *m* vertices. The *n* dimension of the array is mapped to the polar angle, and the m dimension is mapped to the Z axis. When shading a cylindrical mesh, the shading array should have (*n, m*) elements.

Table 15-14: Array 1 Type

Surface Type	*Array1* Type
Spherical	A two dimensional (*n, m*) array containing radius values. The resulting polygon mesh will have *n* x *m* vertices. The *n* dimension of the array is mapped to the longitude (0.0 to 360.0 degrees), and the *m* dimension is mapped to the latitude (-90.0 to +90.0 degrees). When shading a spherical mesh, the shading array should have (*n, m*) elements.
Extrusion	A (3, *n*) array of connected 3D points which define the shape to extrude. The resulting polygon mesh will have *n* x (steps+1) vertices (where steps is the number of "segments" in the extrusion). (See the P1 keyword). If the order of the elements in *Array1* is reversed, then the polygon facing is reversed. When shading an extrusion mesh, the shading array should have (*n*, steps+1) elements.
Revolution	A (3, *n*) array of connected 3D points which define the shape to revolve. The resulting polygon mesh will have *n* x ((steps>3)+1) vertices (where steps is the number of "steps" in the revolution). (See the P1 keyword). If the order of the elements in *Array1* is reversed, then the polygon facing is reversed. When shading a revolution mesh, the shading array should have (*n*, (steps>3)+1) elements.
Ruled	A (3, *n*) array of connected 3D points which define the shape of the first ruled vector. The optional (3, *m*) *Array2* parameter defines the shape of the second ruled vector. The resulting polygon mesh will have (*n* > *m*)*(steps+1) vertices (where steps is the number of intermediate "steps"). (See the P1 keyword). When shading a ruled mesh, the shading array should have (*n* > *m*, steps+1) elements.

Table 15-14: Array 1 Type (Continued)

Array2

If the object type is 7 (Ruled Surface) then *Array2* is a (3, *m*) array containing the 3D points which define the second ruled vector. If *Array2* has fewer elements than *Array1* then *Array2* is processed with CONGRID to give it the same number of elements as *Array1*. If *Array1* has fewer elements than *Array2* then *Array1* is processed with CONGRID to give it the same number of elements as *Array2*. *Array2* must be supplied if the object type is 7. Otherwise, *Array2* is ignored.

Keywords

CLOSED

Set this keyword to "close" the polygonal mesh topologically by using the first vertex in a given row for both the first and last polygons in that row. This keyword is only applicable to the CYLINDRICAL, SPHERICAL, REVOLUTION, and EXTRUSION surface types. Setting the CLOSED keyword removes the discontinuity when the mesh wraps back around on itself, which can improve the mesh's appearance when viewing it as a shaded object. For the EXTRUSION surface type, this procedure handles input polygons that form a closed loop with the last vertex being a copy of the first vertex, as well as those that do not.

DEGREES

If set, then the input parameters are in degrees (where applicable). Otherwise, the angles are in radians.

P1

P2

P3

P4

P5

The meaning of the keywords P1 through P5 vary depending upon the object type.

The table below describes the differences.

Surface Type	Keywords
Triangulated	P1 through P5 are ignored.
Rectangular	If *Array1* is an (*n, m*) array, and if P1 has n elements, then the values contained in P1 are the X coordinates for each column of vertices. Otherwise, FINDGEN(*n*) is used for the X coordinates. If P2 has *m* elements, then the values contained in P2 are the Y coordinates for each row of vertices. Otherwise, FINDGEN(*m*) is used for the Y coordinates. The polygon facing is reversed if the order of either P1 or P2 (but not both) is reversed. P3, P4, and P5 are ignored.
Polar	P1 specifies the polar angle of the first column of *Array1* (the default is 0). P2 specifies the polar angle of the last column of *Array1* (the default is 2*PI). If P2 is less than P1 then the polygon facing is reversed. P3 specifies the radius of the first row of *Array1* (the default is 0). P4 specifies the radius of the last row of *Array1* (the default is *m*-1). If P4 is less than P3 then the polygon facing is reversed. P5 is ignored.
Cylindrical	P1 specifies the polar angle of the first column of *Array1* (the default is 0). P2 specifies the polar angle of the last column of *Array1* (the default is 2*PI). If P2 is less than P1 then the polygon facing is reversed. P3 specifies the Z coordinate of the first row of *Array1* (the default is 0). P4 specifies the Z coordinate of the last row of *Array1* (the default is *m*-1). If P4 is less than P3 then the polygon facing is reversed. P5 is ignored.
Spherical	P1 specifies the longitude of the first column of *Array1* (the default is 0). P2 specifies the longitude of the last column of *Array1* (the default is 2*PI). IF P2 is less than P1 then the polygon facing is reversed. P3 specifies the latitude of the first row of *Array1* (the default is -PI/2). P4 specifies the latitude of the last row of *Array1* (the default is +PI/2). If P4 is less than P3 then the polygon facing is reversed. P5 is ignored.

Table 15-15: P1-P5 Keywords

Surface Type	Keywords
Extrusion	P1 specifies the number of steps in the extrusion (the default is 1). P2 is a three element vector specifying the direction (and length) of the extrusion (the default is [0, 0, 1]). P3, P4, and P5 are ignored.
Revolution	P1 specifies the number of "facets" in the revolution (the default is 3). If P1 is less than 3 then 3 is used. P2 is a three element vector specifying a point that the rotation vector passes through (the default is [0, 0, 0]). P3 is a three element vector specifying the direction of the rotation vector (the default is [0, 0, 1]). P4 specifies the starting angle for the revolution (the default is 0). P5 specifies the ending angle for the revolution (the default is 2*PI). If P5 is less than P4 then the polygon facing is reversed.
Ruled	P1 specifies the number of "steps" in the ruling (the default is 1). P2, P3, P4, and P5 are ignored.

Table 15-15: P1-P5 Keywords (Continued)

Examples

```
; Create a 48x64 cylinder with a constant radius of 0.25:
MESH_OBJ, 3, Vertex_List, Polygon_List, $
   Replicate(0.25, 48, 64), P4=0.5

; Transform the vertices:
T3D, /RESET
T3D, ROTATE=[0.0, 30.0, 0.0]
T3D, ROTATE=[0.0, 0.0, 40.0]
T3D, TRANSLATE=[0.25, 0.25, 0.25]
VERTEX_LIST = VERT_T3D(Vertex_List)

; Create the window and view:
WINDOW, 0, XSIZE=512, YSIZE=512
CREATE_VIEW, WINX=512, WINY=512

; Render the mesh:
SET_SHADING, LIGHT=[-0.5, 0.5, 2.0], REJECT=0
TVSCL, POLYSHADE(Vertex_List, Polygon_List, /NORMAL)

; Create a cone (surface of revolution):
MESH_OBJ, 6, Vertex_List, Polygon_List, $
   [[0.75, 0.0, 0.25], [0.5, 0.0, 0.75]], $
   P1=16, P2=[0.5, 0.0, 0.0]
```

```
; Create the window and view:
WINDOW, 0, XSIZE=512, YSIZE=512
CREATE_VIEW, WINX=512, WINY=512, AX=30.0, AY=(140.0), ZOOM=0.5

; Render the mesh:
SET_SHADING, LIGHT=[-0.5, 0.5, 2.0], REJECT=0
TVSCL, POLYSHADE(Vertex_List, Polygon_List, /DATA, /T3D)
```

Note ———————————————————————————————

Also see "Mapping an Image onto a Sphere Using Direct Graphics" (Chapter 3, *Image Processing in IDL*).

Version History

Pre 4.0	Introduced

See Also

CREATE_VIEW, MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE, MESH_NUMTRIANGLES, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE, MESH_VOLUME, SET_SHADING, VERT_T3D

MESH_SMOOTH

The MESH_SMOOTH function performs spatial smoothing on a polygon mesh. This function smooths a mesh by applying Laplacian smoothing to each vertex, as described by the following formula:

$$\vec{x}_{i_{(n+1)}} = \vec{x}_{i_n} + \frac{\lambda}{M} \sum_{j=0}^{M} (\vec{x}_{j_n} - \vec{x}_{i_n})$$

where:

$\vec{x}_{i_n}$ is vertex *i* for iteration *n*

λ is the smoothing factor

M   is the number of vertices that share a common edge with x_{i_n}.

Syntax

Result = MESH_SMOOTH (*Verts*, *Conn* [, ITERATIONS=*value*]
   [, FIXED_VERTICES=*array*] [, /FIXED_EDGE_VERTICES]
   [, LAMBDA=*value*])

Return Value

The output of this function is resulting [3, *n*] array of modified vertices.

Arguments

Verts

Input array of polygonal vertices [3, *n*].

Conn

Input polygonal mesh connectivity array.

Keywords

ITERATIONS

Number of iterations to smooth. The default value is 50.

FIXED_VERTICES

Set this keyword to an array of vertex indices which are not to be modified by the smoothing.

FIXED_EDGE_VERTICES

Set this keyword to specify that mesh outer edge vertices are not to be modified by the smoothing.

LAMBDA

Smoothing factor. The default value is 0.05.

Examples

This example smooths a rectangular mesh containing a spike. First, we create a rectangular mesh made up 10 columns and 5 rows of vertices. The vertices are connected with right triangles. The mesh is placed in a polygon object, which is added to a model object. The model is displayed in the XOBJVIEW utility. The XOBJVEW utility allows you to click-and-drag the polygon object to rotate and translate it. See "XOBJVIEW" (*IDL Reference Guide*) for more information on this utility.

When you quit out of the first XOBJVIEW display, the second XOBJVIEW display will appear. The center vertex of the top row is displaced in the y-direction. This displacement causes the center of the top to spike out away from the mesh. After you quit out of the second display, the third display shows the result of smoothing the entire mesh. The final display shows the results of smoothing the spike with all the other vertices fixed.

```
PRO SmoothingMeshes

; Initialize mesh size parameters.
nX = 10
nY = 5

; Initialize the x coordinates of the mesh's vertices.
xVertices = FINDGEN(nX) # REPLICATE(1., nY)
```

```
PRINT, 'xVertices:  '
PRINT, xVertices, FORMAT = '(10F6.1)'

; Initialize the y coordinates of the mesh's vertices.
yVertices = REPLICATE(1., nX) # FINDGEN(nY)
PRINT, 'yVertices:  '
PRINT, yVertices, FORMAT = '(10F6.1)'

; Derive the overall vertices of the mesh.
vertices = FLTARR(3, (nX*nY))
vertices[0, *] = xVertices
vertices[1, *] = yVertices
PRINT, 'vertices:  '
PRINT, vertices, FORMAT = '(3F6.1)'

; Triangulate the mesh to establish connectivity.
TRIANGULATE, xVertices, yVertices, triangles
trianglesSize = SIZE(triangles, /DIMENSIONS)
polygons = LONARR(4, trianglesSize[1])
polygons[0, *] = 3
polygons[1, 0] = triangles
PRINT, 'polygons:  '
PRINT, polygons, FORMAT = '(4I6)'

; Derive connectivity from the resulting triangulation.
connectivity = REFORM(polygons, N_ELEMENTS(polygons))

; Initialize a model for the display.
oModel = OBJ_NEW('IDLgrModel')

; Initialize a polygon object to contain the mesh.
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, $
   POLYGONS = connectivity, COLOR = [0, 128, 0], $
   STYLE = 1)

; Add the polygon to the model.
oModel->Add, oPolygon

; Display the model.
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Original Mesh'

; Introduce an irregular vertex by drastically changing
; a single y coordinate.
vertices[1, 45] = 10.

; Update polygon with new vertices.
oPolygon->SetProperty, DATA = vertices
```

```
; Display change.
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Mesh with New Irregular Vertex'

; Smooth entire mesh to reduce the effect of the
; irregular vertex.
smoothedVertices = MESH_SMOOTH(vertices, connectivity)

; Update polygon and display results.
oPolygon->SetProperty, DATA = smoothedVertices
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Smoothing with No Fixed Vertices'

; Determine which vertices should be fixed.  Basically,
; all of the vertices should be fixed except for the
; irregular vertex.
fixed = LINDGEN((nX*nY) - 1)
fixed[45] = fixed[45:*] + 1

; Smooth mesh with resulting fixed vertices.
smoothedVertices = MESH_SMOOTH(vertices, connectivity, $
   FIXED_VERTICES = fixed)

; Update polygon and display results.
oPolygon->SetProperty, DATA = smoothedVertices
XOBJVIEW, oModel, /BLOCK, $
   TITLE = 'Smoothing with Almost All Vertices Fixed'

; Cleanup object references.
OBJ_DESTROY, [oModel]

END
```

The results for this example are shown in the following figure: the spiked mesh (left), and the two smoothed meshes (right).
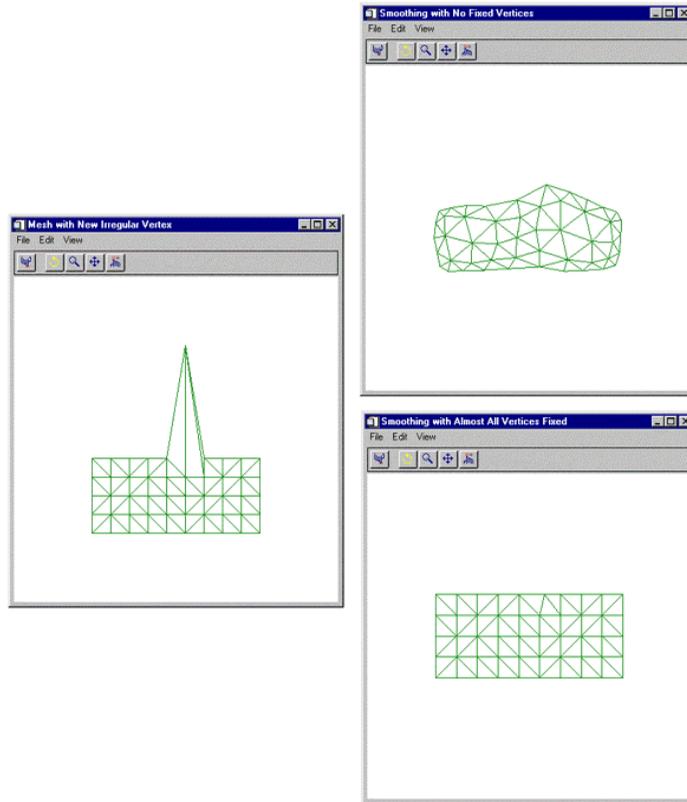
Figure 15-8: The Spiked Mesh (left) and the Two Smoothed Meshes (right)

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE,
MESH_NUMTRIANGLES, MESH_OBJ, MESH_SURFACEAREA,
MESH_VALIDATE, MESH_VOLUME

MESH_SURFACEAREA

The MESH_SURFACEAREA function computes various mesh properties to determine the mesh surface area, including integration of other properties interpolated on the surface of the mesh.

Syntax

Result = MESH_SURFACEAREA (*Verts*, *Conn* [, AUXDATA=*array*]
    [, MOMENT=*variable*])

Return Value

Returns the cumulative (weighted) surface area of the polygons in the mesh.

Note

The input polygonal mesh is assumed to contain only planar, convex polygons.

Arguments

Verts

Array of polygonal vertices [3, *n*].

Conn

Polygonal mesh connectivity array.

Keywords

AUXDATA

Array of input auxiliary data (one value per vertex). If present, these values are used to weight a vertex for the purpose of the area computation. The surface area integral will linearly interpolate these values over the surface of each triangle. The default weight is 1.0 which results in the basic polygon area.

MOMENT

If this keyword is present, it will return a three element float vector which corresponds to the first order moments computed with respect to the X, Y and Z axis. The computation is:

$$\vec{m} = \sum_{ntris} a_i \vec{c}_i$$

where *a* is the (weighted) area of the triangle and *c* is the centroid of the triangle, thus

$$\vec{m}/sarea$$

yields the (weighted) centroid of the polygon mesh.

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE, MESH_NUMTRIANGLES, MESH_OBJ, MESH_SMOOTH, MESH_VALIDATE, MESH_VOLUME

MESH_VALIDATE

The MESH_VALIDATE function checks for NaN values in vertices, removes unused vertices, and combines close vertices.

Syntax

Result = MESH_VALIDATE (*Verts*, *Conn* [, /REMOVE_NAN]
   [, /PACK_VERTICES] [, /COMBINE_VERTICES] [, TOLERANCE=*value*])

Return Value

The function return value is the number of triangles in the modified polygonal mesh connectivity array.

Arguments

Verts

Input/Output array of polygonal vertices [3, *n*]. These are potentially modified and returned to the user.

Conn

Input/Output polygonal mesh connectivity array. This array is modified and returned to the user. On output, the connectivity array describes a triangular mesh.

Keywords

COMBINE_VERTICES

If this keyword is set, the routine will attempt to collapse vertices which are at the same location in space into single vertices. If the expression

$$\max(|x_i - x_{i+1}|, |y_i - y_{i+1}|, |z_i - z_{i+1}|) < tolerance$$

is true, the points (*i*) and (*i*+1) can be collapsed into a single vertex. The result is returned as a modification of the *Verts* argument.

PACK_VERTICES

If this keyword is set, the Verts input array will be packed to exclude any non-referenced vertices. The result is returned in the Verts argument.

REMOVE_NAN

If this keyword is set, the function will remove any polygons from CONN which reference vertices containing NaN values.

TOLERANCE

This keyword is used to specify the tolerance value used with the COMBINE_VERTS keyword. The default value is 0.0.

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE, MESH_NUMTRIANGLES, MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VOLUME

MESH_VOLUME

The MESH_VOLUME function computes the volume that the mesh encloses. A region that a mesh encloses has a positive value for its volume when it is enclosed by mesh polygons that face outward from the enclosed region. Outward-facing polygons follow the convention of their vertices being ordered in a counter-clockwise direction while observing the polygon from the outside of the enclosed region. Likewise, a region has a negative value for its volume when it is enclosed by polygons that face inward to the enclosed region.

A single mesh may contain regions that have positive and negative volume values. This function adds these signed values together to produce a single volume value that takes into account the total of all positive regions minus any "holes" or subtractions specified by the negative regions.

If the SIGNED keyword is not specified, IDL returns the absolute value of the volume, which may be useful in situations where the polygon vertex ordering convention is unknown or opposite of the convention described above.

Syntax

Result = MESH_VOLUME (*Verts, Conn* [, /SIGNED])

Return Value

Returns the volume that the mesh encloses. If the mesh does not enclose space (i.e. MESH_ISSOLID( ) would return 0), this function returns 0.0.

Note
The input polygonal mesh is assumed to contain only planar, convex polygons.

Arguments

Verts

Array of polygonal vertices [3, *n*].

Conn

Polygonal mesh connectivity array.

Keywords

SIGNED

Set this keyword to compute the signed volume. The sign will be negative for a mesh consisting of inward facing polygons.

Version History

5.5	Introduced

See Also

MESH_CLIP, MESH_DECIMATE, MESH_ISSOLID, MESH_MERGE, MESH_NUMTRIANGLES, MESH_OBJ, MESH_SMOOTH, MESH_SURFACEAREA, MESH_VALIDATE

MESSAGE

The MESSAGE procedure issues error and informational messages using the same mechanism employed by built-in IDL routines. By default, the message is issued as an error, the message is output, and IDL performs the required error-handling actions (which can be controlled via the CATCH, ON_ERROR, and ON_IOERROR procedures). As a side-effect of issuing the error, the system variable !ERROR_STATE is set and the text of the error message is placed in !ERROR_STATE.MSG. (If there is an operating system component to the error message, !ERROR_STATE.SYS_MSG is updated as well).

The MESSAGE procedure supports the following uses:

1. To issue a simple error message containing user-specified text.

2. To issue a specific error from a *message block* by name, with optional arguments. The NAME keyword is required in this case; if the error is not defined in the default IDL message block, the BLOCK keyword is also required. See DEFINE_MSGBLK and DEFINE_MSGBLK_FROM_FILE for examples of this usage.

3. To reissue the most recent error encountered by IDL. If the CATCH procedure is used to trap errors, the REISSUE_LAST keyword to MESSAGE can be used within the CATCH block to pass the error up to its caller. See Example 2 below for an example.

   Note

   The first thing MESSAGE does is issue an error. If the procedure that calls MESSAGE also defines a CATCH block, execution transfers to the CATCH block as soon as the error is issued, and *before* any text defined to be output by MESSAGE is printed unless one of the CONTINUE or INFORMATIONAL keywords is set.

If the call to the MESSAGE procedure causes execution to halt, traceback information is displayed automatically.

Syntax

To issue a simple error message:

MESSAGE, [*Text*] [, /CONTINUE] [, LEVEL=*CallLevel*] [, /INFORMATIONAL]
   [, /IOERROR] [, /NONAME] [, /NOPREFIX] [, /NOPRINT] [, /RESET]

To issue a named message from a message block:

MESSAGE, [*Arg₁, ... Arg_N*,] NAME=*ErrorName* [, BLOCK=*BlockName*]
   [, /CONTINUE] [, LEVEL=*CallLevel*] [, /INFORMATIONAL] [, /IOERROR]
   [, /NONAME] [, /NOPREFIX] [, /NOPRINT] [, /RESET]

To reissue the most recent error:

MESSAGE, /REISSUE_LAST

Arguments

Text

A string value specifying the text to be displayed in a simple error message.

Note ───

The *Text* argument is only used when MESSAGE is issuing a simple error message; that is, if neither the NAME keyword nor the REISSUE_LAST keyword is present. If *none* of the *Text* argument, the NAME keyword, or the REISSUE_LAST keyword are present, MESSAGE returns quietly.

──

Arg*ᵢ*

When issuing a named error using the NAME (and possibly BLOCK) keyword, the *Argᵢ* arguments are substituted into the error format string, as described in the documentation for DEFINE_MSGBLK and DEFINE_MSGBLK_FROM_FILE.

Keywords

BLOCK

Set this keyword to a string containing the name of the IDL message block to use. This keyword is ignored unless the NAME keyword is also present to specify a message name.

By default, MESSAGE throws the IDL_M_USER_ERR message from the IDL_MBLK_CORE message block. If you wish to provide something other than the default error message, you can define your own message blocks and error messages. See the DEFINE_MSGBLK and DEFINE_MSGBLK_FROM_FILE procedures for details. You can use the HELP, /MESSAGES command to see the currently defined message blocks.

CONTINUE

Set this keyword to return after issuing the error instead of taking the action specified by ON_ERROR. Use this option when it is desirable to report an error and then continue processing.

INFORMATIONAL

Set this keyword to issue informational text instead of an error. In this case, !ERROR_STATE is not set. The !QUIET system variable controls the printing of informational messages.

IOERROR

Set this keyword to indicate that the error occurred while performing I/O. The action specified by the ON_IOERROR procedure is executed instead of ON_ERROR.

LEVEL

Many messages include the name of the routine that called MESSAGE at the beginning of the message text. Use the LEVEL keyword to an integer value to specify that the name of a routine further up in the current call chain should be used instead. Specify the value of LEVEL as described in the following table:

LEVEL value	Meaning
0	The currently active routine.
> 0	The absolute index of the routine to indicate. A value of 1 specifies the main level ($MAIN$), 2 indicates the routine called by $MAIN$, and so forth.
< 0	Negative values indicate the relative index of the desired routine moving backwards from the current one. Hence, -1 indicates the caller of the current routine.

Table 15-16: LEVEL Keyword Values

The LEVEL keyword can be used to hide error handling helper routines from user view. The following procedure will issue an error on behalf of its caller. The calling routine's name will appear in the resulting message, and not that of the error routine:

```
pro THROW_ERROR, text
   on_error, 2   ; Stop in caller
```

```
      MESSAGE, LEVEL=-1, text
end
```

NAME

Set this keyword to a string containing the name of the message throw. By default, MESSAGE throws the IDL_M_USER_ERR message from the IDL_MBLK_CORE message block. NAME is often used in conjunction with the BLOCK keyword to throw a non-default message from a non-default message block.

NONAME

Set this keyword to suppress printing of the issuing routine's name at the beginning of the error message.

NOPREFIX

Usually, the message includes the message prefix string (as specified by the MSG_PREFIX field of the !ERROR_STATE system variable) at the beginning. Set this keyword to omit the prefix.

NOPRINT

Set this keyword to prevent the message from printing to the screen and cause the other actions to proceed quietly. The error system variables are updated as usual.

REISSUE_LAST

Set this keyword to reissue the last error issued by IDL. By using this keyword in conjunction with the CATCH procedure, your code can catch an error caused by called code, perform recovery actions, and issue the error normally. See the Examples below for a demonstration of this approach.

Note

If this keyword is specified, no plain arguments or other keywords may be specified.

RESET

Set this keyword to set the !ERROR_STATE system variable back to the "success" state and clear any internal traceback information being saved for use by the LAST_ERROR keyword to the HELP procedure.

Examples

Example 1

As an example, assume the statement:

```
message, 'Unexpected value encountered.'
```

is executed in a procedure named CALC. If an error occurs, the following message would be printed:

```
% CALC: Unexpected value encountered.
```

and execution would halt.

Example 2

This example demonstrates the use of the CATCH procedure and the REISSUE_LAST keyword to the MESSAGE procedure to control errors. In this example, we write a procedure named GET_TWO_POINTERS, which creates and returns two image variables of identical size via pointer heap variables. One possible problem with such an operation is that the system may not have enough memory to allocate both images. We want this operation to be all or nothing, so if we fail to get both variables we need to free the variable we did get before allowing our caller to see the error:

```
PRO GET_TWO_POINTERS, D1, D2, P1, P2
  ; [D1, D2] - Input dimensions
  ; P1, P2 - Variables to receive pointers to images

  ON_ERROR, 2                ; When we reissue error, have
                             ; control returned to caller.

  nullPtr = PTR_NEW()        ; Create a NULL pointer.
  P1 = (P2 = nullPtr)        ; Set both pointers to NULL.

  CATCH, error               ; Establish catch block.
  IF (error NE 0) THEN BEGIN ; An error occurs.
     CATCH, /CANCEL          ; Cancel catch block so an error
                             ; here will not cause looping.
     PTR_FREE, P1, P2        ; If P1 or P2 are non-NULL, free
     P1 = (P2 = nullPtr)     ; them so caller sees NULL pointers.
     MESSAGE, /REISSUE_LAST  ; Reissue the error. The caller
                             ; will get control.
     ; This line is never reached, because MESSAGE causes an
     ; implicit return to the calling routine.
   ENDIF
```

```
      P1 = PTR_NEW(BYTARR(D1, D2))  ; Get first image.
      P2 = PTR_NEW(BYTARR(D1, D2))  ; Get second image.

   ; We now have both images and can safely return.
   END
```

Version History

Pre 4.0	Introduced
5.0	Deprecated the TRACEBACK keyword
6.0	Added REISSUE_LAST keyword

For information on deprecated keywords, see Appendix I, "Obsolete Features".

See Also

CATCH, DEFINE_MSGBLK, DEFINE_MSGBLK_FROM_FILE, ON_ERROR, ON_IOERROR, STRMESSAGE

MIN

The MIN function returns the value of the smallest element of *Array*. The type of the result is the same as that of *Array*.

Syntax

Result = MIN(*Array* [, *Min_Subscript*] [, /ABSOLUTE] [, DIMENSION=*value*]
　　[, MAX=*variable*] [, /NAN] [, SUBSCRIPT_MAX=*variable*])

Return Value

Returns the smallest array element value.

Arguments

Array

The array to be searched.

Min_Subscript

A named variable that, if supplied, is converted to a long integer containing the one-dimensional subscript of the minimum element. Otherwise, the system variable !C is set to the one-dimensional subscript of the minimum element.

Keywords

ABSOLUTE

If this keyword is set, then the absolute value of each element is used when determining the minimum values. This keyword has no effect for arrays of type byte or unsigned integer.

Note ───

If ABSOLUTE is set then the sign of each value is ignored when searching for the minimum. However, the return value retains the negative sign if the value was indeed negative.

───

Tip ───

For complex input, MIN by default only compares the real component of each value. Use the ABSOLUTE keyword to force MIN to compare the absolute value of each value, and to return the complex value corresponding to the minimum absolute value.

───

DIMENSION

Set this keyword to the dimension over which to find the minimum values of an array. If this keyword is not present or is zero, the minimum is found over the entire array and is returned as a scalar value. If this keyword is present and nonzero, the result is the "slice" of the input array that contains the minimum value element, and the return values for *Result*, *Min_Subscript*, MAX, and SUBSCRIPT_MAX will all be arrays of one dimension less than the input array. That is, if the dimensions of *Array* are *N1*, *N2*, *N3*, and DIMENSION=2, the dimensions of the result are (*N1*, *N3*), and element (*i*,*j*) of the result contains the minimum value of *Array*[*i*, *, *j*].

For example:

```
arr = FINDGEN(2,3,2)
PRINT, arr
```

IDL prints:

```
0.00000      1.00000
2.00000      3.00000
4.00000      5.00000

6.00000      7.00000
8.00000      9.00000
10.0000      11.0000
```

```
PRINT, MIN(arr, DIMENSION=2)
```

IDL prints:

```
0.00000      1.00000
6.00000      7.00000
```

```
PRINT, MIN(arr, DIMENSION=1)
```

IDL prints:

```
0.00000      2.00000      4.00000
6.00000      8.00000      10.0000
```

MAX

The name of a variable to receive the value of the maximum array element. If you need to find both the minimum and maximum array values, use this keyword to avoid scanning the array twice with separate calls to MAX and MIN.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Note ───────────────────────────────────

If the MIN function is run on an array containing NaN values and the NAN keyword is not set, an invalid result will occur.

───

SUBSCRIPT_MAX

Set this keyword to a named variable that will contain the one-dimensional subscript of the maximum element, the value of which is available via the MAX keyword.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

```
; Create a simple two-dimensional array:
D = DIST(100)
; Find the minimum value in array D and print the result:
PRINT, MIN(D)
```

Version History

Original	Introduced
6.1	Added ABSOLUTE keyword

See Also

ARRAY_INDICES, MAX, WHERE

MIN_CURVE_SURF

The MIN_CURVE_SURF function interpolates a regularly- or irregularly-gridded set of points, over either a plane or a sphere, with either a minimum curvature surface or a thin-plate-spline surface.

Note ———————————————————————————————

The accuracy of this function is limited by the single-precision floating-point accuracy of the machine.

―――

Theory

A minimum curvature spline surface is fitted to the data points described by *x*, *y*, and *z*. The basis function is:

$$C\ (x_0, x_1, y_0, y_1) = d^2 \log(d^k)$$

where *d* is the distance between (x_0, y_0), (x_1, y_1) and $k = 1$ for minimum curvature surface or $k = 2$ for Thin Plate Splines. For *n* data points, a system of *n*+3 simultaneous equations are solved for the coefficients of the surface. For any interpolation point, the interpolated value is:

$$f(x, y)\ =\ b_0 + b_1 \cdot x + b_2 \cdot y + \sum a_i \cdot C(x_i, x, y_i, y)$$

For a sphere the value is:

$$f(l, t)\ =\ b_0 + b_1 \cdot x + b_2 \cdot y + b_3 \cdot z + \sum a_i \cdot C(L_i, l, T_i, t)$$

On the sphere, l and t are longitude and latitude. $C(L_i, l, T_i, t)$ is the basis function above, with distance between the two points, (L_i, T_i), and (l, t), measured in radians of arc length. x, y, and z are the 3D cartesian coordinates of the point (l,t) on the unit sphere.

For a sphere with the CONST keyword set, the value is:

$$f(l, t)\ =\ b_0 + \sum a_i \cdot CL_i, l, T_i, t$$

The results obtained with the thin plate spline (TPS) and the minimum curvature surface (MCS) methods are very similar. The only difference is in the basis functions: TPS uses $d^2 * a\log(d^2)$, and MCS uses $d^2 * a\log(d)$, where d is the distance from point (x_i, y_i).

This routine is written in the IDL language. Its source code can be found in the file `min_curve_surf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = MIN_CURVE_SURF(*Z* [, *X*, *Y*] [, /DOUBLE] [, /TPS] [, /REGULAR]
   [, /SPHERE [, /CONST]] [, XGRID=*[xstart*, *xspacing]* | , XVALUES=*array*]
   [, YGRID=*[ystart*, *yspacing]* | , YVALUES=*array*] [, GS=*[xspace,yspace]*]
   [, BOUNDS=*[xmin*, *ymin*, *xmax*, *ymax]*] [, NX=*value*] [, NY=*value*]
   [, XOUT=*vector*] [, YOUT=*vector*] [, XPOUT. YPOUT=*array*])

Return Value

This function returns a two-dimensional floating-point array containing the interpolated surface, sampled at the grid points.

Arguments

Z, X, Y

Arrays containing the *Z*, *X*, and *Y* coordinates of the data points on the surface. Points need not be regularly gridded. For regularly gridded input data, *X* and *Y* are not used: the grid spacing is specified via the XGRID and YGRID (or XVALUES and YVALUES) keywords, and *Z* must be a two-dimensional array. For irregular grids, all three parameters must be present and have the same number of elements. If Z is specified as a double-precision value, the computation will be performed in double-precision arithmetic. If the SPHERE keyword is set, X and Y are given in degrees of longitude and latitude, respectively.

Note ───────────────────────────────

The minimum curvature algorithm requires a work array that is M^2 in size, where M is the total number of input data points. On 32-bit platforms, you are therefore limited to input data arrays that have less than approximately 46340 data points, with the exact number depending upon your available memory. Using an input array with too many elements will result in an error.

───────────────────────────────────────

Keywords

CONST

Set this keyword to fit data on the sphere with a constant baseline, otherwise, data on the sphere is fit with a baseline that contains a constant term plus linear X, Y, and Z terms. This keyword has an effect only if SPHERE is set. See Theory above for the formulae.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic. If Z is double precision, the computations will also be done in double precision.

SPHERE

Set this keyword to perform interpolation on the surface of a sphere. The inputs X and Y should be given in degrees of longitude and latitude, respectively.

TPS

Set this keyword to use the thin-plate-spline method. The default is to use the minimum curvature surface method.

Input Grid Description Keywords:

REGULAR

If set, the *Z* parameter is a two-dimensional array of dimensions (*n,m*), containing measurements over a regular grid. If any of XGRID, YGRID, XVALUES, or YVALUES are specified, REGULAR is implied. REGULAR is also implied if there is only one parameter, *Z*. If REGULAR is set, and no grid specifications are present, the grid is set to (0, 1, 2, ...).

XGRID

A two-element array, [*xstart*, *xspacing*], defining the input grid in the *x* direction. Do not specify both XGRID and XVALUES.

XVALUES

An *n*-element array defining the *x* locations of Z[*i,j*]. Do not specify both XGRID and XVALUES.

YGRID

A two-element array, [*ystart*, *yspacing*], defining the input grid in the *y* direction. Do not specify both YGRID and YVALUES.

YVALUES

An *n*-element array defining the *y* locations of Z[*i,j*]. Do not specify both YGRID and YVALUES.

Output Grid Description Keywords:

GS

The output grid spacing. If present, GS must be a two-element vector [*xs, ys*], where *xs* is the horizontal spacing between grid points and *ys* is the vertical spacing. The default is based on the extents of *x* and *y*. If the grid starts at *x* value *xmin* and ends at *xmax*, then the default horizontal spacing is (*xmax* - *xmin*)/(NX-1). *ys* is computed in the same way. The default grid size, if neither NX or NY are specified, is 26 by 26.

BOUNDS

If present, BOUNDS must be a four-element array containing the grid limits in *x* and *y* of the output grid: [*xmin, ymin, xmax, ymax*]. If not specified, the grid limits are set to the extent of *x* and *y.*

NX

The output grid size in the *x* direction. NX need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

NY

The output grid size in the *y* direction. NY need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

XOUT

Use the XOUT keyword to specify a vector containing the output grid *x* values. If this parameter is supplied, GS, BOUNDS, and NX are ignored for the *x* output grid. XOUT allows you to specify irregularly-spaced output grids.

YOUT

Use the YOUT keyword to specify a vector containing the output grid *y* values. If this parameter is supplied, GS, BOUNDS, and NY are ignored for the *y* output grid. YOUT allows you to specify irregularly-spaced output grids.

XPOUT

YPOUT

Use the XPOUT and YPOUT keywords to specify arrays that contain the *x* and *y* values for the output points. If these keywords are used, the output grid need not be regular, and all other output grid parameters are ignored. XPOUT and YPOUT must have the same number of points, which is also the number of points returned in the result.

Examples

Example 1: Irregularly gridded cases

```
; Make a random set of points that lie on a Gaussian:
N = 15
X = RANDOMU(seed, N)
Y = RANDOMU(seed, N)

; The Gaussian:
Z = EXP(-2 * ((X-.5)^2 + (Y-.5)^2))
```

Use a 26 by 26 grid over the rectangle bounding x and y:

```
;Get the surface.
R = MIN_CURVE_SURF(Z, X, Y)
```

Alternatively, get a surface over the unit square, with spacing of 0.05:

```
R = MIN_CURVE_SURF(Z, X, Y, GS=[0.05, 0.05], BOUNDS=[0,0,1,1])
```

Alternatively, get a 10 by 10 surface over the rectangle bounding x and y:

```
R = MIN_CURVE_SURF(Z, X, Y, NX=10, NY=10)
```

Example 2: Regularly gridded cases

```
; Make some random data:
z = RANDOMU(seed, 5, 6)

; Interpolate to a 26 x 26 grid:
CONTOUR, MIN_CURVE_SURF(z, /REGULAR)
```

Version History

Pre 4.0	Introduced

See Also

CONTOUR, GRID_TPS, TRI_SURF

MK_HTML_HELP

The MK_HTML_HELP procedure, given a list of IDL procedure filenames (`.pro` files) or the names of directories containing such files, generates a file in HTML (HyperText Markup Language) format that contains documentation for those routines that contain standard IDL documentation headers. The resulting file can then be viewed with a web browser.

MK_HTML_HELP procedure makes a single HTML file that starts with a list of the routines documented in the file. The names of routines in that list are hypertext links to the documentation for those routines. The documentation for each routine is simply the text of the documentation header copied from the corresponding `.pro` file—no reformatting is performed.

The documentation headers of the `.pro` files in question must have the following format:

- The first line of the documentation block contains only the characters `;+`, starting in column 1.

- The last line of the documentation block contains only the characters `;-`, starting in column 1.

- All other lines in the documentation block contain a `;` in column 1.

- If a line containing the string "NAME:" exists in the documentation block, the contents of the following line are used as the name of the routine being described. If the NAME: field is not present, the name of the source file is used as the routine name.

Example Code ───────────────────────────────

The file `template.pro` in the `examples` subdirectory of the IDL distribution contains a template for creating your own documentation headers. Run the example procedure by entering `template` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT template.pro`.

───

This routine is supplied to allow users to make online documentation from their own IDL programs. Although it could be used to create an HTML documentation file from the `lib` subdirectory of the IDL distribution, we do not recommend doing so. The documentation headers on the files in the `lib` directory are used for historical purposes—most do not contain the most current or accurate documentation for those routines. The most current documentation for IDL's built-in and library routines is found in IDL's online help system (enter `?` at the IDL prompt).

This routine is written in the IDL language. Its source code can be found in the file mk_html_help.pro in the lib subdirectory of the IDL distribution.

Syntax

MK_HTML_HELP, *Sources*, *Filename* [, /STRICT] [, TITLE=*string*] [, /VERBOSE]

Arguments

Sources

A string array containing the names of IDL procedure files (.pro files) or directories containing such files. The *Sources* array may contain both individual file and directory names. Each IDL procedure file must have the file extension .pro. Elements of the *Sources* array that do not have either of these extensions are assumed to be directories.

All .pro files found in *Sources* are searched for documentation headers. The documentation headers are extracted and saved in HTML format in the file specified by *Filename*.

Note
More than one documentation block may exist in a single input file.

Filename

A string containing the name of the output file to be generated. HTML files are usually saved in files named with a .html or .htm extension.

Keywords

STRICT

Set this keyword to force MK_HTML_HELP to adhere strictly to the HTML format by scanning the documentation blocks for HTML reserved characters and replacing them in the output file with the appropriate HTML syntax. HTML reserved characters include < , > , & , and ". By default, this keyword is set to zero to allow for faster processing of the input files.

TITLE

A string that supples the name to be used as the title of the HTML document. The default is "Extended IDL Help".

VERBOSE

Set this keyword to display informational messages as MK_HTML_HELP generates the HTML file. Normally, MK_HTML_HELP works silently.

Examples

To generate an HTML help file named `myhelp.html` from the `.pro` files in the directory `/usr/home/dave/myroutines`, use the command:

```
MK_HTML_HELP, '/usr/home/dave/myroutines', 'myhelp.html'
```

To generate an HTML help file for all routines in a given directory whose file names contain the word "plot", use the following commands:

```
plotfiles=FILE_SEARCH('/usr/home/dave/myroutines/*plot*.pro')
MK_HTML_HELP, plotfiles, 'myplot.html'
```

Version History

4.0.1	Introduced

See Also

DOC_LIBRARY

MODIFYCT

The MODIFYCT procedure updates the distribution color table file `colors1.tbl`, located in the `\resource\colors` subdirectory of the main IDL directory, or a user-designated file with a new, or modified, colortable.

This routine is written in the IDL language. Its source code can be found in the file `modifyct.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

MODIFYCT, *Itab*, *Name*, *R*, *G*, *B* [, FILE=*filename*]

Arguments

Itab

The index of the table to be updated, numbered from 0 to 255. If the specified entry is greater than the next available location in the table, the entry will be added to the table in the available location rather than the index specified by *Itab*. On return, *Itab* contains the index for the location that was modified or extended. The modified table can be then be loaded with the IDL command: LOADCT, *Itab*.

Name

A string, up to 32 characters long, that contains the name for the new color table.

R

A 256-element vector that contains the values for the red colortable.

G

A 256-element vector that contains the values for the green colortable.

B

A 256-element vector that contains the values for the blue colortable.

Keywords

FILE

Set this keyword to the name of a colortable file to be modified instead of the file `colors1.tbl`.

Examples

A derived color table created in the XPALETTE utility, shown in "Examples" on page 3057, and can be added to IDL's list of pre-defined color tables with the TVLCT and MODIFYCT routines.

By default, TVLCT allows you to load in red, green, and blue vectors (either derived by you or imported from an image file) to load a different current color table. TVLCT also has a GET keyword. When the GET keyword is set, TVLCT returns the red, green, and blue vectors of the current color table back to you. Using this you can obtain the red, green, and blue vectors of the previously derived color table.

1. Obtain the red, green, and blue vectors of the current color table after performing the steps in the XPALETTE utility "Examples" on page 3057:

   ```
   TVLCT, red, green, blue, /GET
   ```

   The MODIFYCT routine uses these vectors as arguments. Now you can use MODIFYCT to add this new color table to IDL's list of pre-defined color tables.

2. Add this modified color table to IDL's list of pre-defined color tables and display results:

   ```
   MODIFYCT, 41, 'Orange to White Bones', $
      red, green, blue
   ```

3. Display the results with XLOADCT:

   ```
   XLOADCT
   ```

The modified color table has been added to IDL's list of pre-defined color tables as shown in the following figure.
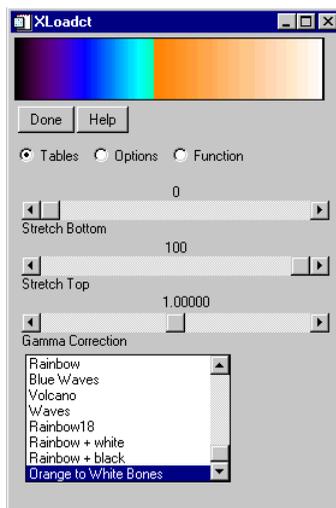
Figure 15-9: XLOADCT Showing Results of MODIFYCT

Version History

Original	Introduced

See Also

LOADCT, XLOADCT

MOMENT

The MOMENT function computes the mean, variance, skewness, and kurtosis of a sample population contained in an *n*-element vector *X*. When $x = (x_0, x_1, x_2, ..., x_{n-1})$, the various moments are defined as follows:

$$\text{Mean} = \bar{x} = \frac{1}{N} \sum_{j=0}^{N-1} x_j$$

$$\text{Variance} = \frac{1}{N-1} \sum_{j=0}^{N-1} (x_j - \bar{x})^2$$

$$\text{Skewness} = \frac{1}{N} \sum_{j=0}^{N-1} \left(\frac{x_j - \bar{x}}{\sqrt{\text{Variance}}} \right)^3$$

$$\text{Kurtosis} = \frac{1}{N} \sum_{j=0}^{N-1} \left(\frac{x_j - \bar{x}}{\sqrt{\text{Variance}}} \right)^4 - 3$$

$$\text{Mean Absolute Deviation} = \frac{1}{N} \sum_{j=0}^{N-1} |x_j - \bar{x}|$$

$$\text{Standard Deviation} = \sqrt{\text{Variance}}$$

This routine is written in the IDL language. Its source code can be found in the file moment.pro in the lib subdirectory of the IDL distribution.

Return Value

If the vector contains *n* identical elements, MOMENT computes the mean and variance, and returns the IEEE value NaN for the skewness and kurtosis, which are not defined. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*).)

Syntax

Result = MOMENT(*X* [, /DOUBLE] [, MDEV=*variable*] [, /NAN]
   [, SDEV=*variable*])

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

MDEV

Set this keyword to a named variable that will contain the mean absolute deviation of *X*.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for information on IEEE floating-point values.)

SDEV

Set this keyword to a named variable that will contain the standard deviation of *X*.

Examples

```
; Define an n-element sample population:
X = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71, 66, 65, 70]
; Compute the mean, variance, skewness and kurtosis:
result = MOMENT(X)
PRINT, 'Mean: ', result[0] & PRINT, 'Variance: ', result[1] & $
   PRINT, 'Skewness: ', result[2] & PRINT, 'Kurtosis: ', result[3]
```

IDL prints:

```
Mean:      66.7333
Variance:   7.06667
Skewness:  -0.0942851
Kurtosis:  -1.18258
```

Version History

4.0	Introduced

See Also

KURTOSIS, HISTOGRAM, MAX, MEAN, MEANABSDEV, MEDIAN, MIN, MOMENT, STDDEV, SKEWNESS, VARIANCE

MORPH_CLOSE

The MORPH_CLOSE function applies the closing operator to a binary or grayscale image. MORPH_CLOSE is simply a dilation operation followed by an erosion operation.The closing operation is an idempotent operator—applying it more than once produces no further effect.

Both the opening and the closing operators have the effect of smoothing the image, with the opening operation removing pixels, and the closing operation adding pixels.

This routine is written in the IDL language. Its source code can be found in the file morph_close.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_CLOSE (*Image*, *Structure* [, /GRAY]
   [, PRESERVE_TYPE=*bytearray* | /UINT | /ULONG] [, VALUES=*array*])

Return Value

The result of a closing operation is that small holes and gaps within the image (smaller than the size of *Structure*) are filled, yet the original sizes of the primary foreground features are maintained.

Arguments

Image

A one-, two-, or three-dimensional array upon which the closing operation is to be performed. If neither of the keywords GRAY or VALUES is present, the image is treated as a binary image with all nonzero pixels considered as 1.

Structure

A one-, two-, or three-dimensional array to be used as the structuring element. The elements are interpreted as binary values - either zero or nonzero. The structuring element must have the same number of dimensions as the *Image* argument.

Keywords

GRAY

Set this keyword to perform a grayscale, rather than binary, operation. Nonzero elements of the *Structure* parameter determine the shape of the structuring element. If the VALUES keyword is not present, all elements of the structuring element are 0.

PRESERVE_TYPE

Set this keyword to return the same type as the input array. The input array must be of type BYTE, UINT, or ULONG. This keyword only applies for grayscale erosion/dilation, and is mutually exclusive of UINT and ULONG.

UINT

Set this keyword to return an unsigned integer array. This keyword only applies for grayscale operations, and is mutually exclusive of the ULONG and PRESERVE_TYPE keywords.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword only applies for grayscale operations, and is mutually exclusive of the UINT and PRESERVE_TYPE keywords.

VALUES

An array of the same dimensions as *Structure* providing the values of the structuring element. The presence of this keyword implies a grayscale operation.

Examples

Note
Also see "Smoothing with MORPH_CLOSE" (Chapter 9, *Image Processing in IDL*).

The following code reads a data file in the IDL Demo data directory containing a magnified image of grains of pollen. It then applies a threshold and a morphological closing operator with a 3 by 3 square kernel to the original image. Notice that most of the holes in the pollen grains have been filled by the closing operator.

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0
```

```
;Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

;Create window:
WINDOW, 0, XSIZE=700, YSIZE=540

;Show original image
XYOUTS, 180, 525, 'Original Image', ALIGNMENT=.5, /DEVICE
TVSCL, img, 20, 280

;Apply the threshold creating a binary image
thresh = img GE 140B

;Load a simple color table
TEK_COLOR

;Display Edges
XYOUTS, 520, 525, 'Edges', ALIGNMENT=.5, /DEVICE
TV, thresh, 360, 280

;Apply closing operator
closing = MORPH_CLOSE(thresh, REPLICATE(1,3,3))

;Show the result
XYOUTS, 180, 265, 'Closing Operator', ALIGNMENT=.5, /DEVICE
TV, closing, 20, 20

;Show added pixels in white
XYOUTS, 520, 265, 'Added Pixels in White', ALIGNMENT=.5, /DEVICE
TV, closing + thresh, 360, 20
```

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_DISTANCE, MORPH_GRADIENT,
MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

MORPH_DISTANCE

The MORPH_DISTANCE function estimates *N*-dimensional distance maps, which contain for each foreground pixel the distance to the nearest background pixel, using a given norm. Available norms include non-diagonal neighbors, chessboard, city block, and approximate Euclidean distance.

The distance map is useful for a variety of morphological operations: thinning, erosion and dilation by discs of radius *r*, and granulometry.

Syntax

Result = MORPH_DISTANCE (*Data* [, /BACKGROUND]
   [, NEIGHBOR_SAMPLING={1 | 2 | 3 }] [, /NO_COPY])

Return Value

The returned variable is an array of the same dimension as the input array.

Arguments

Data

An input binary array. Zero-valued pixels are considered to be part of the background.

Keywords

BACKGROUND

By default, the distance is computed for the foreground (non-zero) features in the *Data* argument. Set this keyword to compute the distance of the background features instead of the foreground features. If the keyword is set, elements of *Result* that are on an edge are set to 0.

NEIGHBOR_SAMPLING

Set this keyword to indicate how the distance of each neighbor from a given pixel is determined. Valid values include:

- 0 = default. No diagonal neighbors. Each neighbor is assigned a distance of 1.

- 1 = chessboard. Each neighbor is assigned a distance of 1.

- • 2 = city block. Each neighbor is assigned a distance corresponding to the number of pixels to be visited when travelling from the current pixel to the neighbor. (The path can only take 90 degree turns; no diagonal paths are allowed.)

- • 3 = approximate Euclidean distance. Each neighbor is assigned an approximate Euclidean distance, where the distances along the diagonals and the center row and column are correct, but for speed the off-diagonal elements are approximated by adding together the distances after the square root.

Default Two Dimensional Example

```
      1
 1    X    1
      1
```

Chessboard Two-Dimensional Example

```
 1    1    1
 1    X    1
 1    1    1
```

City Block Two-Dimensional Example:

```
 2    1    2
 1    X    1
 2    1    2
```

Approximate Euclidean Distance Two-Dimensional Example

```
sqrt(2)  1  sqrt(2)
   1     X     1
sqrt(2)  1  sqrt(2)
```

NO_COPY

Set this keyword to request that the input array be reused, if possible. If this keyword is set, the input argument is undefined upon return.

Examples

Note

Also see "Creating Distance Maps" (Chapter 9, *Image Processing in IDL*).

The following code reads a data file in the IDL Demo data directory containing a magnified image of grains of pollen. It then applies a threshold and the morphological distance operator. Thresholding the result distance operator with a

value of "n" produces the equivalent of eroding the thresholded image with a disc of radius "n".

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0

;Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

; Create window:
WINDOW, 0, XSIZE=700, YSIZE=540

; Display the original image
XYOUTS, 180, 525, 'Original Image', ALIGNMENT=.5, /DEVICE
TV, img, 20, 280

; Apply the threshold:
thresh = img GE 140B

; Display the thresholded image
XYOUTS, 520, 525, 'Thresholded Image', ALIGNMENT=.5, /DEVICE
TVSCL, thresh, 360, 280

;Create Euclidean distance function
edist = MORPH_DISTANCE(thresh, NEIGHBOR_SAMPLING = 3)

; Display the distance function
XYOUTS, 180, 265, 'Distance Function', ALIGNMENT=.5, /DEVICE
TVSCL, edist, 20, 20

; Display image after erosion with a disc of radius 5:
XYOUTS, 520, 265, 'After erosion with disc of radius 5', $
    ALIGNMENT=.5, /DEVICE
TVSCL, edist GT 5, 360, 20
```

Version History

| 5.3 | Introduced |

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_GRADIENT,
MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

MORPH_GRADIENT

The MORPH_GRADIENT function applies the morphological gradient operator to a grayscale image. MORPH_GRADIENT is the subtraction of an eroded version of the original image from a dilated version of the original image.

This routine is written in the IDL language. Its source code can be found in the file morph_gradient.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_GRADIENT (*Image*, *Structure* [, PRESERVE_TYPE=*bytearray* | /UINT | /ULONG] [, VALUES=*array*])

Return Value

The practical result of a morphological gradient operation is that the boundaries of features are highlighted.

Arguments

Image

A one-, two-, or three-dimensional array upon which the morphological gradient operation is to be performed.

Structure

A one-, two-, or three-dimensional array to be used as the structuring element. The elements are interpreted as binary values - either zero or nonzero. The structuring element must have the same number of dimensions as the *Image* argument.

Keywords

PRESERVE_TYPE

Set this keyword to return the same type as the input array. The input array must be of type BYTE, UINT, or ULONG. This keyword only applies for grayscale erosion/dilation, and is mutually exclusive of the UINT and ULONG keywords.

UINT

Set this keyword to return an unsigned integer array. This keyword is mutually exclusive of the ULONG and PRESERVE_TYPE keywords.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword is mutually exclusive of the UINT and PRESERVE_TYPE keywords.

VALUES

An array of the same dimensions as the *Structure* argument providing the values of the structuring element. If the VALUES keyword is not present, all elements of the structuring element are 0.

Examples

Note

Also see "Detecting Edges of Image Objects" (Chapter 9, *Image Processing in IDL*).

The following code reads a data file in the IDL Demo data directory containing a magnified image of grains of pollen. It then creates disc of radius 2, in a 5 by 5 array, with all elements within a radius of 2 from the center set to 1. This disc is used as the structuring element for the morphological gradient which is then displayed as both a gray scale image, and as a thresholded image.

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0

;Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

; Create window:
WINDOW, 0, XSIZE=700, YSIZE=540

;Show original image
XYOUTS, 180, 525, 'Original Image', ALIGNMENT=.5, /DEVICE
TVSCL, img, 20, 280

;Define disc radius
r = 2
```

```
;Create a binary disc of given radius.
disc = SHIFT(DIST(2*r+1), r, r) LE r

bdisc = MORPH_GRADIENT(img, disc)

;Show edges
XYOUTS, 520, 525, 'Edges', ALIGNMENT=.5, /DEVICE
TVSCL, bdisc, 360, 280

;Show thresholded edges
XYOUTS, 180, 265, 'Threshold Edges', ALIGNMENT=.5, /DEVICE
TVSCL, bdisc ge 100, 20, 20
```

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_DISTANCE, MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

MORPH_HITORMISS

The MORPH_HITORMISS function applies the hit-or-miss operator to a binary image. The hit-or-miss operator is implemented by first applying an erosion operator with a *hit* structuring element to the original image. Then an erosion operator is applied to the complement of the original image with a secondary *miss* structuring element. The result is the intersection of the two results.

This routine is written in the IDL language. Its source code can be found in the file morph_hitormiss.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_HITORMISS (*Image, HitStructure, MissStructure*)

Return Value

The resulting image corresponds to the positions where the hit structuring element lies within the image, and the miss structure lies completely outside the image. The two structures must not overlap.

Arguments

Image

A one-, two-, or three-dimensional array upon which the morphological operation is to be performed. The image is treated as a binary image with all nonzero pixels considered as 1.

HitStructure

A one-, two-, or three-dimensional array to be used as the hit structuring element. The elements are interpreted as binary values — either zero or nonzero. This structuring element must have the same number of dimensions as the *Image* argument.

MissStructure

A one-, two-, or three-dimensional array to be used as the miss structuring element. The elements are interpreted as binary values — either zero or nonzero. This structuring element must have the same number of dimensions as the *Image* argument.

Note ———
It is assumed that the HitStructure and the MissStructure arguments are disjoint.
———

Keywords

None.

Example

Note ———
Also see "Selecting Specific Image Objects" (Chapter 9, *Image Processing in IDL*).
———

The following code snippet identifies blobs with a radius of at least 2, but less than 4 in the pollen image. These regions totally enclose a disc of radius 2, contained in the 5 x 5 kernel named "hit", and in turn, fit within a hole of radius 4, contained in the 9 x 9 array named "miss". Executing this specific example identifies four blobs in the image with these attributes.

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0

;Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

WINDOW, 0, XSIZE=700, YSIZE=540

; Display the original image
XYOUTS, 180, 525, 'Original Image', ALIGNMENT=.5, /DEVICE
TV, img, 20, 280

rh = 2 ;Radius of hit disc
rm = 4 ;Radius of miss disc

;Create a binary disc of given radius.
hit = SHIFT(DIST(2*rh+1), rh, rh) LE rh

;Complement of disc for miss
miss = SHIFT(DIST(2*rm+1), rm, rm) GT rm

;Load discrete color table
TEK_COLOR

;Apply the threshold
```

```
thresh = img GE 140B

; Display the thresholded image
XYOUTS, 520, 525, 'Thresholded Image', ALIGNMENT=.5, /DEVICE
TV, thresh, 360, 280

;Compute matches
matches = MORPH_HITORMISS(thresh, hit, miss)

;Expand matches to size of hit disc
matches = DILATE(matches, hit)

;Show matches.
XYOUTS, 180, 265, 'Matches', ALIGNMENT=.5, /DEVICE
TV, matches, 20, 20

;Superimpose, showing hit regions in blue.
;(Blue = color index 4 for tek_color.)
XYOUTS, 520, 265, 'Superimposed, hit regions in blue',$
   ALIGNMENT=.5, /DEVICE
TV, thresh + 3*matches, 360, 20
```

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_DISTANCE,
MORPH_GRADIENT, MORPH_OPEN, MORPH_THIN, MORPH_TOPHAT

MORPH_OPEN

The MORPH_OPEN function applies the opening operator to a binary or grayscale image. MORPH_OPEN is simply an erosion operation followed by a dilation operation. The opening operation is an idempotent operator, applying it more than once produces no further effect.

An alternative definition of the opening, is that it is the union of all sets containing the structuring element in the original image. Both the opening and the closing operators have the effect of smoothing the image, with the opening operation removing pixels, and the closing operation adding pixels.

This routine is written in the IDL language. Its source code can be found in the file morph_open.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_OPEN (*Image, Structure* [, /GRAY]
   [, PRESERVE_TYPE=*bytearray* | /UINT | /ULONG] [, VALUES=*array*])

Return Value

The result of an opening operation is that small features (e.g., noise) within the image are removed, yet the original sizes of the primary foreground features are maintained.

Arguments

Image

A one-, two-, or three-dimensional array upon which the opening operation is to be performed. If neither of the keywords GRAY or VALUES is present, the image is treated as a binary image with all nonzero pixels considered as 1.

Structure

A one-, two-, or three-dimensional array to be used as the structuring element. The elements are interpreted as binary values — either zero or nonzero. The structuring element must have the same number of dimensions as the *Image* argument.

Keywords

GRAY

Set this keyword to perform a grayscale, rather than binary, operation. Nonzero elements of the *Structure* parameter determine the shape of the structuring element. If the VALUES keyword is not present, all elements of the structuring element are 0.

PRESERVE_TYPE

Set this keyword to return the same type as the input array. The input array must be of type BYTE, UINT, or ULONG. This keyword only applies for grayscale erosion/dilation, and is mutually exclusive of the UINT and ULONG keywords.

UINT

Set this keyword to return an unsigned integer array. This keyword only applies for grayscale operations, and is mutually exclusive of the ULONG and PRESERVE_TYPE keywords.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword only applies for grayscale operations and is mutually exclusive of the UINT and PRESERVE_TYPE keywords.

VALUES

An array of the same dimensions as *Structure* providing the values of the structuring element. The presence of this keyword implies a grayscale operation.

Examples

Note ——
Also see "Smoothing with MORPH_OPEN" (Chapter 9, *Image Processing in IDL*).
——

The following code reads a data file in the IDL Demo data directory containing an magnified image of grains of pollen. It then applies a threshold and a morphological opening operator with a 3 by 3 square kernel to the original image. Notice that much of the irregular borders of the grains have been smoothed by the opening operator.

```
; Handle TrueColor displays:
DEVICE, DECOMPOSED=0
```

```
;Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

; Create window:
WINDOW, 0, XSIZE=700, YSIZE=540

;Show original image
XYOUTS, 180, 525, 'Original Image', ALIGNMENT=.5, /DEVICE
TV, img, 20, 280

;Apply the threshold
thresh = img GE 140B

;Load a simple color table
TEK_COLOR

;Display edges
XYOUTS, 520, 525, 'Edges', ALIGNMENT=.5, /DEVICE
TV, thresh, 360, 280

;Apply opening operator
open = MORPH_OPEN(thresh, REPLICATE(1,3,3))

;Show the result
XYOUTS, 180, 265, 'Opening Operator', ALIGNMENT=.5, /DEVICE
TV, open, 20, 20

;Show pixels that have been removed in white
XYOUTS, 520, 265, 'Removed Pixels in White', ALIGNMENT=.5, /DEVICE
TV, open + thresh, 360, 20
```

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_DISTANCE,
MORPH_GRADIENT, MORPH_HITORMISS, MORPH_THIN,
MORPH_TOPHAT

MORPH_THIN

The MORPH_THIN function performs a thinning operation on binary images. The thinning operator is implemented by first applying a hit or miss operator to the original image with a pair of structuring elements, and then subtracting the result from the original image.

This routine is written in the IDL language. Its source code can be found in the file morph_thin.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_THIN (*Image, HitStructure, MissStructure*)

Return Value

In typical applications, this operator is repeatedly applied with the two structuring elements, rotating them after each application, until the result remains unchanged.

Arguments

Image

A one-, two-, or three-dimensional array upon which the thinning operation is to be performed. The image is treated as a binary image with all nonzero pixels considered as 1.

HitStructure

A one-, two-, or three-dimensional array to be used as the hit structuring element. The elements are interpreted as binary values — either zero or nonzero. This structuring element must have the same number of dimensions as the *Image* argument.

MissStructure

A one-, two-, or three-dimensional array to be used as the miss structuring element. The elements are interpreted as binary values — either zero or nonzero. This structuring element must have the same number of dimensions as the *Image* argument.

Note ——————————————————————————————
It is assumed that the *HitStructure* and the *MissStructure* arguments are disjoint.
——

Keywords

None.

Examples

See "Thinning Image Objects" (Chapter 9, *Image Processing in IDL*) for examples.

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_DISTANCE,
MORPH_GRADIENT, MORPH_HITORMISS, MORPH_OPEN,
MORPH_TOPHAT

MORPH_TOPHAT

The MORPH_TOPHAT function applies the top-hat operator to a grayscale image. The top-hat operator is implemented by first applying the opening operator to the original image, then subtracting the result from the original image. Applying the top-hat operator provides a result that shows the bright peaks within the image.

This routine is written in the IDL language. Its source code can be found in the file morph_tophat.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = MORPH_TOPHAT (*Image, Structure* [, PRESERVE_TYPE=*bytearray* | /UINT | /ULONG] [, VALUES=*array*])

Return Value

Returns the resulting one-, two-, or three-dimensional array.

Arguments

Image

A one-, two-, or three-dimensional array upon which the top-hat operation is to be performed.

Structure

A one-, two-, or three-dimensional array to be used as the structuring element. The elements are interpreted as binary values — either zero or nonzero. The structuring element must have the same number of dimensions as the *Image* argument.

Keywords

PRESERVE_TYPE

Set this keyword to return the same type as the input array. The input array must be of type BYTE, UINT, or ULONG. This keyword only applies for grayscale erosion/dilation, and is mutually exclusive of the UINT and ULONG keywords.

UINT

Set this keyword to return an unsigned integer array. This keyword is mutually exclusive of the ULONG and PRESERVE_TYPE keywords.

ULONG

Set this keyword to return an unsigned longword integer array. This keyword is mutually exclusive of the UINT and PRESERVE_TYPE keywords.

VALUES

An array of the same dimensions as the *Structure* argument providing the values of the structuring element. If the VALUES keyword is not present, all elements of the structuring element are 0.

Examples

The following example illustrates an application of the top-hat operator to an image in the examples/demo/demodata directory:

```
; Handle TrueColor displays:
DEVICE, DECOMPOSED=0

; Read the image
path=FILEPATH('pollens.jpg',SUBDIR=['examples','demo','demodata'])
READ_JPEG, path, img

; Create window:
WINDOW, 0, XSIZE=700, YSIZE=280

; Show original
XYOUTS, 180, 265, 'Original Image', ALIGNMENT=.5, /DEVICE
TVSCL, img, 20, 20

; Radius of disc
r = 2

; Create a binary disc of given radius.
disc = SHIFT(DIST(2*r+1), r, r) LE r

; Apply top-hat operator
tophat = MORPH_TOPHAT(img, disc)

; Display stretched result.
XYOUTS, 520, 265, 'Stretched Result', ALIGNMENT=.5, /DEVICE
TVSCL, tophat < 50, 360, 20
```

Note ———————————————————————————————

Also see "Detecting Peaks of Brightness" (Chapter 9, *Image Processing in IDL*).

Version History

5.3	Introduced

See Also

DILATE, ERODE, MORPH_CLOSE, MORPH_DISTANCE,
MORPH_GRADIENT, MORPH_HITORMISS, MORPH_OPEN, MORPH_THIN

MPEG_CLOSE

The MPEG_CLOSE procedure closes an MPEG sequence opened with the MPEG_OPEN routine. Note that MPEG_CLOSE does not save the MPEG file associated with the MPEG sequence; use MPEG_SAVE to save the file. The specified MPEG sequence identifier will no longer be valid after calling MPEG_CLOSE.

This routine is written in the IDL language. Its source code can be found in the file mpeg_close.pro in the lib subdirectory of the IDL distribution.

Note

The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. Animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information.

Syntax

MPEG_CLOSE, *mpegID*

Arguments

mpegID

The unique identifier of the MPEG sequence to be freed. (MPEG sequence identifiers are returned by the MPEG_OPEN routine.)

Keywords

None.

Examples

See MPEG_OPEN for an example using this routine.

Version History

Introduced: 5.1

See Also

MPEG_OPEN, MPEG_PUT, MPEG_SAVE, XINTERANIMATE

MPEG_OPEN

The MPEG_OPEN function initializes an IDLgrMPEG object for MPEG encoding and returns the object reference. The MPEG routines provide a wrapper around the IDL Object Graphics IDLgrMPEG object, eliminating the need to use the Object Graphics interface to create MPEG files.

Note ─────────────────────────────────

The MPEG standard does not allow movies with odd numbers of pixels to be created.

───

This routine is written in the IDL language. Its source code can be found in the file mpeg_open.pro in the lib subdirectory of the IDL distribution.

Note ─────────────────────────────────

MPEG support in IDL requires a special license. For more information, contact your ITT Visual Information Solutions sales representative or technical support.

───

Note ─────────────────────────────────

The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. Animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information.

───

Syntax

mpegID = MPEG_OPEN(*Dimensions* [, BITRATE=value] [, FILENAME=*string*]
   [, IFRAME_GAP=*integer value*] [, MOTION_VEC_LENGTH={1 | 2 | 3}]
   [, QUALITY=*value*{0 to 100}])

Return Value

Returns the reference to the IDLgrMPEG object.

Arguments

Dimensions

A two-element vector of the form [*xsize*, *ysize*] indicating the dimensions of the images to be used as frames in the MPEG movie file. All images in the MPEG file must have the same dimensions.

Note
When creating MPEG files, you must be aware of the capabilities of the MPEG decoder you will be using to view it. Some decoders only support a limited set of sampling and bitrate parameters to normalize computational complexity, buffer size, and memory bandwidth.

Keywords

BITRATE

Set this keyword to a double-precision value to specify the MPEG movie bit rate. Higher bit rates will create higher quality MPEGs but will increase file size. The following table describes the valid values:

MPEG Version	Range
MPEG 1	0.1 to 104857200.0
MPEG 2	0.1 to 429496729200.0

Table 15-17: BITRATE Value Range

If you do not set this keyword, IDL computes the BITRATE value based upon the value you have specified for the QUALITY keyword.

Note
Only use the BITRATE keyword if changing the QUALITY keyword value does not produce the desired results. It is highly recommended to set the BITRATE to at least several times the frame rate to avoid unusable MPEG files or file generation errors.

FILENAME

Set this keyword equal to a string representing the name of the file in which the encoded MPEG sequence is to be saved. The default file name is `idl.mpg`.

IFRAME_GAP

Set this keyword to a positive integer value that specifies the number of frames between I frames to be created in the MPEG file. I frames are full-quality image frames that may have a number of predicted or interpolated frames between them.

If you do not specify this keyword, IDL computes the IFRAME_GAP value based upon the value you have specified for the QUALITY keyword.

Note ───

Only use the IFRAME_GAP keyword if changing the QUALITY keyword value does not produce the desired results.

───

MOTION_VEC_LENGTH

Set this keyword to an integer value specifying the length of the motion vectors to be used to generate predictive frames. Valid values include:

- 1 = Small motion vectors.
- 2 = Medium motion vectors.
- 3 = Large motion vectors.

If you do not set this keyword, IDL computes the MOTION_VEC_LENGTH value based upon the value you have specified for the QUALITY keyword.

Note ───

Only use the MOTION_VEC_LENGTH keyword if changing the QUALITY value does not produce the desired results.

───

QUALITY

Set this keyword to an integer value between 0 (low quality) and 100 (high quality) inclusive to specify the quality at which the MPEG stream is to be stored. Higher quality values result in lower rates of time compression and less motion prediction which provide higher quality MPEGs but with substantially larger file size. Lower quality factors may result in longer MPEG generation times. The default is 50.

Note —————————————————————————————

Since MPEG uses JPEG (lossy) compression, the original picture quality can't be reproduced even when setting QUALITY to its highest setting.

Examples

The following sequence of IDL commands illustrates the steps needed to create an MPEG movie file from a series of image arrays named image0, image1, .., image*N*, where *n* is the zero-based index of the last image in the movie:

```
; Open an MPEG sequence:
mpegID = MPEG_OPEN()

; Add the first frame:
MPEG_PUT, mpegID, IMAGE=image0, FRAME=0
MPEG_PUT, mpegID, IMAGE=image1, FRAME=1

; Subsequent frames:
...

; Last frame:
MPEG_PUT, mpegID, IMAGE=imagen, FRAME=n

; Save the MPEG sequence in the file myMovie.mpg:
MPEG_SAVE, mpegID, FILENAME='myMovie.mpg'

; Close the MPEG sequence:
MPEG_CLOSE, mpegID
```

Version History

5.1	Introduced

See Also

MPEG_CLOSE, MPEG_PUT, MPEG_SAVE, XINTERANIMATE

MPEG_PUT

The MPEG_PUT procedure stores the specified image array at the specified frame index in an MPEG sequence.

This routine is written in the IDL language. Its source code can be found in the file mpeg_put.pro in the lib subdirectory of the IDL distribution.

Note

The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. Animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information.

Syntax

MPEG_PUT, *mpegID* [, /COLOR] [, FRAME=*frame_number*]
    [, IMAGE=*array* | , WINDOW=*index*] [, /ORDER]

Arguments

mpegID

The unique identifier of the MPEG sequence into which the image will be inserted. (MPEG sequence identifiers are returned by the MPEG_OPEN routine.)

Keywords

COLOR

Set this keyword to read off an 8-bit display and pass the information through the current color table to create a 24-bit image.

FRAME

Set this keyword equal to an integer specifying the frame at which the image is to be loaded. If the frame number matches a previously loaded frame, the previous frame is overwritten. The default is 0.

IMAGE

Set this keyword equal to an *m* x *n* image array or a 3 x *m* x *n* True Color image array representing the image to be loaded at the specified frame. This keyword is ignored if the WINDOW keyword is specified.

ORDER

Set this keyword to indicate that the rows of the image should be drawn from top to bottom. By default, the rows are drawn from bottom to top.

WINDOW

Set this keyword to the index of a Direct Graphics Window (or to an object reference to an IDLgrWindow or IDLgrBuffer object) to indicate that the image to be loaded is to be read from the given window or buffer. If this keyword is specified, it overrides the value of the IMAGE keyword.

Examples

See MPEG_OPEN for an example using this routine.

Version History

5.1	Introduced

See Also

MPEG_CLOSE, MPEG_OPEN, MPEG_SAVE, XINTERANIMATE

MPEG_SAVE

The MPEG_SAVE procedure encodes and saves an open MPEG sequence.

This routine is written in the IDL language. Its source code can be found in the file mpeg_save.pro in the lib subdirectory of the IDL distribution.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

MPEG support in IDL requires a special license. For more information, contact your ITT Visual Information Solutions sales representative or technical support.

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Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. Animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information.

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Syntax

MPEG_SAVE, *mpegID* [, FILENAME=*string*]

Arguments

mpegID

The unique identifier of the MPEG sequence to be saved to a file. (MPEG sequence identifiers are returned by the MPEG_OPEN routine.)

Keywords

FILENAME

Set this keyword to a string representing the name of the file to which the encoded MPEG sequence is to be saved. The default is idl.mpg.

Examples

See MPEG_OPEN for an example using this routine.

Version History

5.1	Introduced

MULTI

The MULTI procedure expands the current color table to "wrap around" some number of times.

This routine is written in the IDL language. Its source code can be found in the file `multi.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

MULTI, *N*

Arguments

N

The number of times the color table will wrap. This parameter need not be an integer.

Keywords

None.

Examples

Display an image, load color table 1, and make that color table "wrap around" 3 times. Enter:

```
;Display a simple image.
TVSCL, DIST(256)

;Load color table 1.
LOADCT, 1

;See how the new color table affects the image.
MULTI, 3
```

Version History

Original	Introduced

See Also

STRETCH, XLOADCT
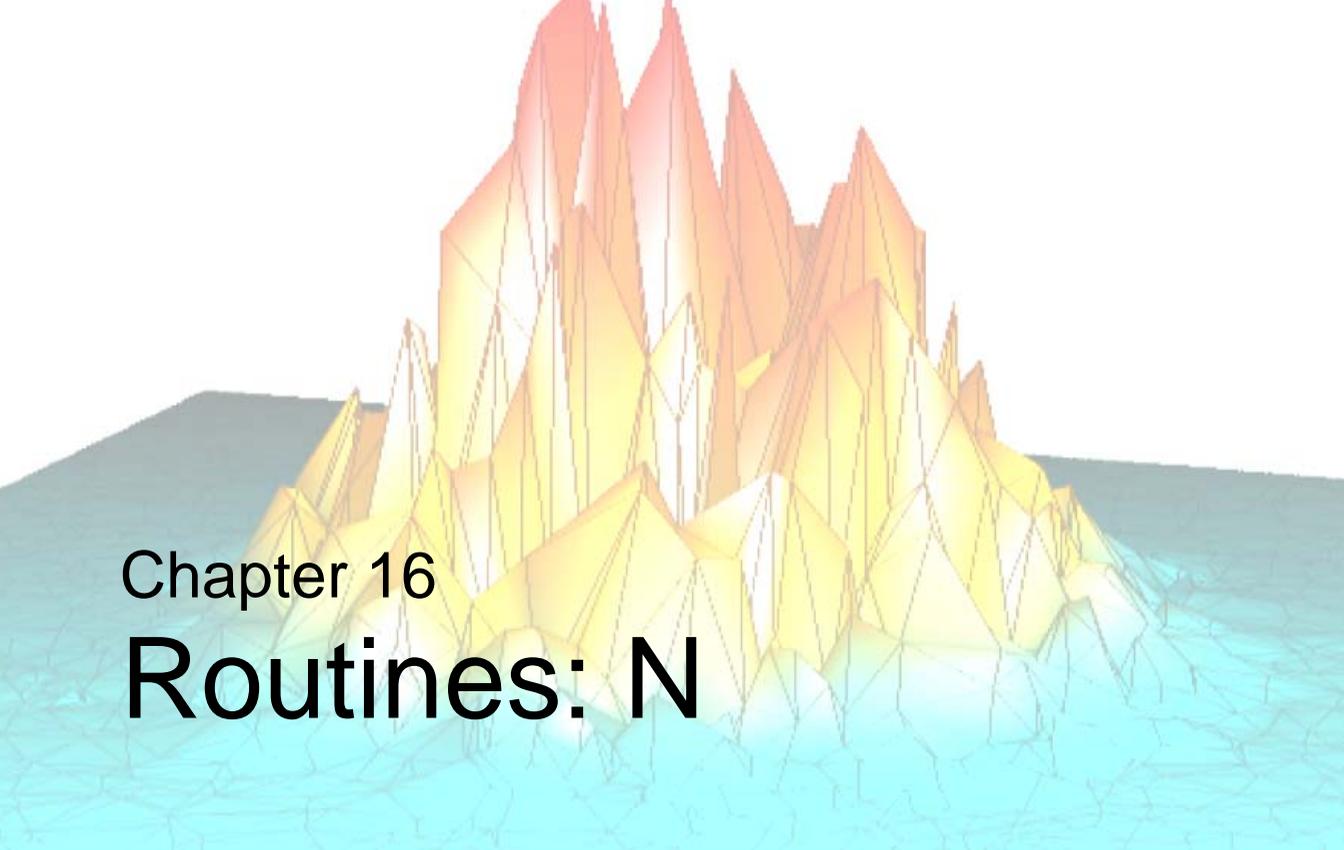
Chapter 16
Routines: N

N_ELEMENTS

The N_ELEMENTS function returns the number of elements contained in an expression or variable.

Syntax

Result = N_ELEMENTS(*Expression*)

Return Value

Returns the number of elements.

Arguments

Expression

The expression for which the number of elements is to be returned. Scalar expressions always have one element. The number of elements in an array is equal to the product of its dimensions. If *Expression* is an undefined variable, N_ELEMENTS returns zero.

Keywords

None.

Examples

Example 1

This example finds the number of elements in an array:

```
; Create an integer array:
I = INTARR(4, 5, 3, 6)
; Find the number of elements in I and print the result:
PRINT, N_ELEMENTS(I)
```

Example 2

A typical use of N_ELEMENTS is to check if an optional input is defined, and if not, set it to a default value:

```
IF (N_ELEMENTS(roo) EQ 0) THEN roo=rooDefault
```

The original value of `roo` may be altered by a called routine, passing a different value back to the caller. Unless you intend for the routine to behave in this manner, you should prevent it by differentiating N_ELEMENTS' parameter from your routine's variable:

```
IF (N_ELEMENTS(roo) EQ 0) THEN rooUse=rooDefault $
   ELSE rooUse=roo
```

Version History

Original	Introduced

See Also

N_TAGS

N_PARAMS

The N_PARAMS function returns the number of parameters used in calling an IDL procedure or function. This function is only useful within IDL procedures or functions. User-written procedures and functions can use N_PARAMS to determine if they were called with optional parameters.

Note ───

In the case of object method procedures and functions, the SELF argument is not counted by N_PARAMS.

───

Syntax

Result = N_PARAMS()

Return Value

Returns the number of non-keyword parameters.

Arguments

None. This function always returns the number of parameters that were used in calling the procedure or function from which N_PARAMS is called.

Keywords

None.

Version History

Original	Introduced

See Also

KEYWORD_SET

N_TAGS

The N_TAGS function returns the number of structure tags contained in a structure expression.

Syntax

Result = N_TAGS(*Expression* [, /DATA_LENGTH] [, /LENGTH])

Return Value

Returns the number of structure tags and optionally returns the size, in bytes, of the structure.

Arguments

Expression

The expression for which the number of structure tags is to be returned. Expressions that are not of structure type are considered to have no tags. N_TAGS does not search for tags recursively, so if *Expression* is a structure containing nested structures, only the number of tags in the outermost structure are counted.

Keywords

DATA_LENGTH

Set this keyword to return the total length of all the data fields contained within the structure, in bytes. This differs from LENGTH in that it does not include any alignment padding required by the structure.

The length of the data for a given structure will be the same on any system, *as long as the data does not contain strings*.

If a data field contains a string, the DATA_LENGTH keyword returns the length of the string's internal *descriptor*, rather than the length of the string data. (In IDL, strings are represented internally using a *descriptor structure* that contains information about the string, including its length and a pointer to the string data.) This means that on a given machine, the DATA_LENGTH keyword will report the same length value for all fields containing string data, regardless of the contents of the strings.

Note ——————————————————————————————————————
The length of a string descriptor can vary between machines, and also between
32-bit and 64-bit versions of IDL. Length differences are caused by differences in
structure alignment rules or the size of a machine pointer on the system, and are
fundamental properties of the underlying system.

LENGTH

Set this keyword to return the length of the structure, in bytes.

Note ——————————————————————————————————————
The length of a structure is machine dependent. The length of a given structure will
vary depending upon the host machine. IDL pads and aligns structures in a manner
consistent with the host machine's C compiler.

Examples

Find the number of tags in the system variable !P and print the result by entering:

```
PRINT, N_TAGS(!P)
```

Find the length of !P, in bytes:

```
PRINT, N_TAGS(!P, /LENGTH)
```

Version History

Original	Introduced

See Also

CREATE_STRUCT, N_ELEMENTS, TAG_NAMES, Chapter 16, "Structures"
(*Application Programming*)

NCDF_* Routines

For information, see Chapter 6, "Network Common Data Format" (*IDL Scientific Data Formats*).

NEWTON

The NEWTON function solves a system of *n* non-linear equations in *n* dimensions using a globally-convergent Newton's method.

NEWTON is based on the routine `newt` described in section 9.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = NEWTON(*X*, *Vecfunc* [, CHECK=*variable*] [, /DOUBLE]
   [, ITMAX=*value*] [, STEPMAX=*value*] [, TOLF=*value*] [, TOLMIN=*value*]
   [, TOLX=*value*])

Return Value

The result is an *n*-element vector containing the solution.

Arguments

X

An *n*-element vector containing an initial guess at the solution of the system.

Note
If NEWTON is complex then only the real part is used for the computation.

Vecfunc

A scalar string specifying the name of a user-supplied IDL function that defines the system of non-linear equations. This function must accept an *n*-element vector argument *X* and return an *n*-element vector result.

For example, suppose the non-linear system is defined by the following equations:

$$y_0 = x_0 + x_1 - 3, \quad y_1 = x_0^2 + x_1^2 - 9$$

We write a function NEWTFUNC to express these relationships in the IDL language:

```
FUNCTION newtfunc, X
   RETURN, [X[0] + X[1] -3.0, X[0]^2 + X[1]^2 - 9.0]
END
```

Keywords

CHECK

NEWTON calls an internal function named `fmin()` to determine whether the routine has converged to a local minimum rather than to a global minimum (see *Numerical Recipes*, section 9.7). Use the CHECK keyword to specify a named variable which will be set to 1 if the routine has converged to a local minimum or to 0 if it has not. If the routine does converge to a local minimum, try restarting from a different initial guess to obtain the global minimum.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITMAX

The maximum allowed number of iterations. The default value is 200.

STEPMAX

The scaled maximum step length allowed in line search. The default value is 100.0.

TOLF

Set the convergence criterion on the function values. The default value is 1.0×10^{-4}.

TOLMIN

Set the criterion for deciding whether spurious convergence to a minimum of the function `fmin()` has occurred. The default value is 1.0×10^{-6}.

TOLX

Set the convergence criterion on *X*. The default value is 1.0×10^{-7}.

Examples

Use NEWTON to solve an *n*-dimensional system of *n* non-linear equations. Systems of non-linear equations may have multiple solutions; starting the algorithms with different initial guesses enables detection of different solutions.

```
FUNCTION newtfunc, X
RETURN, [X[0] + X[1] - 3, X[0]^2 + X[1]^2 - 9]

END
```

```
PRO TEST_NEWTON

; Provide an initial guess as the algorithm's starting point:
X = [1d, 5d]

; Compute the solution:
result = NEWTON(X, 'newtfunc')

; Print the result:
PRINT, 'For X=[1.0, 5.0], result = ', result

;Try a different starting point.
X = [1d, -1d]

; Compute the solution:
result = NEWTON(X,'newtfunc')

;Print the result.
PRINT, 'For X=[1.0, -1.0], result = ', result

END
```

IDL prints:

```
For X=[1.0, 5.0], result =  -2.4871776e-006        3.0000025
For X=[1.0, -1.0], result =         3.0000000 -2.9985351e-008
```

Version History

4.0	Introduced

See Also

BROYDEN, FX_ROOT, FZ_ROOTS

NOISE_HURL

The NOISE_HURL function introduces noise into an image by changing randomly selected pixels to random colors. Pixel change probability is determined by a parameter that controls the amount of noise introduced into the image.

Syntax

Result = NOISE_HURL (*Image* [, *Randomization*] [, ITERATIONS=*value*]
   [, REPLACE_MAX=*value*] [, REPLACE_MIN=*value*] [, SEED=*value*])

Return Value

Result is an array of the same type and dimensions as *Image*.

Arguments

Image

An array containing the input image. One dimensional and two dimensional arrays are treated as single channel images. Arrays with more than two dimensions are treated as *n*-channel images, where the number of channels is contained in the first dimension. For example, a 3 x 200 x 200 array is a 3-channel 200 by 200 image. A 4 x 200 x 200 x 5 array is considered as a stack of five 200 by 200 4-channel images.

Randomization

A floating-point scalar in the range 0.0-1.0 that specifies the probability of replacing each pixel with a random color. 0.0 means there is no chance of replacement and 1.0 means that the pixel is always replaced. The default value is 0.5.

Note
This value specifies the probability of replacement for each pixel. It does not necessarily mean that a particular percentage of the pixels are replaced.

Keywords

ITERATIONS

Set this keyword to the number of times to apply the noise generator. A similar effect can also be achieved by increasing the value of *Randomization*.

REPLACE_MAX

Set this keyword to the maximum value used for the randomly-generated replacement colors. The default value is 255.

REPLACE_MIN

Set this keyword to the minimum value used for the randomly-generated replacement colors. The default value is 0.

SEED

Set this keyword to the seed value for the random number generator. This keyword is used in the same way as the SEED argument for RANDOMU.

Example

This example adds noise to a test image:

```
; Read an image:
image = BYTSCL(DIST(400))

; Add noise to the image:
image2 = NOISE_HURL(image, 0.2)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(image))[1]*2, YSIZE=(SIZE(image))[2]
TV, image, 0
TV, image2, 1
```

The resulting images appear as follows:
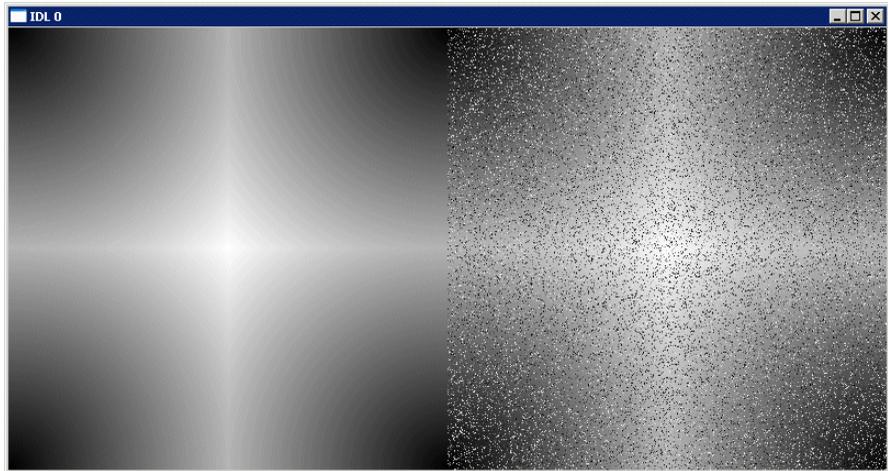
Figure 16-1: Image Before and After NOISE_HURL Application

Version History

6.4	Introduced

NOISE_PICK

The NOISE_PICK function introduces noise into an image by picking randomly selected pixels to be replaced by a neighboring pixel from a random direction. The probability of replacing a pixel is controlled by a parameter which controls the amount of noise introduced into the image.

Syntax

Result = NOISE_PICK(*Image* [, *Randomization*] [, ITERATIONS=*value*]
    [, SEED=*value*])

Return Value

Result is an array of the same type and dimensions as *Image*.

Arguments

Image

A two dimensional or three dimensional array containing the input image. Two-dimensional arrays are treated as single channel images. For three-dimensional arrays the first dimension contains the color channels forming a pixel (Pixel Interleave).

Randomization

A floating-point scalar in the range 0.0-1.0 that specifies the probability of picking each pixel for replacement. 0.0 means there is no chance of replacement and 1.0 means that the pixel is always replaced. The default value is 0.5.

Note
This value specifies the probability of replacement for each pixel. It does not necessarily mean that a particular percentage of the pixels are replaced.

Keywords

ITERATIONS

Set this keyword to the number of times to apply the noise generator. Increasing the number of iterations increases the distance pixels can move.

SEED

Set this keyword to the seed value for the random number generator. This keyword is used in the same way as the SEED argument for RANDOMU.

Example

This example introduces noise to a test image:

```
; Read an image:
image = BYTSCL(DIST(400))

; Introduce noise to the image:
image2 = NOISE_PICK(image, 0.9, ITER=30)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(image))[1]*2, YSIZE=(SIZE(image))[2]
TV, image, 0
TV, image2, 1
```

The resulting images appear as follows:
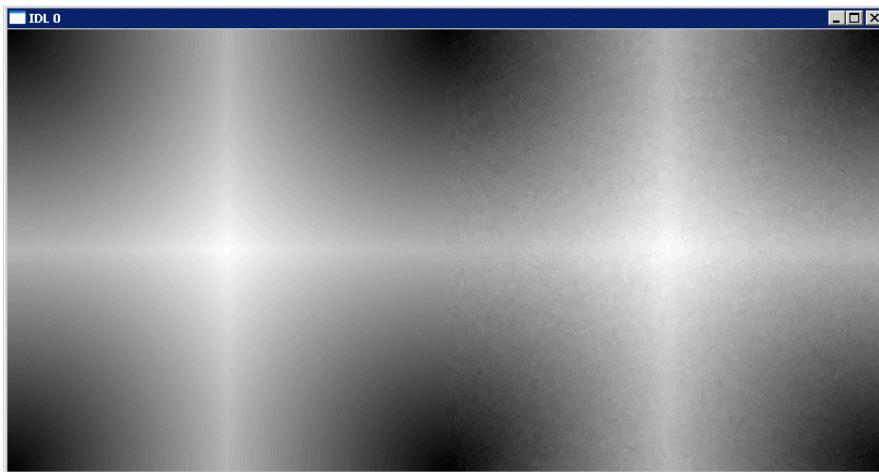
Figure 16-2: Image Before and After NOISE_PICK Application

Version History

6.4	Introduced

NOISE_SCATTER

The NOISE_SCATTER function introduces noise into an image by applying normally distributed noise to the entire image. In the normal distribution, a large number of pixels will have smaller amounts of noise applied to them, while fewer pixels will have larger amounts of noise applied to them.

Syntax

Result = NOISE_SCATTER(*Image* [, /CORRELATED_NOISE] [, LEVELS=*value*] [, NOISE_FACTOR=*value*] [, SEED=*value*])

Return Value

Result is an array of the same type and dimensions as *Image*.

Arguments

Image

A two dimensional or three dimensional array containing the input image. Two dimensional arrays are treated as single channel images. For three dimensional arrays, the first dimension contains the color channels (Pixel Interleave).

Keywords

CORRELATED_NOISE

Set this keyword to apply the same noise distribution to all channels of the image. By default, a new noise distribution is generated for each channel.

LEVELS

Set this keyword to a 3-element floating-point array containing noise scale factors for each image channel. Values must be in the range [0.0 to 1.0]. The default is [0.5, 0.5, 0.5].

NOISE_FACTOR

Set this keyword to a scalar noise scale factor to be applied to all channels. A typical value is half the range of the image data. The default value is 127 (suitable for BYTE images).

SEED

Set this keyword to the seed value for the random number generator. This keyword is used in the same way as the SEED argument for RANDOMU.

Example

This example introduces noise to a test image:

```
; Read an image:
file = FILEPATH('rose.jpg', SUBDIR=['examples','data'])
READ_JPEG, file, image

; Introduce noise to the image:
image2 = NOISE_SCATTER(image)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(image))[2]*2, YSIZE=(SIZE(image))[3]
TV, image, 0, /TRUE
TV, image2, 1, /TRUE
```

The resulting images appear as follows:
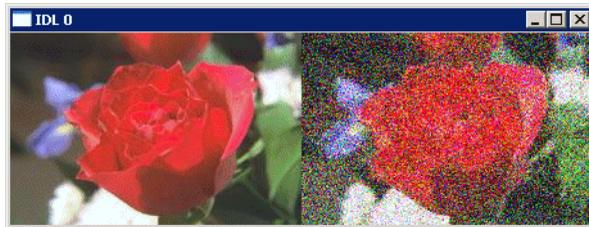
Figure 16-3: Image Before and After NOISE_SCATTER Application

Version History

6.4	Introduced

NOISE_SLUR

The NOISE_SLUR function introduces noise into an image by selecting random pixels to be replaced by a neighboring pixel from a random location in the row above. This simulates a downward melting effect.

With NOISE_SLUR, there is an 80% chance of using the pixel directly above for replacement and a 10% chance of using either of the pixels to the above left and above right. The probability of replacing a pixel is controlled by a parameter which controls the amount of noise introduced into the image.

Syntax

Result = NOISE_SLUR(*Image* [, *Randomization*][, ITERATIONS=*value*]
    [, SEED=*value*])

Return Value

Result is an array of the same type and dimensions as *Image*.

Arguments

Image

A two dimensional or three dimensional array containing the input image. Two dimensional arrays are treated as single channel images and for three dimensional arrays the first dimension contains the color channels forming a pixel (Pixel Interleave).

Randomization

A floating-point scalar in the range 0.0-1.0 that specifies the probability of picking each pixel for replacement. 0.0 means no chance of replacement and 1.0 means the pixel is always replaced. The default value is 0.5.

Note

This value specifies the probability of replacement for each pixel. It does not necessarily mean that a particular percentage of the pixels are replaced.

Keywords

ITERATIONS

Set this keyword to the number of times to apply the noise generator. Increasing the number of iterations increases the distance pixels can move.

SEED

Set this keyword to the seed value for the random number generator. This keyword is used in the same way as the SEED argument for RANDOMU.

Example

This example introduces noise to a test image:

```
; Read an image:
FN = FILEPATH('rose.jpg', SUBDIR=['examples','data'])
READ_JPEG, fn, image

; Introduce noise to the image:
image2= NOISE_SLUR(image, 0.5, ITER=10)

; Display the images side by side:
WINDOW, XSIZE=(SIZE(image))[2]*2, YSIZE=(SIZE(image))[3]
TV, image, 0, /TRUE
TV, image2, 1, /TRUE
```

The resulting images appear as follows:
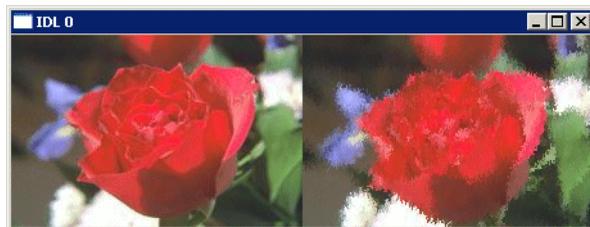
Figure 16-4: Image Before and After NOISE_SLUR Application

Version History

6.4	Introduced

NORM

The NORM function computes the norm of a vector or a two-dimensional array.

By default, NORM computes the L_2 (Euclidean) norm for vectors, and the L_∞ norm for arrays. You may use the LNORM keyword to specify different norms.

This routine is written in the IDL language. Its source code can be found in the file norm.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = NORM(*A* [, /DOUBLE] [, LNORM={0 | 1 | 2 | *n*}])

Return Value

Returns the Euclidean or infinity norm of a vector or an array. This function always returns a float or double value.

Arguments

A

A can be either a real or complex vector, or a real or complex two-dimensional array.

Keywords

DOUBLE

Set this keyword to force the result to be returned as double precision. The default is to return a single-precision result if the input is single precision, or double precision otherwise. Internally, all computations are done using double-precision arithmetic.

LNORM

Set this keyword to indicate which norm to compute. If *A* is a vector, then the possible values of this keyword are:

Value	Description
0	Compute the L_∞ norm, defined as MAX(ABS(*A*)).
1	Compute the L_1 norm, defined as TOTAL(ABS(*A*)).
2	Compute the L_2 norm, defined as SQRT(TOTAL(ABS(*A*)^2)). This is the default.
n	Compute the L_n norm, defined as (TOTAL(ABS(*A*)^*n*))^(1/*n*) where *n* is any number, float-point or integer.

Table 16-1: LNORM Keyword Values (Vector)

If *A* is a two-dimensional array, then the possible values of this keyword are:

Value	Description
0	Compute the L_∞ norm (the maximum absolute row sum norm), defined as MAX(TOTAL(ABS(*A*), 1)). This is the default.
1	Compute the L_1 norm (the maximum absolute column sum norm), defined as MAX(TOTAL(ABS(*A*), 2)).
2	Compute the L_2 norm (the spectral norm) defined as the largest singular value, computed from LA_SVD.

Table 16-2: LNORM Keyword Values (Two-Dimensional Array)

Examples

```
; Define an n-element complex vector A:
A = [COMPLEX(1, 0), COMPLEX(2,-2), COMPLEX(-3,1)]

; Compute the Euclidean norm of A and print:
PRINT, 'Euclidian Norm of A =', NORM(A)

; Define an m by n complex array B:
B = [[COMPLEX(1, 0), COMPLEX(2,-2), COMPLEX(-3,1)], $
     [COMPLEX(1,-2), COMPLEX(2, 2), COMPLEX(1, 0)]]
```

```
;Compute the Infinity norm of B and print.
PRINT, 'Infinity Norm of B =', NORM(B, /DOUBLE)
```

IDL prints:

```
Euclidian Norm of A =    4.35890
Infinity Norm of B =    6.9907048
```

Version History

Pre-4.0	Introduced

See Also

COND, LA_SVD
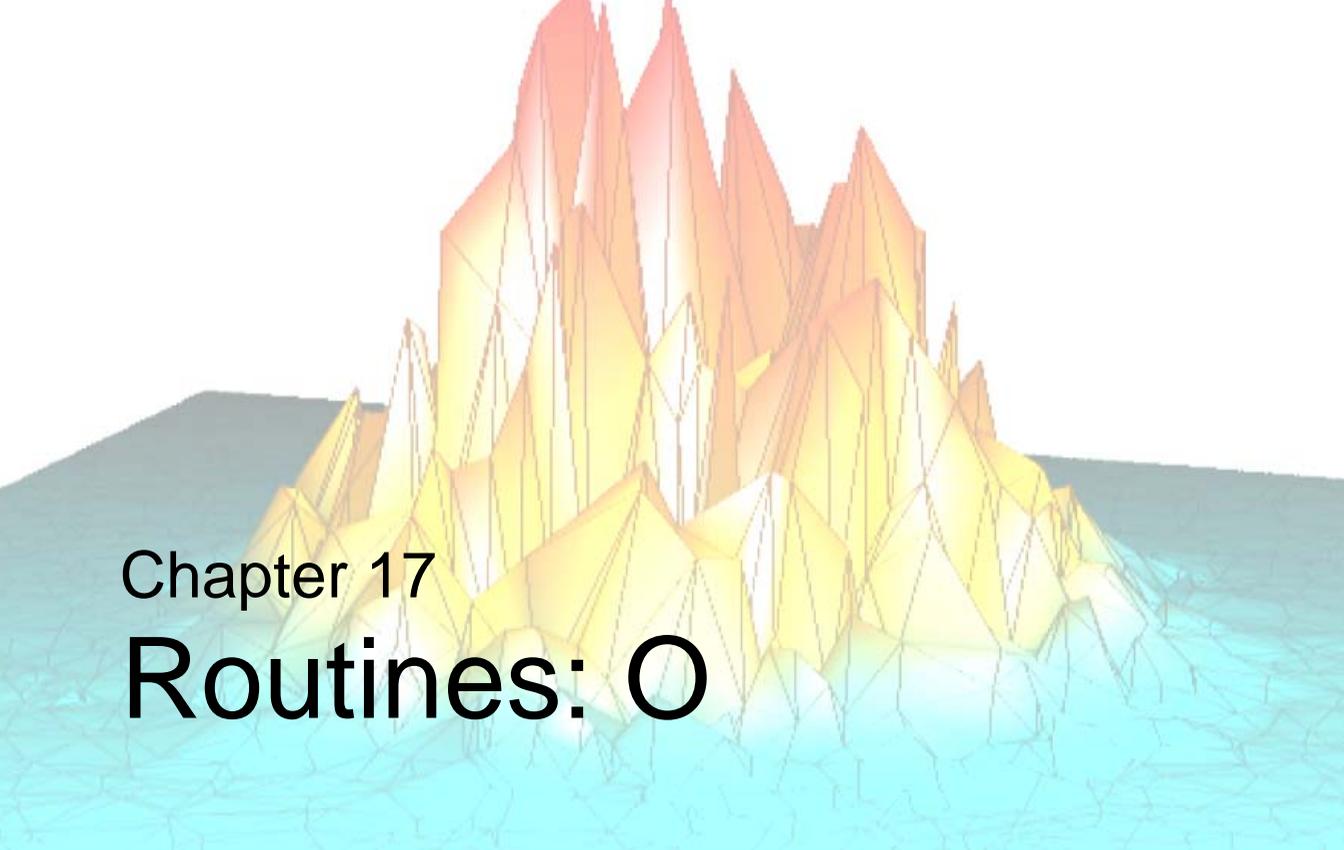
Chapter 17
Routines: O

OBJ_CLASS

The OBJ_CLASS function identifies the name of the object class or superclass of the given argument.

Syntax

Result = OBJ_CLASS([*Arg*] [, COUNT=*variable*] [, /SUPERCLASS{must specify *Arg*}])

Return Value

Returns a string containing the name of the class or superclass. If the supplied argument is not an object, a null string is returned. If no argument is supplied, OBJ_CLASS returns an array containing the names of all known object classes in the current IDL session.

Arguments

Arg

A scalar object reference or string variable for which the object class name is desired. If *Arg* is an object reference, its object class definition is used. If *Arg* is a string, it is taken to be the name of the class for which information is desired. Passing a string argument is primarily useful in conjunction with the SUPERCLASS keyword.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of names returned by OBJ_CLASS. It can be used to determine how many superclasses a class has when the SUPERCLASS keyword is specified.

SUPERCLASS

Set this keyword to cause OBJ_CLASS to return the names of the object's *direct* superclasses as a string array, one element per superclass. The superclasses are ordered in the order they appear in the class structure declaration. In the case where the class has no superclasses, a scalar null string is returned, and the COUNT

keyword (if specified) returns the value 0. If SUPERCLASS is specified, the Arg argument must also be supplied.

Note ————————————————————————————————————

Some IDL objects are subclassed from more generic IDL objects. You may see references to the generic IDL objects when using the SUPERCLASS keyword to the OBJ_CLASS function to get information on an object. You may also notice that the generic objects are not documented in the "Object Class and Method Reference" (*IDL Reference Guide*). This is not an oversight.

We have chosen not to document the workings of some of the generic objects from which IDL objects are subclassed because we reserve the right to make changes to their operation. We strongly recommend that you do not use the undocumented object classes directly, or subclass your own object classes from them. There is no guarantee that user-written code that uses undocumented features will continue to function in future releases of IDL.

Version History

| 5.0 | Introduced |

OBJ_DESTROY

The OBJ_DESTROY procedure is used to destroy an object. If the class (or one of its superclasses) supplies a procedure method named CLEANUP, the method is called and all arguments and keywords passed by the user are passed to it. This method should perform any required cleanup on the object and return. Whether a CLEANUP method actually exists or not, IDL will destroy the heap variable representing the object and return.

Note ───

OBJ_DESTROY does not recurse. That is, if `object1` contains a reference to `object2`, destroying `object1` will *not* destroy `object2`. Take care not to lose the only reference to an object by destroying an object that contains that reference. Recursive cleanup of object hierarchies is a good job for a CLEANUP method.

───

Syntax

OBJ_DESTROY, *ObjRef* [, *Arg$_1$*, ..., *Arg$_n$*]

Arguments

ObjRef

The object reference for the object to be destroyed. *ObjRef* can be an array, in which case all of the specified objects are destroyed in turn. If the NULL object reference is passed, OBJ_DESTROY ignores it quietly.

Arg$_1$…Arg$_n$

Any arguments accepted by the CLEANUP method for the object being destroyed can be specified as additional arguments to OBJ_DESTROY.

Keywords

Any keywords accepted by the CLEANUP method for the object being destroyed can be specified as keywords to OBJ_DESTROY.

Version History

5.0	Introduced

OBJ_HASMETHOD

The OBJ_HASMETHOD function determines whether an object class implements or inherits a specified method or methods. The function returns true for a given class and method combination if the class or any of its superclasses defines the method.

Syntax

Result = OBJ_HASMETHOD(*Objref*, *Method*)

Return Value

A byte array with the same number of elements as *Objref*. An element of the result array contains a 1 (one) if the class referred to by the corresponding element of *Objref* implements *all* of the methods specified by *Method*, or 0 (zero) otherwise.

Arguments

Objref

An object reference or array of object references. Each object reference is tested separately.

Method

A scalar string or string array specifying the method names. A class specified by an element of *Objref* must implement *all* of the methods for the result for that class to be true.

Keywords

None.

Version History

6.4	Introduced

OBJ_ISA

When one object class is subclassed (inherits) from another class, there is an "Is A" relationship between them. The OBJ_ISA function is used to determine if an object instance is subclassed from the specified class.

Syntax

Result = OBJ_ISA(*ObjectInstance*, *ClassName*)

Return Value

OBJ_ISA returns True (1) if the specified variable is an object and has the specified class in its inheritance graph, or False (0) otherwise.

Arguments

ObjectInstance

A scalar or array variable for which the OBJ_ISA test should be performed. The result is of type byte, and has the same size and organization as *ObjectInstance*.

ClassName

A string giving the name of the class for which *ObjectInstance* is being tested.

Keywords

None.

Version History

5.0	Introduced

OBJ_NEW

Given the name of a structure that defines an object class, the OBJ_NEW function returns an object reference to a new instance of the specified object type by carrying out the following operations in order:

1. If the class structure has not been defined, IDL will attempt to find and call a procedure to define it automatically. (See "Automatic Class Structure Definition" (Chapter 13, *Object Programming*) for details.) If the structure is still not defined, OBJ_NEW fails and issues an error.

2. If the class structure has been defined, OBJ_NEW creates an object heap variable containing a zeroed instance of the class structure.

3. Once the new object heap variable has been created, OBJ_NEW looks for a *method* function named *Class*::INIT (where *Class* is the actual name of the class). If an INIT method exists, it is called with the new object as its implicit SELF argument, as well as any arguments and keywords specified in the call to OBJ_NEW. If the class has no INIT method, the usual method-searching rules are applied to find one from a superclass. For more information on methods and method-searching rules, see "Creating Custom Object Method Routines" (Chapter 13, *Object Programming*).

   The INIT method is expected to initialize the object instance data as necessary to meet the needs of the class implementation. INIT should return a scalar TRUE value (such as 1) if the initialization is successful, and FALSE (such as 0) if the initialization fails.

   Note
   OBJ_NEW does not call all the INIT methods in an object's class hierarchy. Instead, it simply calls the first one it finds. Therefore, the INIT method for a class should call the INIT methods of its direct superclasses as necessary.

4. If the INIT method returns true, or if no INIT method exists, OBJ_NEW returns an object reference to the heap variable. If INIT returns false, OBJ_NEW destroys the new object and returns the NULL object reference, indicating that the operation failed. Note that in this case the CLEANUP method is not called. See "Destruction" (Chapter 13, *Object Programming*) for more on CLEANUP methods.

If called without arguments, OBJ_NEW returns a NULL object reference. The NULL object reference is a special value that never refers to a value object. It is primarily used as a placeholder in structure definitions, and as the initial value for elements of

object arrays created via OBJARR. The null object reference is useful as an indicator that an object reference is currently not usable.

Syntax

Result = OBJ_NEW([*ObjectClassName* [, *Arg₁......Argₙ*]])

$Result = \text{OBJ\_NEW(} [ObjectClassName [, Arg_1......Arg_n]])$

Return Value

Returns a reference to a new instance of the specified object type. If called without arguments, OBJ_NEW returns a NULL object reference. The NULL object reference is a special value that never refers to a value object. It is primarily used as a placeholder in structure definitions, and as the initial value for elements of object arrays created via OBJARR. The null object reference is useful as an indicator that an object reference is currently not usable.

Arguments

ObjectClassName

String giving the name of the structure type that defines the object class for which a new object should be created.

If *ObjectClassName* is not provided, OBJ_NEW does not create a new heap variable, and returns the *Null Object*, which is a special object reference that is guaranteed to never point at a valid object heap variable. The null object is a convenient value to use when defining structure definitions for fields that are object references, since it avoids the need to have a pre-existing valid object reference.

Arg₁…Argₙ

Any arguments accepted by the INIT method for the class of object being created can be specified when the object is created.

Keywords

Any keywords accepted by the INIT method for the class of object being created can be specified when the object is created.

Version History

5.0	Introduced

OBJ_VALID

The OBJ_VALID function verifies the validity of its argument object references, or alternatively returns a vector of references to valid objects.

Syntax

Result = OBJ_VALID([*Arg*] [, /CAST] [, COUNT=*variable*])

Return Value

If called with an integer or array of object references as its argument, OBJ_VALID returns a byte array of the same size as the argument. Each element of the result is set to True (1) if the corresponding object reference in the argument refers to an existing object, and False (0) otherwise.

If called with an integer or array of integers as its argument and the CAST keyword is set, OBJ_VALID returns an array of object references. Each element of the result is a reference to the heap variable indexed by the integer value. Integers used to index heap variables are shown in the output of the HELP and PRINT commands. This is useful primarily in programming/debugging when the you have lost a reference but see it with HELP and need to get a reference to it interactively in order to determine what it is and take steps to fix the code. See the "Examples" section below for an example.

If no argument is specified, OBJ_VALID returns a vector of references to all existing valid objects. If no valid objects exist, a scalar null object reference is returned.

Arguments

Arg

An object reference or array of object references. If the CAST keyword is set, then *Arg* should contain a scalar integer or array of integers.

Keywords

CAST

Set this keyword to cast integers contained in *Arg* to their corresponding object references, and to return the object references in *Result*. If an integer contained in *Arg* does not correspond to a valid object reference, a null object is returned in that

integer's place. If *Arg* contains object references rather than integers, the object references are simply returned. See the "Examples" section below for an example.

COUNT

Set this keyword equal to a named variable that will contain the number of currently valid objects. This value is returned as a longword integer.

Examples

To determine if a given object reference refers to a valid heap variable, use:

```
IF (OBJ_VALID(obj)) THEN …
```

To destroy all existing pointer heap variables:

```
OBJ_DESTROY, OBJ_VALID()
```

You can use the CAST keyword to "reclaim" lost object references. For example:

```
; Create a class structure:
junk = {junk, data1:0, data2:0.0}

; Create an object:
A = OBJ_NEW('junk')

; Find the integer index:
PRINT, A

; In this case, the integer index to the heap variable is 3. If we
; reassign the variable A, we will "lose" the object reference, but
; the heap variable will still exist.
; Lose the object reference:
A = 0
PRINT, A, OBJ_VALID()

; We can reclaim the lost heap variable using the CAST keyword:
A = OBJ_VALID(3, /CAST)
PRINT, A
```

IDL prints:

```
<ObjHeapVar3(JUNK)>
0 <ObjHeapVar3(JUNK)>
<ObjHeapVar3(JUNK)>
```

Version History

5.0	Introduced

OBJARR

The OBJARR function returns an object reference vector or array. The individual elements of the array are set to the NULL object reference.

Syntax

Result = OBJARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns an object reference to an array of the specified dimensions.

Arguments

Di

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

OBJARR sets every element of the result to the null object reference. If NOZERO is nonzero, this initialization is not performed and OBJARR executes faster.

Warning
If you specify NOZERO, the resulting array will have whatever value happens to exist at the system memory location that the array is allocated from. You should be careful to initialize such an array to valid object reference values.

Examples

Create a 3 element by 3 element object reference array with each element containing the null object reference:

```
A = OBJARR(3, 3)
```

Version History

5.0	Introduced

ON_ERROR

The ON_ERROR procedure determines the action taken when an error is detected inside an IDL user procedure or function by setting state information applying to the current routine and all nested routines. If an override exists within the nested routine, it takes precedence over the ON_ERROR call. ON_ERROR determines the action when no error handlers established with the CATCH procedure are found.

Syntax

ON_ERROR, *N*

Arguments

N

An integer that specifies the action to take. Valid values for *N* are:

0	Stop immediately at the statement in the context of the procedure or function that caused the error. This is the default action.
1	Return to the main program level and stop.
2	Return to the caller of the program unit that called ON_ERROR and stop.
3	Return to the program unit that called ON_ERROR and stop.

Keywords

None.

Example

One useful option is to use ON_ERROR to cause control to be returned to the caller of a procedure in the event of an error. The statement:

```
ON_ERROR, 2
```

placed at the beginning of a procedure will have this effect. Include this statement in library procedures and other routines that will be used by others once the routines have been debugged. This form of error recovery makes debugging a routine difficult

because the routine is exited as soon as an error occurs; therefore, it should be added once the code is completely tested.

Note

Error handlers established by CATCH supersede calls to ON_ERROR made in the same procedure.

Version History

Original	Introduced

See Also

CATCH, MESSAGE, ON_IOERROR, and Chapter 8, "Debugging and Error-Handling" (*Application Programming*).

ON_IOERROR

The ON_IOERROR procedure specifies a statement to be jumped to if an I/O error occurs in the current procedure. Normally, when an I/O error occurs, an error message is printed and program execution is stopped. If ON_IOERROR is called and an I/O related error later occurs in the same procedure activation, control is transferred to the designated statement with the error code stored in the system variable !ERROR_STATE. The text of the error message is contained in !ERROR_STATE.MSG.

The effect of ON_IOERROR can be canceled by using the label "NULL" in the call.

Note

Note that calls to ON_IOERROR made in the procedure that causes an I/O error supersede any error handling mechanisms created with CATCH and the program branches to the label specified by ON_IOERROR.

Syntax

ON_IOERROR, *Label*

Arguments

Label

Statement to jump to when I/O error is encountered.

Keywords

None.

Examples

The following code segment reads an integer from the keyboard. If an invalid number is entered, the program re-prompts.

```
i = 0 ; Number to read:

valid = 0 ; Valid flag

WHILE valid EQ 0 DO BEGIN
   ON_IOERROR, bad_num
```

```
    READ, 'Enter Number: ', i
    ;If we get here, i is good.
    VALID = 1
bad_num: IF ~ valid THEN $
        PRINT, 'You entered an invalid number.'
ENDWHILE
END
```

When writing procedures and functions that are to be used by others, it is good
practice to anticipate and handle errors caused by the user. For example, the following
procedure segment, which opens a file specified by the user, handles the case of a
nonexistent file or read error.

```
; Define a function to read, and return a 100-element,
; floating-point array.
FUNCTION READ_DATA, FILE_NAME

; Declare error label.
ON_IOERROR, BAD

; Use the GET_LUN keyword to allocate a logical file unit.
OPENR, UNIT, FILE NAME, /GET_LUN

A = FLTARR(100)      ;Define data array.

READU, UNIT, A       ;Read the data array.

; Clean up and return.
GOTO, DONE

; Exception label. Print the error message.
BAD:  PRINT, !ERR_STRING

; Close and free the input/output unit.
DONE: FREE_LUN, UNIT

; Return the result. This will be undefined if an error occurred.
RETURN, A

END
```

The important things to note in this example are that the FREE_LUN procedure is
always called, even in the event of an error, and that this procedure always returns to
its caller. It returns an undefined value if an error occurs, causing its caller to
encounter the error.

Version History

Original	Introduced

See Also

CATCH, MESSAGE, ON_ERROR, and Chapter 8, "Debugging and Error-Handling" (*Application Programming*).

ONLINE_HELP

The ONLINE_HELP procedure invokes IDL's online help system. If called with no arguments, it starts the help viewer with the default IDL help topic displayed.

Note ————————————————————————————————————

This procedure is intended for use in user-written routines. The ? command, which is a shorthand for the ONLINE_HELP procedure, is intended for use at the IDL command line.

——

IDL's online help system uses a cross-platform help viewer provided by the Eclipse-based IDL Workbench. For information on using the help viewer, see Using IDL Help in the online help system.

Support for user-created help systems that use IDL's help viewer is not included in IDL 7.0, but may be added in a future release. You can, however, use the ONLINE_HELP procedure to display help content in the following formats:

- HTML (displayed in a web browser)
- The IDL Assistant help format (used by IDL versions 6.2-6.4)
- Adobe Portable Document Format (PDF)
- Microsoft Windows HTML Help (*.chm files)
- Microsoft Windows Help (*.hlp files)

For information on creating a help system that can be displayed in IDL, see Chapter 22, "Providing Online Help For Your Application" (*Application Programming*).

Syntax

ONLINE_HELP [, *Value*] [, BOOK='*filename*'] [, /FULL_PATH] [, /QUIT]

Windows-Only Keywords: [, /CONTEXT]

Arguments

Value

An optional string that specifies the topic or sub-topic to be displayed, depending on the type of help file in use. *Value* is interpreted differently depending on the value of the BOOK keyword:

- If neither the BOOK keyword nor the *Value* argument is specified, IDL will display the IDL online help system's home page.

- If the BOOK keyword is not specified, IDL will attempt to open a topic named *Value* in the IDL help system. If no matching topic is found, an error message is displayed in the IDL help viewer.

- If the BOOK keyword is specified, *Value* will be interpreted as described in the table following the description for the BOOK keyword, below.

Keywords

BOOK

Set this keyword to a string containing the name of the help file to be displayed. If BOOK is not specified, IDL will search the IDL help system for a topic whose name matches *Value*. If neither the BOOK keyword or the *Value* argument is specified, IDL will display the IDL online help system's home page.

If BOOK is specified, the way it is interpreted depends on the type of file specified, as determined by the file's extension:

Extension	File Type	Behavior
.adp	IDL Assistant Help Viewer Profile	Opens the specified IDL Assistant document profile in the IDL Assistant help viewer. If the *Value* argument is present, it is treated as the name of an HTML file included in the same directory as the .adp file, and opened in the main window.
		Note - Under Microsoft Windows, *Value* is not case sensitive. Under UNIX, IDL will first attempt to find an HTML file with an uppercase file name (e.g. FILE.html). If no matching uppercase file is found, it IDL will look for a file with the case as specified in the *Value* argument. On all platforms, if no matching file is found, IDL displays an error topic.
		See "Using the IDL Assistant Help System" (Chapter 22, *Application Programming*) for additional information.
.html .htm	HTML	Opens the specified HTML file in the default web browser. If the *Value* argument is present, it is treated as an anchor value and appended to the URL for the specified HTML file. In most cases, this will cause the browser to position the file content so that the specified anchor is at the top of the viewing window. If the anchor is not present in the HTML file, the browser generally ignores it quietly.
		Note - See "Displaying HTML and PDF Files under UNIX" on page 1751 for additional information.

Table 17-1: File Types Supported by ONLINE_HELP

Extension	File Type	Behavior
`.chm`	Windows HTML Help	Opens the specified Windows HTML Help file. If the *Value* argument is present, the **Index** tab of the HTML Help viewer is positioned to display the closest matching value. See also the CONTEXT keyword.
`.hlp`	Windows Help	Opens the specified Windows Help file. If the *Value* argument is present, the **Index** tab of the Help viewer is positioned to display the closest matching value. See also the CONTEXT keyword.
`.pdf`	Acrobat	Opens the specified PDF file in the system default PDF viewer. The *Value* argument is quietly ignored. **Note -** See "Displaying HTML and PDF Files under UNIX" on page 1751 for additional information.
None	Any type	Searches the directories specified by the !HELP_PATH environment variable for a file whose base name matches the specified value, in this order: `.adp`, `.chm` (Windows only), `.hlp` (Windows only), `.pdf`, `.html`, `.htm`. The first file found is opened and the *Value* argument interpreted as described by this table. **Note -** Topics in the IDL help system will *not* be found by this mechanism.

Table 17-1: File Types Supported by ONLINE_HELP (Continued)

Note ———

If the FULL_PATH keyword is specified, BOOK must specify a complete file path, including the directory specification and file extension for the file.

——

If no file matching the specification is found, an error message is displayed.

CONTEXT

This keyword is only available on Windows platforms.

Set this keyword to indicate that the *Value* argument is an integer value that represents the context number of a help topic to be displayed in the Microsoft Windows HTMLHelp viewer or the older Windows Help viewer. This keyword is intended for use with user-compiled Windows help files (`*.chm` or `*.hlp`) that contain topics that have been mapped to specific context numbers when they were compiled using the [MAP] section of the help project file. Specifying a non-existent context number causes an error dialog to be displayed. For more information on how to create help files with context numbers, see the documentation for the help system compiler that you are using.

FULL_PATH

Set this keyword to indicate that the value of the BOOK keyword is a full and complete path to the help file, including any necessary directory information, and a file extension. If FULL_PATH is not specified, ONLINE_HELP searches the directories referred to by the !HELP_PATH system variable to locate the file, and the file extension is optional.

QUIT

Set this keyword to close the Help viewer.

Note
The QUIT keyword will close the IDL help viewer and the Windows help viewers. It has no effect on PDF viewers or web browsers.

Displaying HTML and PDF Files under UNIX

To display an HTML or PDF file on a Windows system, IDL simply instructs Windows to open the specified file and leaves it to the operating system to choose the correct application based on the file type. UNIX systems have no cross-platform standard facility for associating different types of files with specific applications, so the situation is slightly more complicated.

HTML Files

When the BOOK keyword specifies an HTML file (that is, when the file name ends with any of .html, .HTML, .htm, or .HTM), IDL calls a shell script located in the IDL distribution. The shell script then launches a web browser with the specified file as its argument. On Macintosh systems, IDL's default is to call the Open command along with the filename, allowing the operating system to choose the correct application to open the file. On other UNIX systems, IDL assumes that it should

launch the Netscape web browser, and that the `netscape` command is located in one of the directories specified by the `PATH` environment variable. Individual users can override the default behavior by setting environment variables to specify either a different browser or an entirely different shell script.

See the comments in the `online_help_html` script located in the `bin` subdirectory of the IDL distribution for details on setting the relevant environment variables.

PDF Files

When the BOOK keyword specifies a PDF file (that is, when the file name ends with either `.pdf` or `.PDF`), IDL calls a shell script located in the IDL distribution. The shell script then launches a PDF file viewer application with the specified file as its argument. On Macintosh systems, IDL's default is to call the Open command along with the filename, allowing the operating system to choose the correct application to open the file. On other UNIX systems, IDL assumes that it should launch the Acrobat Reader application, and that the `acroread` command is located in one of the directories specified by the `PATH` environment variable. Individual users can override the default behavior by setting environment variables to specify either a different viewer or an entirely different shell script.

See the comments in the `online_help_pdf` script located in the `bin` subdirectory of the IDL distribution for details on setting the relevant environment variables.

Examples

The following example uses the ONLINE_HELP procedure to launch the help viewer to display information on the FFT function:

```
ONLINE_HELP, 'fft'
```

This Windows-only example displays the topic corresponding to context number 100 in a traditional Windows help file.

```
ONLINE_HELP, 100, /CONTEXT, /FULL_PATH, $
   BOOK='C:\keith\myfile.hlp'
```

This cross-platform example displays an HTML file in the system's default web browser.

```
ONLINE_HELP, BOOK='myfile.html'
```

Version History

4.01	Introduced
5.6	Modified to invoke Adobe Acrobat under UNIX, to invoke the HTML Help viewer by default under Windows, to allow opening of HTML and PDF files on all platforms, and to add the UNIX-only keywords FOLD_CASE and PAGE
6.1	Added SUPPRESS_PLUGIN_ERRORS keyword
Pre-6.2	Deprecated HTML_HELP keyword
6.2	Deprecated the FOLD_CASE, PAGE, SUPPRESS_PLUGIN_ERRORS, and TOPICS keywords
7.0	Modified behavior when BOOK keyword is *not* specified; IDL now searches only in the IDL help system rather than searching the directories in !HELP_PATH.

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

MAKE_RT, MK_HTML_HELP, Chapter 22, "Providing Online Help For Your Application" (*Application Programming*), Using IDL Help (online help system)

OPENR/OPENU/OPENW

The three OPEN procedures open a specified file for input and/or output.

- OPENR (OPEN Read) opens an existing file for input only.

- OPENW (OPEN Write) opens a new file for input and output. If the file exists, it is truncated and its old contents are destroyed.

- OPENU (OPEN Update) opens an existing file for input and output.

Logical Unit Numbers and Application Development

Logical Unit Numbers (LUNs) are assigned to individual files when the files are opened by the IDL OPENR/OPENU/OPENW commands, and are used to specify which file IDL should read from or write to. There are a total of 128 LUNs available for assignment to files. While it is possible to assign any of the integers between 1-99 to a given file, when writing applications for others it is good programming practice to let IDL assign and manage the LUNs itself. By using the GET_LUN keyword to the OPEN routines, you can ask IDL to assign a free Logical Unit Number between 100-128 to the specified file. Letting IDL assign the LUN from the list of free unit numbers ensures that your application does not attempt to use a LUN already in use by someone else's application. See the GET_LUN keyword for details. See "Understanding (LUNs)" (Chapter 18, *Application Programming*) for additional information on LUNs.

Syntax

There are three forms of the OPEN procedure:

OPENR, *Unit*, *File*

OPENW, *Unit*, *File*

OPENU, *Unit*, *File*

Keywords (all platforms): [, /APPEND | , /COMPRESS]
    [, BUFSIZE={0 | 1 | *value*>512}] [, /DELETE] [, ERROR=*variable*]
    [, /F77_UNFORMATTED] [, /GET_LUN] [, /MORE] [, /NOEXPAND_PATH]
    [, /STDIO] [, /SWAP_ENDIAN] [, /SWAP_IF_BIG_ENDIAN]
    [, /SWAP_IF_LITTLE_ENDIAN] [, /VAX_FLOAT] [, WIDTH=*value*] [, /XDR]

UNIX-Only Keywords: [, /RAWIO]

Arguments

Unit

The unit number to be associated with the opened file.

File

A string containing the name of the file to be opened. Under UNIX, the filename can contain any wildcard characters recognized by the shell specified by the SHELL environment variable. However, it is faster not to use wildcards because IDL doesn't use the shell to expand file names unless it has to.

Note
The optional *Record_Length* argument is obsolete, and should not be used in new code. See Appendix I, "Obsolete Features" for details.

Keywords

Note
Platform-specific keywords are listed at the end of this section.

APPEND

Set this keyword to open the file with the file pointer at the end of the file, ready for data to be appended. Normally, the file is opened with the file pointer at the beginning of the file. Under UNIX, use of APPEND prevents OPENW from truncating existing file contents. The APPEND and COMPRESS keywords are mutually exclusive and cannot be specified together.

BUFSIZE

Set this keyword to a value greater than 512 to specify the size of the I/O buffer (in bytes) used when reading and writing files. Setting BUFSIZE=1 (or any other value less than 512) sets the buffer to the default size, which is platform-specific. Set BUFSIZE=0 to disable I/O buffering.

Note that the buffer size is only changeable when reading and writing stream files. Under UNIX, the RAWIO keyword must not be set. Also note that the system stdio may choose to ignore the buffer size setting.

COMPRESS

If COMPRESS is set, IDL reads and writes all data to the file in the standard GZIP format. IDL's GZIP support is based on the freely available ZLIB library by Mark Adler and Jean-loup Gailly (see www.zlib.org for details). This means that IDL's compressed files are 100% compatible with the widely available gzip and gunzip programs. COMPRESS cannot be used with the APPEND keyword.

DELETE

Set this keyword to delete the file when it is closed.

Warning
Setting the DELETE keyword *causes the file to be deleted* even if it was opened for read-only access. In addition, once a file is opened with this keyword, there is no way to cancel its operation.

ERROR

A named variable to place the error status in. If an error occurs in the attempt to open *File*, IDL normally takes the error handling action defined by the ON_ERROR and/or ON_IOERROR procedures. OPEN always returns to the caller without generating an error message when ERROR is present. A nonzero error status indicates that an error occurred. The error message can then be found in !ERROR_STATE.MSG.

For example, statements similar to the following can be used to detect errors:

```
; Try to open the file demo.dat:
OPENR, 1, 'demo.dat', ERROR = err

; If err is nonzero, something happened. Print the error message to
; the standard error file (logical unit -2):
IF (err NE 0) then PRINTF, -2, !ERROR_STATE.MSG
```

F77_UNFORMATTED

Unformatted variable-length record files produced by FORTRAN programs running on platforms that use stream files (UNIX and Microsoft Windows) contain extra information along with the data in order to allow the data to be properly recovered. This method is necessary because FORTRAN input/output is based on record-oriented files, while files that are simple byte streams do not impose any record structure. Set the F77_UNFORMATTED keyword to read and write this extra information in the same manner as f77(1), so that data can be processed by both IDL and FORTRAN. See "Reading and Writing FORTRAN Data" (Chapter 18, *Application Programming*) for further details.

Note —————————————————————————————————

On 64-bit machines, some Fortran compilers will insert record markers that are 64-bit integers instead of the standard 32-bit integers. When reading FORTRAN data, IDL will attempt to recognize the presence of 64-bit record markers and switch to the appropriate format. When writing unformatted Fortran files, IDL will continue to use 32-bit record markers.

——

GET_LUN

Set this keyword to use the GET_LUN procedure to set the value of *Unit* before the file is opened. Instead of using the two statements:

```
GET_LUN, Unit
OPENR, Unit, 'data.dat'
```

you can use the single statement:

```
OPENR, Unit, 'data.dat', /GET_LUN
```

MORE

If MORE is set, and the specified *File* is a terminal, then all output to this unit is formatted in a manner similar to the UNIX more(1) command and sent to the standard output stream. Output pauses at the bottom of each screen, at which point the user can press one of the following keys:

- Space: Display the next page of text.

- Return: Display the next line of text.

- 'q' or 'Q': Suppress all remaining output.

- 'h' or 'H': Display this list of options.

For example, the following statements show how to output a file named text.dat to the terminal:

```
; Open the text file:
OPENR, inunit, 'text.dat', /GET_LUN

; Open the terminal as a file:
OPENW, outunit, '/dev/tty', /GET_LUN, /MORE

; Read the first line:
line = '' & READF, inunit, line

; While there is text left, output it:
WHILE ~ EOF(inunit) DO BEGIN
```

```
    PRINTF, outunit, line
    READF, inunit, line
ENDWHILE

; Close the files and deallocate the units:
FREE_LUN, inunit & FREE_LUN, outunit
```

NOEXPAND_PATH

Set this keyword to specify that the *File* argument be used exactly as supplied, without applying the usual file path expansion.

RAWIO

This keyword is only available on UNIX platforms.

Set this keyword to disable all use of the standard UNIX I/O for the file, in favor of direct calls to the operating system. This allows direct access to devices, such as tape drives, that are difficult or impossible to use effectively through the standard I/O. Using this keyword has the following implications:

- No formatted or associated (ASSOC) I/O is allowed on the file. Only READU and WRITEU are allowed.

- Normally, attempting to read more data than is available from a file causes the unfilled space to be set to zero and an error to be issued. This does not happen with files opened with RAWIO. When using RAWIO, the programmer must check the transfer count, either via the TRANSFER_COUNT keywords to READU and WRITEU, or the FSTAT function.

- The EOF and POINT_LUN functions cannot be used with a file opened with RAWIO.

- Each call to READU or WRITEU maps directly to UNIX read(2) and write(2) system calls. The programmer must read the UNIX system documentation for these calls and documentation on the target device to determine if there are any special rules for I/O to that device. For example, the size of data that can be transferred to many cartridge tape drives is often forced to be a multiple of 512 bytes.

STDIO

Forces the file to be opened via the standard C I/O library (stdio) rather than any other more native OS API that might usually be used. This is primarily of interest to those who intend to access the file from external code, and is not necessary for most files.

Note

If you intend to use the opened file with the READ_JPEG or WRITE_JPEG procedures using their UNIT keyword, you must specify the STDIO keyword to OPEN to ensure that the file is compatible.

The only exception to this rule is if the filename ends in `.jpg` or `.jpeg` and the STDIO keyword is not present in the call to OPEN. In this case OPEN uses stdio by default, covering most uses of jpeg files without requiring you to take special steps.

SWAP_ENDIAN

Set this keyword to swap byte ordering for multi-byte data when performing binary I/O on the specified file. This is useful when accessing files also used by another system with byte ordering different than that of the current host.

SWAP_IF_BIG_ENDIAN

Setting this keyword is equivalent to setting SWAP_ENDIAN; it only takes effect if the current system has big endian byte ordering. This keyword does not refer to the byte ordering of the input data, but to the computer hardware.

SWAP_IF_LITTLE_ENDIAN

Setting this keyword is equivalent to setting SWAP_ENDIAN; it only takes effect if the current system has little endian byte ordering. This keyword does not refer to the byte ordering of the input data, but to the computer hardware.

VAX_FLOAT

The opened file contains VAX format floating point values. This keyword implies little endian byte ordering for all data contained in the file, and supersedes any setting of the SWAP_ENDIAN, SWAP_IF_BIG_ENDIAN, or SWAP_IF_LITTLE_ENDIAN keywords.

The default setting for this keyword is FALSE.

Warning

Please read "Note on Accessing Data in VAX Floating Point Format" on page 1760 before using this feature.

WIDTH

The desired output width. If no output width is specified, IDL uses the following rules to determine where to break lines:

- If the output file is a terminal, the terminal width is used.

- Otherwise, a default of 80 columns is used.

XDR

Set this keyword to open the file for unformatted XDR (eXternal Data Representation) I/O via the READU and WRITEU procedures. Use XDR to make binary data portable between different machine architectures by reading and writing all data in a standard format. When a file is open for XDR access, the only I/O data transfer procedures that can be used with it are READU and WRITEU. XDR is described in "Portable Unformatted Input/Output" (Chapter 18, *Application Programming*).

Note on Accessing Data in VAX Floating Point Format

The floating-point number format used by a program such as IDL is determined entirely by the computer hardware upon which it runs. In the early years of computing it was common for different machines to have incompatible floating-point formats. In the 1970s and 1980s, PDP-11 and VAX minicomputers were widely used for scientific computation, and their floating-point format (known as VAX F and D floating) became the *de facto* standard for science. Early versions of IDL used these formats.

In ensuing years, the computing industry has converged upon a floating-point standard known as IEEE 754, commonly referred to as "IEEE floating" or "IEEE arithmetic." Other formats (including the VAX formats) have diminished in importance. Now, all common computing hardware uses the IEEE format, which has significant advantages over earlier formats:

- Binary data is portable to almost all current and foreseeable computing hardware and operating systems, requiring at most simple byte-swapping.

- Special *Infinity* and *Not A Number (NaN)* values for undefined computations allow exceptional computations to be carried out in a well-defined manner (and at full speed) by modern pipelined computer architectures.

This convergence gained momentum in the 1980s as workstations and personal computers came into prominence. As a result, almost all versions of IDL since 1987

have used IEEE floating point arithmetic, and all current versions of IDL use this format.

Despite the almost universal current use of the IEEE format, valuable older data stored in the VAX floating-point formats exists at various scientific institutions around the world. In order to allow access to this data, IDL is able to read and write data in these formats. The VAX_FLOAT keyword to the OPEN procedure is used to enable this feature.

When converting between VAX and IEEE formats, you should be aware of the following basic numerical issues in order to get the best results. Translation of floating-point values from IDL's native IEEE format to the VAX format and back (that is, VAX to IEEE to VAX) is not a completely reversible operation, and should be avoided when possible. There are many cases where the recovered values will differ from the original values, including:

- The VAX floating-point format lacks support for the IEEE special values (*NaN* and *Infinity*). Hence, their special meaning is lost when they are converted to VAX format and cannot be recovered.

- The IEEE and VAX floating formats have intrinsic differences in precision and range, which can cause information to be lost in both directions. When converting from one format to another, IDL rounds the value to the nearest representable value in the target format.

As a practical matter, an initial conversion of existing VAX format data to IEEE cannot be avoided if the data is to be used on modern machines. However, each format conversion can add a small amount of error to the resulting values, so it is important to minimize the number of such conversions. Use IEEE/VAX conversions only to read existing VAX format data. Create all new files using the native IEEE format. This introduces only a single unavoidable conversion, and minimizes the resulting conversion error.

Examples

The following example opens the IDL distribution file `people.dat` and reads an image from that file:

```
; Open 'people.dat' on file unit number 1. The FILEPATH
; function is used to return the full path name to this
; distribution file.
OPENR, 1, FILEPATH('people.dat', SUBDIR = ['examples','data'])

; Define a variable into which the image will be read:
image=BYTARR(192, 192, /NOZERO)
```

```
; Read the data:
READU, 1, image

; Display the image:
TV, image
```

Version History

Original	Introduced
Pre-6.2	Deprecated BINARY, BLOCK, DEFAULT, EXTENDSIZE, FIXED, FORTRAN, INITIALSIZE, KEYED, LIST, MACCREATOR, MACTYPE, NON, NOAUTOMODE, NOSTDIO, PRINT, SEGMENTED, SHARED, STREAM, SUBMIT, SUPERSEDE, TRUNCATE_ON_CLOSE, UDF_BLOCK, and VARIABLE keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

CLOSE, GET_LUN, POINT_LUN, PRINT/PRINTF, READ/READF, READU, WRITEU

OPLOT

The OPLOT procedure plots vector data over a previously-drawn plot. It differs from PLOT only in that it does not generate a new axis. Instead, it uses the scaling established by the most recent call to PLOT and simply overlays a plot of the data on the existing axis.

Syntax

OPLOT, [*X*,] *Y* [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, NSUM=*value*] [, /POLAR] [, THICK=*value*]

Graphics Keywords: [, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /NOCLIP] [, PSYM=*integer*{0 to 10}] [, SYMSIZE=*value*] [, /T3D] [, ZVALUE=*value*{0 to 1}]

Note ───────────────────────────────────

Many of the keyword parameters correspond directly to fields in the system variables !P, !X, !Y, or !Z. When specifying a keyword parameter name and value in a call that value affects only the current call, the corresponding system-variable field is not changed. Changing the value of a system-variable field changes the default for that particular parameter and remains in effect until explicitly changed. The system variables involving graphics and their corresponding keywords are detailed in "!P" in Appendix D.

───────────────────────────────────

Arguments

X

A vector argument. If X is not specified, *Y* is plotted as a function of point number (starting at zero). If both arguments are provided, *Y* is plotted as a function of *X*.

This argument is converted to double-precision floating-point before plotting. Plots created with OPLOT are limited to the range and precision of double precision floating-point values.

Y

The ordinate data to be plotted. This argument is converted to double-precision floating-point before plotting.

Keywords

MAX_VALUE

The maximum value to be plotted. If this keyword is present, data values greater than the value of MAX_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

MIN_VALUE

The minimum value to be plotted. If this keyword is present, data values less than the value of MIN_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

NSUM

The presence of this keyword indicates the number of data points to average when plotting. If NSUM is larger than 1, every group of NSUM points is averaged to produce one plotted point. If there are *m* data points, then *m*/NSUM points are displayed. On logarithmic axes a geometric average is performed.

It is convenient to use NSUM when there is an extremely large number of data points to plot because it plots fewer points, the graph is less cluttered, and it is quicker.

POLAR

Set this keyword to produce polar plots. The *X* and *Y* vector parameters, both of which must be present, are first converted from polar to Cartesian coordinates. The first parameter is the radius, and the second is expressed in radians.

For example, to make a polar plot, use the command:

```
OPLOT, /POLAR, R, THETA
```

THICK

Controls the thickness of the lines connecting the points. A thickness of 1.0 is normal, 2.0 is double wide, etc.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, LINESTYLE, NOCLIP, PSYM, SYMSIZE, T3D, ZVALUE

Examples

```
; Create a simple dataset:
D = SIN(FINDGEN(100)/EXP(FINDGEN(100)/50))

; Create an X-Y plot of vector D:
PLOT, D

; Overplot the sine of D as a thick, dashed line:
OPLOT, SIN(D), LINESTYLE = 5, THICK = 2
```

Overplotting

Additional data can be added to existing plots with the OPLOT procedure. Each call to PLOT establishes the plot window (the rectangular area enclosed by the axes), the plot region (the box enclosing the plot window and its annotation), the axis types (linear or log), and the scaling. This information is saved in the system variables !P, !X, and !Y and used by subsequent calls to OPLOT.

Frequently, the color index, line style, or line thickness parameters are changed in each call to OPLOT to distinguish the data sets. The *IDL Reference Guide* contains a See "LINESTYLE" on page 5468 for a table describing the line style associated with each index.

The figure below illustrates a plot showing all four data sets. Each data set except the first was plotted with a different line style and was produced by a call to OPLOT. In this example, an (11, 4) array called ALLPTS is defined and contains all the scores for the four categories using the array concatenation operator. Once this array is defined, the IDL array operators and functions can be applied to the entire data set, rather than explicitly referencing the particular sample.
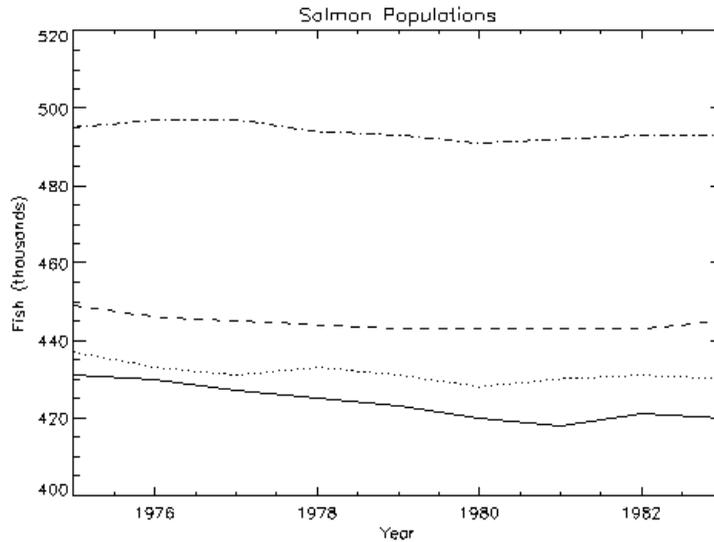
Figure 17-1: Overplotting Using Different Linestyles

First, we define an *n*-by-4 array containing all four sample vectors. (This array is also defined by the `plot01` batch file.)

```
ALLPTS = [[COHO], [SOCKEYE], [HUMPBACK], [CHINOOK]]
```

The plot in the preceding figure was produced with the following statements:

```
; Define variables:
@plot01
; Plot first graph. Set the y-axis min and max
; from the min and max of all data sets. Default linestyle is 0.
PLOT, YEAR, COHO, YRANGE = [MIN(ALLPTS), MAX(ALLPTS)], $
   TITLE='Salmon Populations', XTITLE = 'Year', $
   YTITLE = 'Fish (thousands)', XRANGE = [1975, 1983], $
   /XSTYLE
; Loop for the three remaining scores, varying the linestyle:
FOR I = 1, 3 DO OPLOT, YEAR, ALLPTS[*, I], LINE = I
```

Note

> If IDL does not find the batch file, the required directory may not be in your IDL
> search path. All of the files mentioned are located in the examples/doc/plot
> subdirectory of the IDL distribution. By default, this directory is part of IDL's path;
> if you have not changed your path, you will be able to run the examples as described
> here. See !PATH for information on modifying IDL's path.

You can use the XYOUTS procedure to label data lines. See XYOUTS for the code
needed to label each line of data in the previous example.

Version History

Original	Introduced

See Also

IPLOT, OPLOTERR, PLOT

OPLOTERR

The OPLOTERR procedure plots error bars over a previously drawn plot. A plot of *X* versus *Y* with error bars drawn from *Y* - *Err* to *Y* + *Err* is written to the output device over any plot already there.

This routine is written in the IDL language. Its source code can be found in the file oploterr.pro in the lib subdirectory of the IDL distribution.

Syntax

OPLOTERR, [*X* ,] *Y* , *Err* [, *Psym*]

Arguments

X

An optional array of X values. The procedure checks whether or not the third parameter passed is a vector to decide if *X* was passed. If *X* is not passed, then INDGEN(*Y*) is assumed for the X values.

Y

The array of Y values. *Y* cannot be of type string.

Err

The array of error bar values.

Psym

The plotting symbol to use (default = +7).

Keywords

None

Version History

Original	Introduced

See Also

ERRPLOT, IPLOT, OPLOT, PLOTERR
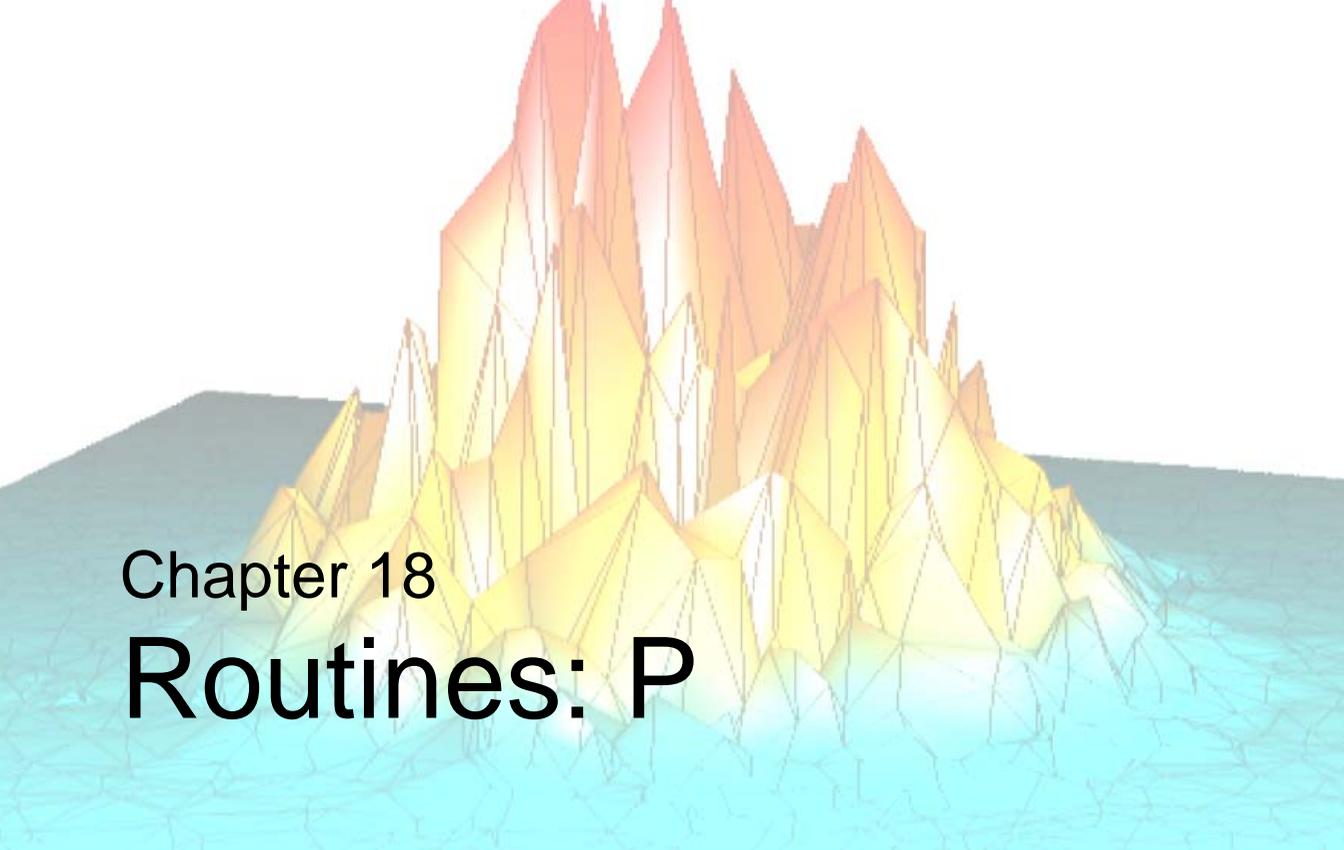
Chapter 18
Routines: P

P_CORRELATE

The P_CORRELATE function computes the partial correlation coefficient of a dependent variable and one particular independent variable when the effects of all other variables involved are removed.

To compute the partial correlation, the following method is used:

1. Let *Y* and *X* be the variables of primary interest and let $C_1...C_p$ be the variables held fixed.

2. Calculate the residuals after regressing *Y* on $C_1...C_p$. (These are the parts of *Y* that cannot be predicted by $C_1...C_p$.)

3. Calculate the residuals after regressing *X* on $C_1...C_p$. (These are the parts of *X* that cannot be predicted by $C_1...C_p$.)

4. The partial correlation coefficient between *Y* and *X* adjusted for $C_1...C_p$ is the correlation between these two sets of residuals.

This routine is written in the IDL language. Its source code can be found in the file `p_correlate.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = P_CORRELATE(*X*, *Y*, *C* [, /DOUBLE])

Return Value

Returns the correlation coefficient.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector that specifies the independent variable data.

Y

An *n*-element integer, single-, or double-precision floating-point vector that specifies the dependent variable data.

C

An integer, single-, or double-precision floating-point array that specifies the independent variable data whose effects are to be removed. *C* may either be an *n*-element vector containing the independent variable, or a *p*-by-*n* two-dimensional array in which each column corresponds to a separate independent variable.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define three sample populations:
X0 = [64, 71, 53, 67, 55, 58, 77, 57, 56, 51, 76, 68]
X1 = [57, 59, 49, 62, 51, 50, 55, 48, 52, 42, 61, 57]
X2 = [ 8, 10, 6, 11, 8, 7, 10, 9, 10, 6, 12, 9]

; Compute the partial correlation of X0 and X1 with the effects
; of X2 removed.
result = P_CORRELATE(X0, X1, X2)

PRINT, result
```

IDL prints:

```
0.533469
```

Version History

4.0	Introduced

See Also

A_CORRELATE, C_CORRELATE, CORRELATE, M_CORRELATE, R_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

PARSE_URL

The PARSE_URL function breaks a URL string into substrings that correspond to the URL_* properties of IDLnet* objects.

Note ───

This is not an object method and does not set any object properties.

───

Note ───

If a port number is not found in the URL string parameter, the default port value is 80.

───

PARSE_URL is a pure string-processing routine. Validation of the values is left to the user. The returned value is a structure created by applying the following rules to the input URL string:

URL Index	URL Section	Example	Rule
0	Scheme	"http", "https", or "ftp"	From beginning of URL string up to (but not including) "://"
1	Username	anonymous	If '@' is present before the first single '/', everything from "://" to either ':' or '@' if ':' is not present
2	Password	make-something-up	If both '@' and ':' are present before the first single '/', everything from ':' to '@'
3	Host	somehost.com	Everything from "://" or '@' to ':' or first single '/'
4	Port	80	If ':' follows the host name, everything between ':' and the first single '/'
5	Path	`directory/subdirectory/index.html`	Everything between the first single '/' and '?' or end of string
6	Query	`parm1=value1&parm2=value2`	Everything from '?' to the end of the string

URL string components are illustrated in the following example:

```
http://uname:passwd@somehost.com:80/path/page.pl?p1=v1&p2=v2
| 0 | | 1 | | 2 | |    3   ||4|   5     | |   6   |
```

This routine is written in the IDL language. Its source code can be found in the file `parse_url.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = PARSE_URL(*URL*)

Return Value

PARSE_URL returns an anonymous structure containing the disassembled segments of the URL. The fields in the structure are:

```
SCHEME
USERNAME
PASSWORD
HOST
PORT
PATH
QUERY
```

All fields contain string values.

To see the structure tag names, enter the following code in the IDL command line:

```
help, Result, /struct
```

Arguments

URL

A URL in string form.

Keywords

None.

Examples

The following example strips a known URL to its component strings.

```
PRO ParseUrlExample
```

```
; Start with a hypothetical URL string
urlString = 'http://someserver.com/path/to/firstfile.dat'
PRINT, 'Original URL string = '+urlString

; Split the URL into its component substrings
urlComponents = PARSE_URL(urlString)

; Populate an IDLnetURL object with the URL information
urlObj =OBJ_NEW('IDLnetURL')
urlObj->SetProperty, URL_SCHEME = urlComponents.scheme, $
   URL_HOST = urlComponents.host, $
   URL_PATH = urlComponents.path

; Get the object's URL property values, and print them
urlObj->GetProperty, URL_SCHEME = urlScheme
urlObj->GetProperty, URL_HOST = urlHost
urlObj->GetProperty, URL_PATH = urlPath

PRINT, 'URL scheme = '+urlScheme
PRINT, 'URL host = '+ urlHost
PRINT, 'URL path = '+urlPath

END
```

Version History

6.4	Introduced

See Also

IDLnetURL

PARTICLE_TRACE

The PARTICLE_TRACE procedure traces the path of a massless particle through a vector field. The function allows the user to specify a set of starting points and a vector field. The input seed points can come from any vertex-producing process. The points are tracked by treating the vector field as a velocity field and integrating. Each path is tracked until the path leaves the input volume or a maximum number of steps is reached. The vertices generated along the paths are returned packed into a single array along with a polyline connectivity array. The polyline connectivity array organizes the vertices into separate paths (one per seed). Each path has an orientation. The initial orientation may be set using the SEED_NORMAL keyword. As a path is tracked, the change in the normal is also computed and may be returned to the user as an optional argument. Path output can be passed directly to an IDLgrPolyline object or passed to the STREAMLINE procedure for generation of orientated ribbons. Control over aspects of the integration (e.g. method or stepsize) is also provided.

Syntax

PARTICLE_TRACE, *Data*, *Seeds*, *Verts*, *Conn* [, *Normals*]
　　[, MAX_ITERATIONS=*value*] [, ANISOTROPY=*array*]
　　[, INTEGRATION={0 | 1}] [, SEED_NORMAL=*vector*]
　　[, TOLERANCE=*value*] [, MAX_STEPSIZE=*value*] [, /UNIFORM]

Arguments

Data

Input data array. This array can be of dimensions [2, *dx*, *dy*] for two-dimensional vector fields or [3, *dx*, *dy*, *dz*] for three-dimensional vector fields.

Seeds

Input array of seed points ([3, *n*] or [2, *n*]).

Verts

Array of output path vertices ([3, *n*] or [2, *n*] array of floats).

Conn

Output path connectivity array in IDLgrPolyline POLYLINES keyword format. There is one set of line segments in this array for each input seed point.

Normals

Output normal estimate at each output vertex ([3, *n*] array of floats).

Keywords

ANISOTROPY

Set this input keyword to a two- or three- element array describing the distance between grid points in each dimension. The default value is [1.0, 1.0, 1.0] for three-dimensional data and [1.0, 1.0] for two-dimensional data.

INTEGRATION

Set this keyword to one of the following values to select the integration method:

- 0 = 2nd order Runge-Kutta (the default)

- 1 = 4th order Runge-Kutta

SEED_NORMAL

Set this keyword to a three-element vector which selects the initial normal for the paths. The default value is [0.0, 0.0, 1.0]. This keyword is ignored for 2-D data.

TOLERANCE

This keyword is used with adaptive step-size control in the 4th order Runge-Kutta integration scheme. It is ignored if the UNIFORM keyword is set or the 2nd order Runge-Kutta scheme is selected.

MAX_ITERATIONS

This keyword specifies the maximum number of line segments to return for each path. The default value is 200.

MAX_STEPSIZE

This keyword specifies the maximum path step size. The default value is 1.0.

UNIFORM

If this keyword is set, the step size will be set to a fixed value, set via the MAX_STEPSIZE keyword. If this keyword is not specified, and TOLERANCE is either unspecified or inapplicable, then the step size is computed based on the velocity at the current point on the path according to the formula:

stepsize = MIN(MaxStepSize, MaxStepSize/MAX(ABS(U), ABS(V), ABS(W)))

where (U,V,W) is the local velocity vector.

Version History

5.5	Introduced

PATH_CACHE

The PATH_CACHE procedure is used to control IDL's use of the *path cache*. By default, as IDL searches directories included in the !PATH system variable for `.pro` or `.sav` files to compile, it creates an in-memory list of *all* `.pro` and `.sav` files contained in each directory. When IDL later searches for a `.pro` or `.sav` file, before attempting to open the file in a given directory, IDL checks the path cache to determine whether the directory has already been cached. If the directory is included in the cache, IDL uses the cached information to determine whether the file will be found in that directory, and will only attempt to open the file there if the cache tells it that the file exists. By eliminating unnecessary attempts to open files, the path cache speeds the path searching process.

The path cache is enabled by default, and in almost all cases its operation is transparent to the IDL user, save for the boost in path searching speed it provides. Because the cache automatically adjusts to changes made to IDL's path, use of PATH_CACHE should not be necessary in typical IDL operation. It is provided to allow complete control over the details of how and when the caching operation is performed.

- For information on when the path cache is *not* used, see "Situations in which IDL will not use the Path Cache" on page 1781.

- For information on disabling the path cache, see "Disabling the Path Cache" on page 1782.

Note ───
Prior to IDL 6.0, IDL did not use a path cache. Aside from the improvement in performance, the behavior of IDL with the path cache is identical to that without in almost all cases. The rare cases in which it differs, and options for disabling its use, are discussed in "Options for Avoiding Use of the Path Cache" on page 1783.
───

About the Path Cache

The first time an IDL session attempts to call a function or procedure written in the IDL language, it must locate and compile the file containing the code for that routine. The file containing the routine must have the same name as the routine, with either a `.pro` or a `.sav` extension. After trying to open the file in the user's current working directory, IDL will attempt to open the file in each of the directories listed in the !PATH system variable, in the order specified by !PATH. The search stops when a file with the desired name is found or no directories remain in !PATH.

By default, IDL maintains an in-memory cache of the locations of .pro and .sav files stored in directories included in the !PATH system variable. The path cache is built automatically during normal operation, as IDL searches the directories specified by !PATH. Once a directory is cached, IDL knows whether or not it contains a given file, without the need to actually attempt to open that file. This information allows IDL to bypass directories that do not contain the desired file, providing a significant boost in the speed of path searching. The path cache can significantly improve the startup speed of large, object-oriented applications, because method resolution requires extensive path searching.

The path cache operates on a per-directory basis; if IDL searches a directory for a .pro or .sav file, the locations of *all* .pro and .sav files in that directory are added to the cache, and the directory is not searched again until the cache is cleared and rebuilt.

Note

The current contents of the path cache can be viewed using the PATH_CACHE keyword to the HELP procedure.

Syntax

PATH_CACHE[, /CLEAR] [, /ENABLE] [, /REBUILD]

Arguments

None.

Keywords

CLEAR

Set this keyword to clear the entire contents of the path cache, leaving it completely empty. If path caching is enabled, IDL will begin rebuilding the cache the next time it needs to locate a .pro or .sav file. If you wish to prevent the rebuilding of the cache, set the ENABLE keyword equal to zero as well.

Note

The .RESET_SESSION executive command clears the entire path cache as part of resetting the IDL session.

ENABLE

Set this keyword to a non-zero value to specify that IDL should use the path cache when searching for files and also add new directories to the cache as they are opened. Set this keyword to zero to disable use of the cache when searching for files, and to discontinue adding new directories.

Note ────────────────────────────────────

Disabling the cache does not cause the current contents of the cache to be discarded. To discard the cache information, specify the CLEAR keyword.

──

REBUILD

Set this keyword to discard the current contents of the path cache (as if the CLEAR keyword had been specified), and then immediately rebuild the cache by searching the directories specified by the current value of the !PATH system variable for .pro and .sav files.

Note ────────────────────────────────────

If !PATH contains many directories, or if access to those directories is slow, rebuilding the cache using this method may also be slow. In many cases, the CLEAR keyword is sufficient, since IDL will rebuild the empty cache as program execution requires it to search for .pro and .sav files.

──

Situations in which IDL will not use the Path Cache

By default, IDL uses the path cache whenever it tries to locate .pro or .sav files. However, IDL will never use the path cache in the following situations:

Current Working Directory

The path cache is neither checked nor added to if the file being searched for exists in the current working directory. Before IDL searches !PATH for a file to compile, it always looks in the current working directory without checking the cache.

Relative Paths

The path cache does not cache directories specified relative to the current directory, even though relative paths are allowed in the specification of !PATH.

An absolute (or *fully qualified*) path is a path that completely specifies the location of a file. Under UNIX, an absolute path is specified relative to the root of the filesystem, and therefore starts with a slash (/) character. Under Microsoft Windows, an absolute

path starts with a drive letter (C:, for example) or a double backslash (\\) (if the file is specified using the Universal Naming Convention format). In contrast, a relative path is incomplete, and must be interpreted relative to the current working directory of the IDL process. IDL only caches absolute paths.

Executive Commands

The path cache is neither checked nor added to when a .COMPILE or .RUN executive command is issued. In such cases, IDL performs a standard directory-by-directory search of the directories included in !PATH.

IDL_NOCACHE File Present

IDL will not cache the contents of any directory that contains a file named IDL_NOCACHE. See "Marking Specific Directories as Uncacheable" on page 1783 for additional information on this feature.

Path Cache Disabled

IDL will neither check nor add files to the path cache if it has been disabled. See "Disabling the Path Cache", below, for additional information.

Disabling the Path Cache

By default, IDL caches the locations of .pro and .sav files in all directories specified by the !PATH system variable. Use of the path cache can be fully disabled in the following ways:

1. By issuing the PATH_CACHE command with the ENABLE keyword set equal to zero. This will disable the path cache until you manually re-enable it, or for the duration of the current IDL session. See the description of the ENABLE keyword, above, for details.

2. By unchecking the "Enable Path Caching" checkbox on the Path tab of the workbench Preferences dialog.

3. By defining setting the IDL_PATH_CACHE_DISABLE preference to true. See Appendix E, "IDL System Preferences" for details.

In addition, you can selectively disable use of the path cache for specific directories by creating a file named IDL_NOCACHE in the directory. See "Marking Specific Directories as Uncacheable" for details.

Marking Specific Directories as Uncacheable

You can mark specific directories as being uncacheable even though the directory is included in !PATH. To do so, create a file named IDL_NOCACHE in that directory.

Note —————————————————————————————

IDL does not inspect the contents of an IDL_NOCACHE file; it can contain anything you wish, or nothing at all. Under Unix operating systems, the IDL_NOCACHE file must be named exactly as shown, using all uppercase characters in the name. Under Microsoft Windows, the characters can have any case, but use upper case for consistency.

———————————————————————————————————————

When IDL encounters a directory containing an IDL_NOCACHE file during normal path searching, it makes a special entry in the path cache telling it that the directory must not be cached. Once this is done, all future attempts to locate files in that directory will be done without using cached information.

Note —————————————————————————————

If the directory to which you add an IDL_NOCACHE file has already been added to the path cache for the current IDL session, you must clear the existing cache (using the CLEAR keyword to the PATH_CACHE procedure) before the no-cache setting will take effect.

———————————————————————————————————————

To re-enable path caching for a directory that has been marked as uncacheable, remove the IDL_NOCACHE file, and then reset IDL's path cache in one of the following ways:

- Specify the CLEAR keyword to the PATH_CACHE procedure.
- Issue the .RESET_SESSION executive command.
- Exit and restart the IDL session.

Options for Avoiding Use of the Path Cache

In most cases, the files contained in directories included in !PATH do not change during an IDL session. In such cases the path cache is completely transparent to the IDL user, and serves only to speed compilation of IDL routines. As a result, there is rarely a reason to globally disable the path cache.

If files are created or deleted in a directory included in !PATH during an IDL session, the path cache can become confused and provide bad information to IDL about the contents of that directory. There are several ways to handle this situation. The

following list of alternatives is given in rough order of preference, with the easiest and lowest-impact options given first:

1. Leave the path cache enabled, and change your current working directory to the directory in which files are created or deleted. Since IDL checks the current working directory before checking the directories in !PATH, use of the path cache does not affect IDL's ability to find these files.

2. If the addition or deletion of files in a directory included in !PATH is a rare occurrence, leave the path cache enabled and clear it in one of the following ways after the contents of the directory have changed:

   • Specify the CLEAR keyword to the PATH_CACHE procedure.

   • Issue the .RESET_SESSION executive command.

   • Exit and restart the IDL session.

3. Leave the path cache enabled and use the .COMPILE or .RUN executive commands to force the compilation of any file, regardless of the contents of the path cache.

4. If you have a directory (other than your current working directory) in which files are regularly added or deleted during the execution of IDL sessions, you can leave path caching enabled but explicitly disable caching of that specific directory by creating an IDL_NOCACHE file, as described in "Marking Specific Directories as Uncacheable" on page 1783. This approach works for all IDL sessions that access the directory, and is therefore convenient in long-term or multi-user situations.

5. You can completely disable operation of the path cache using one of the methods described under "Disabling the Path Cache" on page 1782. This is not recommended, because most directories are not dynamic, and completely disabling path caching sacrifices the performance advantages of caching directories whose contents *are* static.

Note on Behavior at Startup

Depending on the value of your !PATH system variable, you may notice that some directories are being cached immediately when IDL starts up. This will occur if your path definition string includes the <IDL_DEFAULT> token, or if one or more entries include the "+" symbol. In these cases, in order for IDL to build the !PATH system variable, it must inspect subdirectories of the specified directories for the presence of .pro and .sav files, with the side effect of adding these directories to the path cache. See EXPAND_PATH for a discussion of IDL's path expansion behavior.

Examples

The following statement disables path caching for the current session:

```
PATH_CACHE, ENABLE = 0
```

The following statement disables path caching for the current session and throws away the current contents of the cache:

```
PATH_CACHE, ENABLE = 0, /CLEAR
```

Suppose you want to remove a directory included in !PATH from the cache without resetting your IDL session. The following statements cause the specified directory not to be included in future caching by creating a file named IDL_NOCACHE in that directory:

```
OPENW, UNIT = u, '/home/idluser/idl_dev_dir/IDL_NOCACHE', /GET_LUN
FREE_LUN, u
```

The OPENW and FREE_LUN statements create an empty file with the desired name in the target directory. Executing the following statement clears the cache so as to reflect the change in the current IDL session:

```
PATH_CACHE, /CLEAR
```

The next time IDL encounters this directory in a path search, it will see the presence of the IDL_NOCACHE and make a note in the path cache that the directory is not cacheable.

Note ───

You can also create the IDL_NOCACHE file outside IDL using any convenient command (text editor, Unix `touch` command, *etc.*). If the file is created outside IDL, only the PATH_CACHE, /CLEAR statement is necessary.

───

Version History

6.0	Introduced

See Also

.FULL_RESET_SESSION, .RESET_SESSION, "!PATH" in Appendix D, "Environment Variables Used by IDL" (Chapter 1, *Using IDL*)

PATH_SEP

The PATH_SEP function returns the proper file path segment separator character for the current operating system. This is the character used by the host operating system for delimiting subdirectory names in a path specification. Use this function instead of hard-coding separators to make code more portable.

This routine is written in the IDL language. Its source code can be found in the file `path_sep.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = PATH_SEP([, /PARENT_DIRECTORY] [, /SEARCH_PATH])

Return Value

Returns a string containing the specified separator character.

Arguments

None.

Keywords

Specify at most one of the following keywords:

PARENT_DIRECTORY

If set, PATH_SEP returns the standard directory notation used by the host operating system to indicate the parent of a directory.

SEARCH_PATH

If set, PATH_SEP returns the character used to separate entries in a search path.

Version History

5.5	Introduced

See Also

FILE_BASENAME, FILE_DIRNAME, FILE_SEARCH, FILEPATH

PCOMP

The PCOMP function computes the principal components of an *m*-column, *n*-row array, where *m* is the number of variables and *n* is the number of observations or samples. The principal components of a multivariate data set may be used to restate the data in terms of derived variables or may be used to reduce the dimensionality of the data by reducing the number of variables (columns).

This routine is written in the IDL language. Its source code can be found in the file pcomp.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = PCOMP(*A* [, COEFFICIENTS=*variable*] [, /COVARIANCE] [, /DOUBLE]
   [, EIGENVALUES=*variable*] [, NVARIABLES=*value*] [, /STANDARDIZE]
   [, VARIANCES=*variable*])

Return Value

The result is an *nvariables*-column (*nvariables* ≤ *m*), *n*-row array of derived variables.

Arguments

A

An *m*-column, *n*-row, single- or double-precision floating-point array.

Keywords

COEFFICIENTS

Use this keyword to specify a named variable that will contain the principal components used to compute the derived variables. The principal components are the coefficients of the derived variables and are returned in an *m*-column, *m*-row array. The rows of this array correspond to the coefficients of the derived variables. The coefficients are scaled so that the sums of their squares are equal to the eigenvalue from which they are computed.

COVARIANCE

Set this keyword to compute the principal components using the covariances of the original data. The default is to use the correlations of the original data to compute the principal components.

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision result. Set DOUBLE=0 to use single-precision for computations and to return a single-precision result. The default is /DOUBLE if *Array* is double precision, otherwise the default is DOUBLE=0.

EIGENVALUES

Use this keyword to specify a named variable that will contain a one-column, *m*-row array of eigenvalues that correspond to the principal components. The eigenvalues are listed in descending order.

NVARIABLES

Use this keyword to specify the number of derived variables. A value of zero, negative values, and values in excess of the input array's column dimension result in a complete set (*m*-columns and *n*-rows) of derived variables.

STANDARDIZE

Set this keyword to convert the variables (the columns) of the input array to standardized variables (variables with a mean of zero and variance of one).

VARIANCES

Use this keyword to specify a named variable that will contain a one-column, *m*-row array of variances. The variances correspond to the percentage of the total variance for each derived variable.

Examples

```
PRO ex_pcomp

   ;Define an array with 4 variables and 20 observations.
   array = [[19.5, 43.1, 29.1, 11.9], $
            [24.7, 49.8, 28.2, 22.8], $
            [30.7, 51.9, 37.0, 18.7], $
            [29.8, 54.3, 31.1, 20.1], $
```

```
             [19.1, 42.2, 30.9, 12.9], $
             [25.6, 53.9, 23.7, 21.7], $
             [31.4, 58.5, 27.6, 27.1], $
             [27.9, 52.1, 30.6, 25.4], $
             [22.1, 49.9, 23.2, 21.3], $
             [25.5, 53.5, 24.8, 19.3], $
             [31.1, 56.6, 30.0, 25.4], $
             [30.4, 56.7, 28.3, 27.2], $
             [18.7, 46.5, 23.0, 11.7], $
             [19.7, 44.2, 28.6, 17.8], $
             [14.6, 42.7, 21.3, 12.8], $
             [29.5, 54.4, 30.1, 23.9], $
             [27.7, 55.3, 25.7, 22.6], $
             [30.2, 58.6, 24.6, 25.4], $
             [22.7, 48.2, 27.1, 14.8], $
             [25.2, 51.0, 27.5, 21.1]]

;Remove the mean from each variable.
m = 4    ; number of variables
n = 20   ; number of observations
means = TOTAL(array, 2)/n
array = array - REBIN(means, m, n)

;Compute derived variables based upon the principal components.
result = PCOMP(array, COEFFICIENTS = coefficients, $
   EIGENVALUES=eigenvalues, VARIANCES=variances, /COVARIANCE)
PRINT, 'Result: '
PRINT, result, FORMAT = '(4(F8.2))'
PRINT
PRINT, 'Coefficients: '
FOR mode=0,3 DO PRINT, $
   mode+1, coefficients[*,mode], $
   FORMAT='("Mode#",I1,4(F10.4))'
eigenvectors = coefficients/REBIN(eigenvalues, m, m)
PRINT
PRINT, 'Eigenvectors: '
FOR mode=0,3 DO PRINT, $
   mode+1, eigenvectors[*,mode],$
   FORMAT='("Mode#",I1,4(F10.4))'
array_reconstruct = result ## eigenvectors
PRINT
PRINT, 'Reconstruction error: ', $
   TOTAL((array_reconstruct - array)^2)
PRINT
PRINT, 'Energy conservation: ', TOTAL(array^2), $
   TOTAL(eigenvalues)*(n-1)
PRINT
PRINT, '     Mode   Eigenvalue  PercentVariance'
```

```
         FOR mode=0,3 DO PRINT, $
            mode+1, eigenvalues[mode], variances[mode]*100

    END
```

When the above program is compiled and executed, the following output is produced:

```
    Result:
     -107.38    13.40    -1.41    -0.03
        3.20     0.70     5.95    -0.02
       32.50    38.66    -3.87     0.01
       40.89    13.79    -4.98    -0.01
     -107.24    19.36     1.77     0.02
       18.43   -17.15    -1.47    -0.00
       99.89    -6.23     0.13     0.02
       45.38     8.11     6.53    -0.01
      -21.31   -18.31     3.75    -0.01
        5.54   -11.17    -4.52     0.02
       83.14     4.97     0.09     0.01
       87.11    -3.16     2.81     0.00
     -101.32   -11.78    -6.12     0.01
      -73.07     6.24     6.61     0.02
     -137.02   -19.10     1.33     0.01
       57.11     6.96     0.84    -0.01
       42.13   -10.07    -2.14     0.01
       83.30   -16.69    -2.72    -0.01
      -54.13     2.56    -4.21    -0.03
        2.84    -1.06     1.62    -0.01

    Coefficients:
    Mode#1    4.8799     5.0568     1.0282     4.7936
    Mode#2    1.0147    -0.9545     3.4885    -0.7743
    Mode#3   -0.6183    -0.9554     0.2690     1.5796
    Mode#4   -0.0900     0.0752     0.0472     0.0022

    Eigenvectors:
    Mode#1    0.0665     0.0689     0.0140     0.0653
    Mode#2    0.0690    -0.0649     0.2372    -0.0526
    Mode#3   -0.1601    -0.2473     0.0697     0.4089
    Mode#4   -5.6290     4.7013     2.9540     0.1372

    Reconstruction error:  1.44876e-010

    Energy conservation:      1748.17      1748.17

        Mode    Eigenvalue   PercentVariance
         1       73.4205        79.7970
         2       14.7099        15.9875
         3       3.86271         4.19818
         4       0.0159915      0.0173803
```

The first two derived variables account for 96% of the total variance of the original data.

Version History

5.0	Introduced

See Also

CORRELATE, EIGENQL

PLOT

The PLOT procedure draws graphs of vector arguments. If one parameter is used, the vector parameter is plotted on the ordinate versus the point number on the abscissa. To plot one vector as a function of another, use two parameters. PLOT can also be used to create polar plots by setting the POLAR keyword.

Syntax

PLOT, [*X*,] *Y* [, /ISOTROPIC] [, MAX_VALUE=*value*] [, MIN_VALUE=*value*]
   [, NSUM=*value*] [, /POLAR] [, THICK=*value*] [, /XLOG] [, /YLOG]
   [, /YNOZERO]

Graphics Keywords: [, BACKGROUND=*color_index*] [, CHARSIZE=*value*]
   [, CHARTHICK=*integer*] [, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*] [, /DATA |
   , /DEVICE | , /NORMAL] [, FONT=*integer*] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}]
   [, /NOCLIP] [, /NODATA] [, /NOERASE] [, POSITION=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*]
   [, PSYM=*integer*{0 to 10}] [, SUBTITLE=*string*] [, SYMSIZE=*value*] [, /T3D]
   [, THICK=*value*] [, TICKLEN=*value*] [, TITLE=*string*]
   [, {X | Y | Z}CHARSIZE=*value*]
   [, {X | Y | Z}GRIDSTYLE=*integer*{0 to 5}]
   [, {X | Y | Z}MARGIN=*[left*, *right]*]
   [, {X | Y | Z}MINOR=*integer*]
   [, {X | Y | Z}RANGE=*[min*, *max]*]
   [, {X | Y | Z}STYLE=*value*]
   [, {X | Y | Z}THICK=*value*]
   [, {X | Y | Z}TICK_GET=*variable*]
   [, {X | Y | Z}TICKFORMAT=*string*]
   [, {X | Y | Z}TICKINTERVAL= *value*]
   [, {X | Y | Z}TICKLAYOUT=*scalar*]
   [, {X | Y | Z}TICKLEN=*value*]
   [, {X | Y | Z}TICKNAME=*string_array*]
   [, {X | Y | Z}TICKS=*integer*]
   [, {X | Y | Z}TICKUNITS=*string*]
   [, {X | Y | Z}TICKV=*array*]
   [, {X | Y | Z}TITLE=*string*]
   [, ZVALUE=*value*{0 to 1}]

Arguments

X

A vector representing the abscissa values to be plotted. If X is not specified, *Y* is plotted as a function of point number (starting at zero). If both arguments are provided, *Y* is plotted as a function of *X*.

This argument is converted to double precision floating-point before plotting. Plots created with PLOT are limited to the range and precision of double-precision floating-point values.

Y

The ordinate data to be plotted. This argument is converted to double-precision floating-point before plotting.

Keywords

ISOTROPIC

Set this keyword to force the scaling of the X and Y axes to be equal.

Note

The X and Y axes will be scaled isotropically and then fit within the rectangle defined by the POSITION keyword; one of the axes may be shortened. See "POSITION" on page 5470 for more information.

MAX_VALUE

The maximum value to be plotted. If this keyword is present, data values greater than the value of MAX_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

MIN_VALUE

The minimum value to be plotted. If this keyword is present, data values less than the value of MIN_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

NSUM

The presence of this keyword indicates the number of data points to average when plotting. If NSUM is larger than 1, every group of NSUM points is averaged to produce one plotted point. If there are *m* data points, then *m*/NSUM points are displayed. On logarithmic axes a geometric average is performed.

It is convenient to use NSUM when there is an extremely large number of data points to plot because it plots fewer points, the graph is less cluttered, and it is quicker.

POLAR

Set this keyword to produce polar plots. The *X* and *Y* vector parameters, both of which must be present, are first converted from polar to Cartesian coordinates. The first parameter is the radius, and the second is the angle (expressed in radians). For example, to make a polar plot, you would use a command such as:

```
PLOT, /POLAR, R, THETA
```

Note
See "Using AXIS with Polar Plots" on page 133 for an example that adds axes to a polar plot.

THICK

Controls the thickness of the lines connecting the points. A thickness of 1.0 is normal, 2 is double wide, etc.

XLOG

Set this keyword to specify a logarithmic X axis, producing a log-linear plot. Set both XLOG and YLOG to produce a log-log plot. Note that logarithmic axes that have ranges of less than a decade are not labeled.

YLOG

Set this keyword to specify a logarithmic Y axis, producing a linear-log plot. Set both XLOG and YLOG to produce a log-log plot. Note that logarithmic axes that have ranges of less than a decade are not labeled.

YNOZERO

Set this keyword to inhibit setting the minimum Y axis value to zero when the *Y* data are all positive and nonzero, and no explicit minimum Y value is specified (using YRANGE, or !Y.RANGE). By default, the Y axis spans the range of 0 to the

maximum value of *Y*, in the case of positive Y data. Set bit 4 in !Y.STYLE to make this option the default.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE, FONT, LINESTYLE, NOCLIP, NODATA, NOERASE, NORMAL, POSITION, PSYM, SUBTITLE, SYMSIZE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Note

Many of the graphic keyword parameters correspond directly to fields in the system variables !P, !X, !Y, or !Z. When specifying a keyword parameter name and value in a call that value affects only the current call, the corresponding system-variable field is not changed. Changing the value of a system-variable field changes the default for that particular parameter and remains in effect until explicitly changed. The system variables involving graphics and their corresponding keywords are detailed in "!P" in Appendix D.

Examples

This section includes the following examples:

Note ──

Several of the following examples use batch files. See if IDL does not find the batch file.

───

Simple Plot

The PLOT procedure has many keywords that allow you to create a vast variety of plots. Here are a few simple examples using the PLOT command.

```
; Create a simple dataset:
D = FINDGEN(100)

; Create a simple plot with the title "Simple Plot":
PLOT, D, TITLE = 'Simple Plot'

; Plot one argument versus another:
PLOT, SIN(D/3), COS(D/6)

; Create a polar plot:
PLOT, D, D, /POLAR, TITLE = 'Polar Plot'

; Use plotting symbols instead of connecting lines by including the
; PSYM keyword. Label the X and Y axes with XTITLE and YTITLE:
PLOT, SIN(D/10), PSYM=4, XTITLE='X Axis', YTITLE='Y Axis'
```

X Versus Y Plots

This section illustrates the use of the basic *x* versus *y* plotting routines, PLOT and OPLOT. PLOT produces linear-linear plots by default, and can produce linear-log, log-linear, or log-log plots with the addition of the XLOG and YLOG keywords.

Data used in these examples are from a fictitious study of Pacific Northwest Salmon fisheries. In the example, we suppose that data were collected in the years 1967, 1970, and from 1975 to 1983. The following IDL statements create and initialize the variables SOCKEYE, COHO, CHINOOK, and HUMPBACK, which contain fictitious fish population counts, in thousands, for the 11 observations:

```
SOCKEYE=[463, 459, 437, 433, 431, 433, 431, 428, 430, 431, 430]
COHO=[468, 461, 431, 430, 427, 425, 423, 420, 418, 421, 420]
CHINOOK=[514, 509, 495, 497, 497, 494, 493, 491, 492, 493, 493]
HUMPBACK=[467, 465, 449, 446, 445, 444, 443, 443, 443, 443, 445]
; Construct a vector in which each element contains
; the year of the sample:
YEAR = [1967, 1970, INDGEN(9) + 1975]
```

Example Code

If you prefer not to enter the data by hand, run the batch file `plot01`, located in the `examples/doc/plot` subdirectory of the IDL installation directory with the following command at the IDL prompt:

`@plot01`

The following IDL commands create a plot of the population of Sockeye salmon, by year:

```
PLOT, YEAR, SOCKEYE, $
   TITLE='Sockeye Population', XTITLE='Year', $
   YTITLE='Fish (thousands)'
```

The PLOT procedure, which produces an *x* versus *y* plot on a new set of axes, requires one or two parameters: a vector of *y* values or a vector of *x* values followed by a vector of *y* values. The first attempt at making a plot produces the figure shown below. Note that the three titles, defined by the keywords TITLE, XTITLE, and YTITLE, are optional.
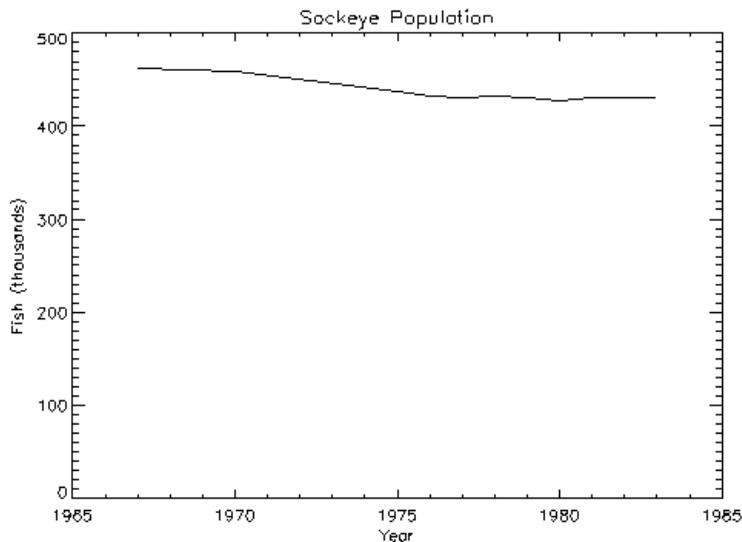
Figure 18-1: Initial Population Plot

Axis Scaling

The fluctuations in the data are hard to see because the scores range from 428 to 463, and the plot's *y*-axis is scaled from 0 to 500. Two factors cause this effect. By default, IDL sets the minimum *y*-axis value of linear plots to zero if the *y* data are all positive. The maximum axis value is automatically set by IDL from the maximum *y* data value. In addition, IDL attempts to produce from three to six tick-mark intervals that are in increments of an integer power of 10 times 2, 2.5, 5, or 10. In this example, this rounding effect causes the maximum axis value to be 500, rather than 463.

The YNOZERO keyword parameter inhibits setting the *y*-axis minimum to zero when given positive, nonzero data. The figure below illustrates the data plotted using this keyword. The *y*-axis now ranges from 420 to 470, and IDL creates tick-mark intervals of 10.
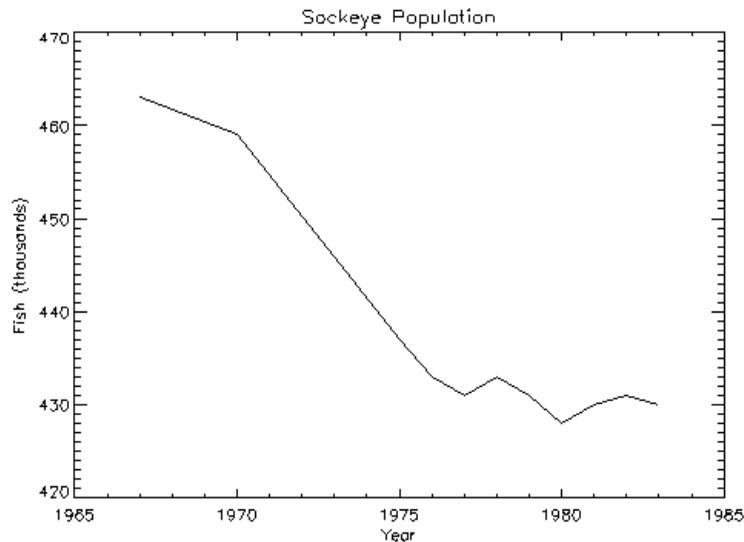
Figure 18-2: Properly Scaled Plot

```
; Define variables:
@plot01
PLOT, YEAR, SOCKEYE, /YNOZERO, $
   TITLE='Sockeye Population', XTITLE='Year', $
   YTITLE='Fish (thousands)'
```

Multiline Titles

The graph-text positioning command !C, starts a new line of text output. Titles containing more than one line of text are easily produced by separating each line with this positioning command.

In the above example, the main title could have been displayed on two centered lines by changing the keyword parameter TITLE to the following statement:

```
TITLE = 'Sockeye!CPopulation'
```

Note ──

When using multiple line titles you may find that the default margins are inadequate, causing the titles to run off the page. In this case, set the [XY]MARGIN keywords or increase the values of !X.MARGIN or !Y.MARGIN.

───

Range Keyword

The range of the *x*, *y*, or *z* axes can be explicitly specified with the [XYZ] RANGE keyword parameter. The argument of the keyword parameter is a two-element vector containing the minimum and maximum axis values.

As explained above, IDL attempts to produce even tick intervals, and the axis range selected by IDL may be slightly larger than that given with the RANGE keyword. To obtain the exact specified interval, set the axis style parameter to one (YSTYLE = 1).

The effect of the YNOZERO keyword is identical to that obtained by including the keyword parameter YRANGE = [MIN(Y), MAX(Y)] in the call to PLOT. You can make /YNOZERO the default in subsequent plots by setting bit 4 of !Y.STYLE to one (!Y.STYLE = 16).

See "STYLE" on page 5524 for details on the STYLE field of the axis system variables !X, !Y, and !Z. Briefly: Other bits in the STYLE field extend the axes by providing a margin around the data, suppress the axis and its notation, and suppress the box-style axes by drawing only left and bottom axes.

For example, to constrain the x-axis to the years 1975 to 1983, the keyword parameter XRANGE = [1975, 1983] is included in the call to PLOT. The following figure illustrates the result.
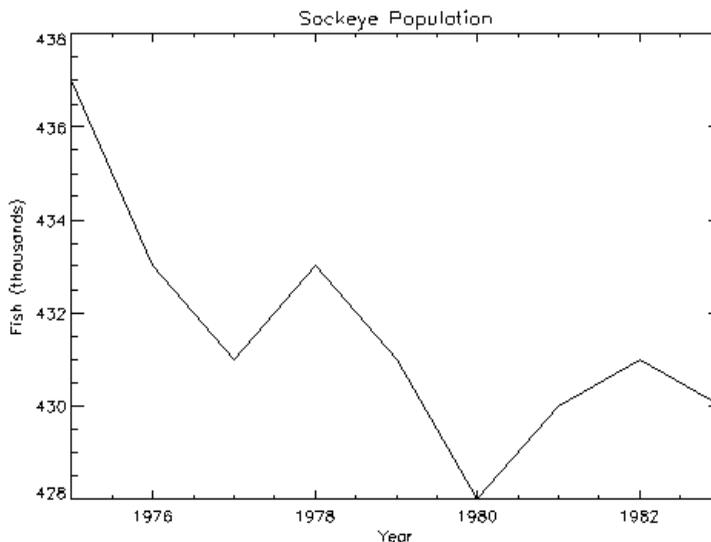
Figure 18-3: Plot with X-Axis Range of 1975 to 1983

Note that the *x*-axis actually extends from 1974 to 1984, as IDL elected to make five tick-mark intervals, each spanning two years. If, as explained above, the *x*-axis style is set to one, the plot will exactly span the given range. The call combining all these options is as follows:

```
; Define variables:
@plot01
PLOT, YEAR, SOCKEYE, /YNOZERO, $
   TITLE='Sockeye Population', XTITLE = 'Year', $
   YTITLE = 'Fish (thousands)', XRANGE = [1975, 1983], /XSTYLE
```

Note ──

The keyword parameter syntax /XSTYLE is synonymous with the expression XSTYLE = 1. Setting a keyword parameter to 1 is often referred to as simply setting the keyword.

──

Plotting Symbols

Each data point can be marked with a symbol and/or connected with lines. The value of the keyword parameter PSYM selects the marker symbol, as described in "PSYM" on page 5471. For example, a value of 1 marks each data point with the plus sign (+), 2 is an asterisk (*), etc. Setting PSYM to minus the symbol number marks the points with a symbol and connects them with lines. A value of –1 marks points with a plus sign (+) and connects them with lines. Note also that setting PSYM to a value of 10 produces histogram style plots in which a horizontal line is drawn across each *x* bin.

Frequently, when data points are plotted against the results of a fit or model, symbols are used to mark the data points while the model is plotted using a line. The figure below illustrates this, fitting the Sockeye population values to a quadratic function of the year. The IDL function POLY_FIT is used to calculate the quadratic.
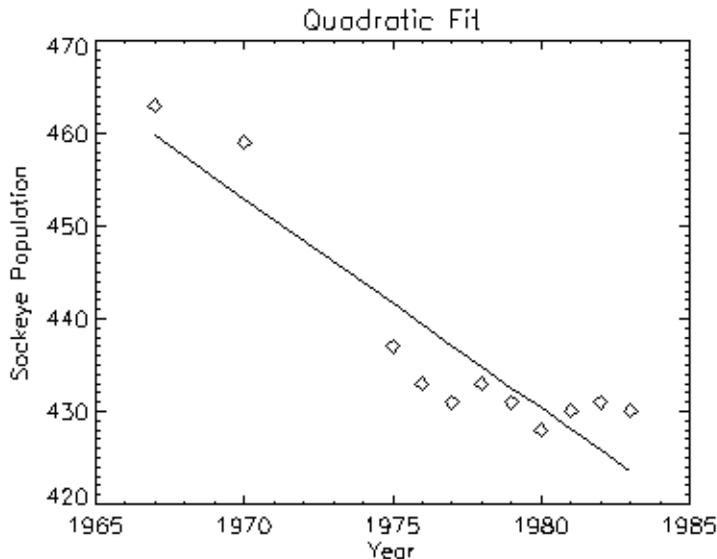
Figure 18-4: Plotting with Predefined Marker Symbols

The statements used to construct the above plot are as follows:

```
; Define variables.
@plot01
; Use the LINFIT function to fit the data to a line:
coeff = LINFIT(YEAR, SOCKEYE)
;YFIT is the fitted line:
YFIT = coeff[0] + coeff[1]*YEAR
```

```
; Plot the original data points with PSYM = 4, for diamonds:
PLOT, YEAR, SOCKEYE, /YNOZERO, PSYM = 4, $
   TITLE = 'Quadratic Fit', XTITLE = 'Year', $
   YTITLE = 'Sockeye Population'
; Overplot the smooth curve using a plain line:
OPLOT, YEAR, YFIT
```

Example Code

Alternatively, you can run the `plot03` batch file to create the plot by entering:
@plot03

Bar Charts

Bar (or box) charts are used in business-style graphics and are useful in comparing a small number of measurements within a few discrete data sets. Although not designed as a tool for business graphics, IDL can produce many business-style plots with little effort.

The following example produces a box-style chart showing the four salmon populations as boxes of differing colors or shading. The commands used to draw the next figure are shown below with annotation.
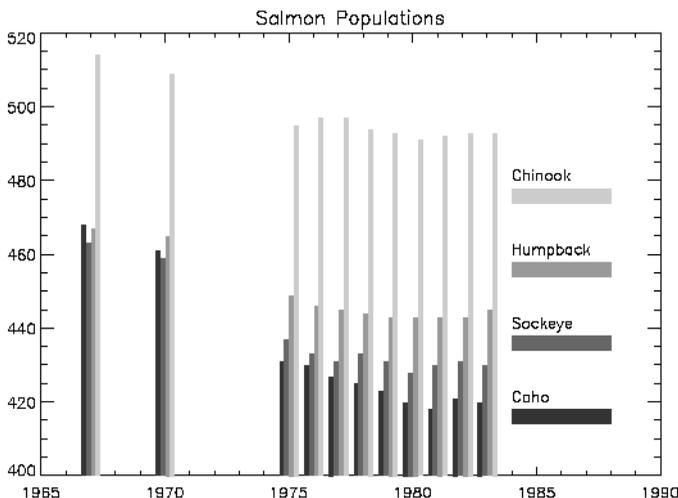
Figure 18-5: Bar Chart Drawn with POLYFILL

Example Code

You do not need to type these commands in yourself; they are collected in the files plot05.pro, which contains the two procedures, and the batch file, plot06, which creates the plot. These files are located in the examples/doc/plot subdirectory of the IDL distribution. Run the example procedure by entering plot05 at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT plot05.pro.

First, we define a procedure called EX_BOX, which draws a box given the coordinates of two diagonal corners:

```
; Define a procedure that draws a box, using POLYFILL,
; whose corners are (X0, Y0) and (X1, Y1):
PRO EX_BOX, X0, Y0, X1, Y1, color
   ; Call POLYFILL:
   POLYFILL, [X0, X0, X1, X1], [Y0, Y1, Y1, Y0], COL = color
END
```

Next, create a procedure to draw the bar graph:

```
PRO EX_BARGRAPH, minval
   ; Define variables:
   @plot01
   ; Width of bars in data units:
   del = 1./5.
   ; The number of colors used in the bar graph is
   ; defined by the number of colors available on your system:
   ncol=!D.N_COLORS/5
   ; Create a vector of color indices to be used in this procedure:
   colors = ncol*INDGEN(4)+ncol
   ; Loop for each sample:
   FOR iscore = 0, 3 DO BEGIN
   ; The y value of annotation. Vertical separation is 20 data
   ; units:
   yannot = minval + 20 *(iscore+1)
   ; Label for each bar:
   XYOUTS, 1984, yannot, names[iscore]
   ; Bar for annotation:
   EX_BOX, 1984, yannot - 6, 1988, yannot - 2, colors[iscore]
   ; The x offset of vertical bar for each sample:
   xoff = iscore * del - 2 * del
   ; Draw vertical box for each year's sample:
   FOR iyr=0, N_ELEMENTS(year)-1 DO $
      EX_BOX, year[iyr] + xoff, minval, $
      year[iyr] + xoff + del, $
      allpts[iyr, iscore], $
      colors[iscore]
   ENDFOR
```

```
        END
```

Enter the following at the IDL prompt to compile these two procedures from the IDL distribution:

```
.run plot05.pro
```

To create the bar graph on your screen, enter the following commands.

```
; Load a color table:
LOADCT, 39
```

As in the previous example, the PLOT procedure is used to draw the axes and to establish the scaling using the NODATA keyword.

```
PLOT, year, CHINOOK, YRANGE = [MIN(allpts),MAX(allpts)], $
   TITLE = 'Salmon Populations', /NODATA, $
   XRANGE = [year[0], 1990]
; Get the y value of the bottom x-axis:
minval = !Y.CRANGE[0]
; Create the bar chart:
EX_BARGRAPH, minval
```

Specifying Tick Marks

The following figure shows a box chart illustrating the direct specification of the *x*-axis tick values, number of ticks, and tick names. Building upon the previous program, this program shows each of the four scores for the year 1967, the first year in our data. It uses the EX_BOX procedure from the previous example to draw a rectangle for each sample.
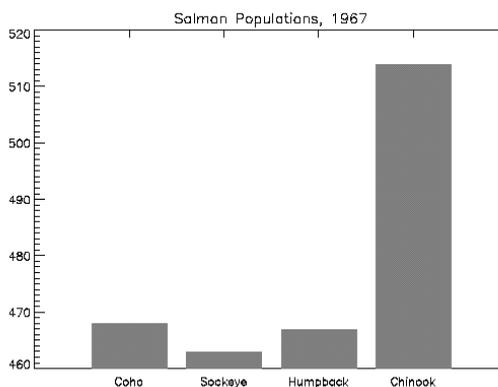
Figure 18-6: Controlling Tick Marks and Their Annotation

Enter the following command at the IDL prompt to compile the EX_BOX and EX_BARGRAPH procedures (discussed in the previous example) from the IDL distribution:

```
.run plot05.pro
```

Enter the following commands to create the box chart:

```
; Define variables:
@plot01
; Tick x values, 0.2, 0.4, 0.6, 0.8:
XVAL = FINDGEN(4)/5. + .2
; Make a vector of scores from first year, corresponding to
; the name vector from above:
YVAL = [COHO[0], SOCKEYE[0], HUMPBACK[0], CHINOOK[0]]
; Make the axes with no data. Force x range to [0, 1],
; centering xval, which also contains the tick values.
; Force three tick intervals making four tick marks.
; Specify the tick names from the names vector:
PLOT, XVAL, YVAL, /YNOZERO/, XRANGE = [0,1], XTICKV = XVAL, $
   XTICKS = 3, XTICKNAME = NAMES, /NODATA, $
   TITLE = 'Salmon Populations, 1967'
; Draw the boxes, centered over the tick marks.
; !Y.CRANGE[0] is the y value of the bottom x-axis.
FOR I = 0, 3 DO EX_BOX, XVAL[I] - .08, !Y.CRANGE[0], $
   XVAL[I] + 0.08, YVAL[I], 128
```

Example Code ————————————————

Alternatively, you can enter @plot07 at the IDL command prompt to run the plot07 batch file and create the plot.

———————————————————————————————————————

Note ————————————————

You can display date/time data on plots, contours, and surfaces through the tick settings of the date/time axis. Date/time data can be displayed on any axis (x, y or z). The date/time data is stored as Julian dates, but the LABEL_DATE routine and axis keywords allow you to display this data as calendar dates. See LABEL_DATE for examples.

———————————————————————————————————————

Logarithmic Scaling

The XLOG, YLOG, and ZLOG keywords can be used with the PLOT routine to get any combination of linear and logarithmic axes. The OPLOT procedure uses the same scaling and transformation as did the most recent plot.
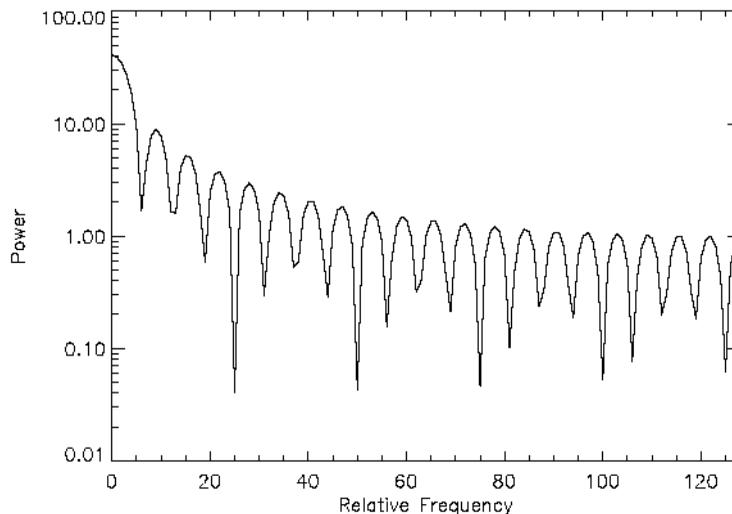
Figure 18-7: Example of Logarithmic Scaling

The figure illustrates using PLOT to make a linear-log plot. It was produced with the following statements:

```
; Create data array:
X = FLTARR(256)
; Make a step function. Array elements 80 through 120 are set to 1:
X[80:120] = 1
; Make a filter:
FREQ = FINDGEN(256)
; Make the filter symmetrical about the value x = 128:
FREQ = FREQ < (256-FREQ)
; Second order Butterworth, cutoff frequency = 20.
FIL = 1./(1+(FREQ/20)^2)
; Plot with a logarithmic x-axis. Use exact axis range:
PLOT, /YLOG, FREQ, ABS(FFT(X,1)), $
    XTITLE = 'Relative Frequency', YTITLE = 'Power', $
    XSTYLE = 1
; Plot graph:
OPLOT, FREQ, FIL
```

Example Code ——————————————————————

Alternatively, you can run the `plot08` batch file to create the plot:

```
@plot08
```

Multiple Plots on a Page

Plots can be grouped on the display or page in the horizontal and/or vertical directions using the system variable field !P.MULTI. IDL sets the plot window to produce the given number of plots on each page and moves the window to a new sector at the beginning of each plot. If the page is full, it is first erased. If more than two rows or columns of plots are produced, IDL decreases the character size by a factor of 2.

!P.MULTI controls the output of multiple plots. Set !P.MULTI equal to an integer vector in which:

- The first element of the vector contains the number of empty sectors remaining on the page. The display is erased if this field is zero when a new plot is begun.

- The second element of the vector contains the number of plots per page in the horizontal direction.

- The third element contains the number of plots per page in the vertical direction.

- The fourth element contains the number of plots stacked in the Z dimension.

- The fifth element controls the order in which plots are drawn. Set the fifth element equal to zero to make plots from left to right (column major), and top to bottom. Set the fifth element equal to one to make plots from top to bottom, left to right (row major).

Omitting any of the five elements from the vector is the same as setting that element equal to zero.

For example, to set up IDL to stack two plots vertically on each page, use the following statement:

```
!P.MULTI = [0, 1, 2]
```

Note that the first element, !P.MULTI (0), is set to zero to cause the next plot to begin a new page. To make four plots per page with two columns and two rows, use the following statement:

```
!P.MULTI = [0, 2, 2]
```

To reset to the default of one plot per page, set the value of !P.MULTI to 0, as shown
in the following statement:

```
!P.MULTI = 0
```
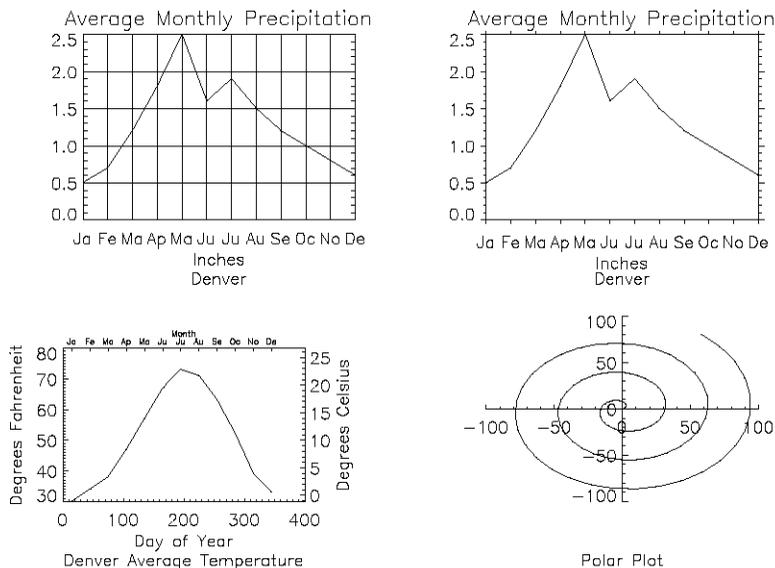

Figure 18-8: Multiple Plots Per Page, Various Tick Marks, and Multiple Axes

This figure shows four plots in a single window.

Example Code

For details, inspect the batch file `plot09` in the `examples/doc/plot`
subdirectory of the IDL distribution or type `@plot09` at the IDL command prompt
to run the example.

Note the following features of the plots in the figure:

1. The plot in the upper left has grid-style tick marks. This is accomplished by
   setting the TICKLEN keyword equal to 1.0

2. The plot in the upper right has outward-facing tick marks. This is
   accomplished by setting the TICKLEN keyword to a negative value.

3. The plot in the lower left corner has different axes on left and right, top and bottom. This is accomplished by drawing the top and right axes separately, using the AXIS procedure.

4. The plot in the lower right uses no default axes at all. The centered axes are drawn with calls to the AXIS procedure.

Specifying the Location of the Plot

The plot-data window is the region of the page or screen enclosed by the axes. The plot region is the box enclosing the plot-data window and the titles and tick annotation.
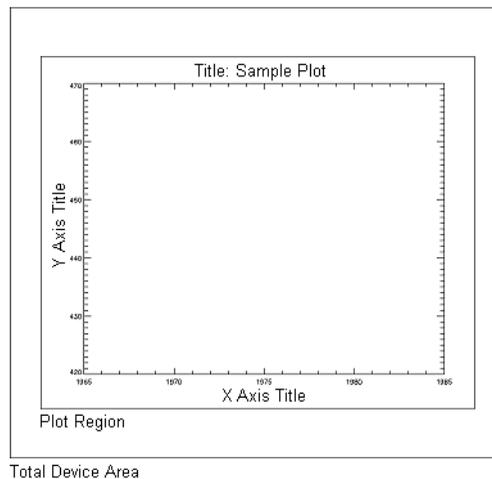
Figure 18-9: The Plot-Data Window, Plot Region, and Device Area Relationship

The figure illustrates the relationship of the plot-data window, plot region, and the entire device area. These areas are determined by the following system variables and keyword parameters, in order of decreasing precedence:

> POSITION
>
> !P.POSITION
>
> !P.REGION
>
> !P.MULTI

[XYZ]MARGIN

![XYZ].MARGIN

Plotting Missing Data

The MAX_VALUE and MIN_VALUE keywords to PLOT can be used to create missing data plots wherein bad data values are not plotted. Data values greater than the value of the MAX_VALUE keyword or less than the value of the MIN_VALUE keyword are treated as missing and are not plotted. The following code creates a dataset with bad data values and plots it with and without these keywords:

```
; Make a 100-element array where each element is
; set equal to its index:
A = FINDGEN(100)
; Set 20 random point in the array equal to 400.
; This simulates "bad" data values above the range
; of the "real" data.
A(RANDOMU(SEED, 20)*100)=400
; Set 20 random point in the array equal to -10.
; This simulates "bad" data values below the range
; of the "real" data.
A(RANDOMU(SEED, 20)*100)=-10
; Plot the dataset with the bad values. Looks pretty bad!
PLOT, A
; Plot the dataset, but don't plot any value over 101.
; The resulting plot looks better, but still shows spurious values:
PLOT, A, MAX_VALUE=101
; This time leave out both high and low spurious values.
; The resulting plot more accurately reflects the "real" data:
PLOT, A, MAX_VALUE=101, MIN_VALUE=0
```

The following plotting routines allow you to set maximum and minimum values in this manner: CONTOUR, PLOT, SHADE_SURF, SURFACE.

In addition to the maximum and minimum values specified with the MAX_VALUE and MIN_VALUE keywords, these plotting routines treat the IEEE floating-point value NaN (Not A Number) as missing data automatically. (For more information on NaN, see "Special Floating-Point Values" (Chapter 8, *Application Programming*).)

Version History

Original	Introduced

See Also

IPLOT, OPLOT, PLOTS

PLOT_3DBOX

The PLOT_3DBOX procedure plots a function of two variables (e.g., *Z=f(X, Y)*) inside a 3-D box. Optionally, the data can be projected onto the "walls" surrounding the plot area.

This routine is written in the IDL language. Its source code can be found in the file plot_3dbox.pro in the lib subdirectory of the IDL distribution.

Syntax

PLOT_3DBOX, *X*, *Y*, *Z* [, AX=*degrees*] [, AZ=*degrees*] [, GRIDSTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, PSYM=*integer*{1 to 10}] [, /SOLID_WALLS] [, /XY_PLANE] [, XYSTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /XZ_PLANE] [, XZSTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /YZ_PLANE] [, YZSTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, ZAXIS={1 | 2 | 3 | 4}]

Graphics Keywords: Accepts all graphics keywords accepted by PLOT except for: FONT, PSYM, SYMSIZE, {XYZ}TICK_GET, and ZVALUE.

Arguments

X

A vector (i.e., a one-dimensional array) of X coordinates.

Y

A vector of Y coordinates.

Z

A vector of Z coordinates. *Z[i]* is a function of *X[i]* and *Y[i]*.

Keywords

AX

This keyword specifies the angle of rotation, about the X axis, in degrees towards the viewer. This keyword is effective only if !P.T3D is not set. If !P.T3D is set, the three-dimensional to two-dimensional transformation used by PLOT_3DBOX is taken from the 4 by 4 array !P.T.

The surface represented by the two-dimensional array is first rotated, AZ (see below) degrees about the Z axis, then by AX degrees about the X axis, tilting the surface towards the viewer (AX > 0), or away from the viewer.

The AX and AZ keyword parameters default to +30 degrees if omitted and !P.T3D is 0.

The three-dimensional to two-dimensional transformation represented by AX and AZ, can be saved in !P.T by including the SAVE keyword.

AZ

This keyword specifies the counterclockwise angle of rotation about the Z axis. This keyword is effective only if !P.T3D is not set. The order of rotation is AZ first, then AX.

GRIDSTYLE

Set this keyword to the linestyle index for the type of line to be used when drawing the gridlines. Linestyles are described in the following table:

Index	Linestyle
0	Solid
1	Dotted
2	Dashed
3	Dash Dot
4	Dash Dot Dot
5	Long Dashes

Table 18-1: IDL Linestyles

PSYM

Set this keyword to a plotting symbol index to be used in plotting the data. For more information, see "PSYM" on page 5471.

SOLID_WALLS

Set this keyword to cause the boundary "walls" of the plot to be filled with the color index specified by the COLOR keyword.

XY_PLANE

Set this keyword to plot the *X* and *Y* values on the Z=0 axis plane.

XYSTYLE

Set this keyword to the linestyle used to draw the XY plane plot. See the table above for a list of linestyles.

XZ_PLANE

Set this keyword to plot the *Y* and *Z* values on the Y=MAX(*Y*) axis plane.

XZSTYLE

Set this keyword to the linestyle used to draw the XZ plane plot. See the table above for a list of linestyles.

YZ_PLANE

Set this keyword to plot the *Y* and *Z* values on the X=MAX(*X*) axis plane.

YZSTYLE

Set this keyword to the linestyle used to draw the YZ plane plot. See the table above for a list of linestyles.

ZAXIS

This keyword specifies the placement of the Z axis for the PLOT_3DBOX plot.

By default, PLOT_3DBOX draws the Z axis at the upper left corner of the axis box. To suppress the Z axis, use ZAXIS=-1 in the call. The position of the Z axis is determined from the value of ZAXIS as follows: 1 = lower right, 2 = lower left, 3 = upper left, and 4 = upper right.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE, LINESTYLE, NOCLIP, NOERASE, NORMAL, POSITION, SUBTITLE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK,

[XYZ]TICKFORMAT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKV, [XYZ]TITLE

Examples

```
; Create some data to be plotted:
X = REPLICATE(5., 10.)
X1 = COS(FINDGEN(36)*10.*!DTOR)*2.+5.
X = [X, X1, X]
Y = FINDGEN(56)
Z = REPLICATE(5., 10)
Z1 = SIN(FINDGEN(36)*10.*!DTOR)*2.+5.
Z = [Z, Z1, Z]

; Create the box plot with data projected on all of the walls. The
; PSYM value of -4 plots the data as diamonds connected by lines:
PLOT_3DBOX, X, Y, Z, /XY_PLANE, /YZ_PLANE, /XZ_PLANE, $
    /SOLID_WALLS, GRIDSTYLE=1, XYSTYLE=3, XZSTYLE=4, $
    YZSTYLE=5, AZ=40, TITLE='Example Plot Box', $
    XTITLE='X Coordinate', YTITLE='Y Coodinate', $
    ZTITLE='Z Coordinate', SUBTITLE='Sub Title', $
    /YSTYLE, ZRANGE=[0,10], XRANGE=[0,10], $
    PSYM=-4, CHARSIZE=1.6
```

Version History

Pre-4.0	Introduced

See Also

IPLOT, PLOTS, SURFACE

PLOT_FIELD

The PLOT_FIELD procedure plots a 2-D field. *N* random points are picked, and from each point a path is traced along the field. The length of the path is proportional to the field vector magnitude.

This routine is written in the IDL language. Its source code can be found in the file plot_field.pro in the lib subdirectory of the IDL distribution.

Syntax

PLOT_FIELD, *U*, *V* [, ASPECT=*ratio*] [, LENGTH=*value*] [, N=*num_arrows*]
   [, TITLE=*string*]

Arguments

U

A 2-D array giving the field vector at each point in the U(X) direction.

V

A 2-D array giving the field vector at each point in the V(Y) direction.

Keywords

ASPECT

Set this keyword to the aspect ratio of the plot (i.e., the ratio of the X size to Y size). The default is 1.0.

LENGTH

Set this keyword to the length of the longest field vector expressed as a fraction of the plotting area. The default is 0.1.

N

Set this keyword to the number of arrows to draw. The default is 200.

TITLE

Set this keyword to the title of plot. The default is ''Velocity Field''.

Examples

```
; Create array X:
X = FINDGEN(20, 20)

; Create array Y:
Y = FINDGEN(20, 20)*3

; Plot X vs. Y:
PLOT_FIELD, X, Y
```

The above commands produce the following plot:
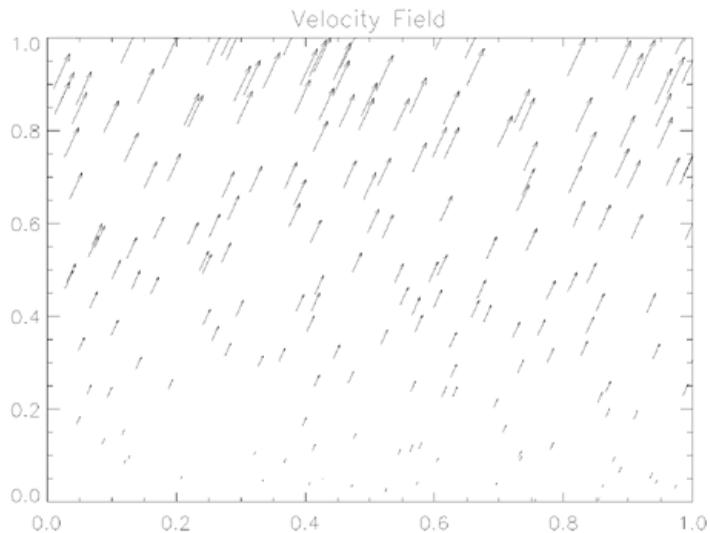
Figure 18-10: PLOT_FIELD Example

Version History

Original	Introduced

See Also

FLOW3, VEL, VELOVECT

PLOTERR

The PLOTERR procedure plots individual data points with error bars.

This routine is written in the IDL language. Its source code can be found in the file ploterr.pro in the lib subdirectory of the IDL distribution.

Syntax

PLOTERR, [*X* ,] *Y* , *Err* [, TYPE={1 | 2 | 3 | 4}] [, PSYM=*integer*{1 to 10}]

Arguments

X

An optional array of X values. The procedure checks the number of arguments passed to decide if X was passed. If X is not passed, INDGEN(Y) is assumed for X values.

Y

The array of Y values. *Y* cannot be of type string.

Err

The array of error-bar values.

Keywords

TYPE

The type of plot to be produced. The possible types are:

- 1 = X Linear - Y Linear (default)
- 2 = X Linear - Y Log
- 3 = X Log - Y Linear
- 4 = X Log - Y Log

PSYM

The plotting symbol to use. The default is +7.

Version History

Original	Introduced

See Also

ERRPLOT, IPLOT, OPLOTERR, PLOT

PLOTS

The PLOTS procedure plots vectors or points on the current graphics device in either two or three dimensions. The coordinates can be given in data, device, or normalized form using the DATA (the default), DEVICE, or NORMAL keywords.

The COLOR keyword can be set to a scalar or vector value. If it is set to a vector value, the line segment connecting (X_i, Y_i) to (X_{i+1}, Y_{i+1}) is drawn with a color index of $COLOR_{i+1}$. In this case, COLOR must have the same number of elements as *X* and *Y*.

Syntax

PLOTS, *X* [, *Y* [, *Z*]] [, /CONTINUE]

Graphics Keywords: [, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*] [, /DATA | , /DEVICE | , /NORMAL] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /NOCLIP] [, PSYM=*integer*{0 to 10}] [, SYMSIZE=*value*] [, /T3D] [, THICK=*value*] [, Z=*value*]

Arguments

X

A vector or scalar argument providing the X components of the points to be connected. If only one argument is specified, *X* must be an array of either two or three vectors (i.e., (2,*) or (3,*)). In this special case, X[0,*] are taken as the X values, X[1,*] are taken as the Y values, and X[2,*] are taken as the Z values.

Y

An optional argument providing the Y coordinate(s) of the points to be connected.

Z

An optional argument providing the Z coordinates of the points to be connected. If *Z* is not provided, X and Y are used to draw lines in two dimensions.

Z has no effect if the keyword T3D is not specified and the system variable !P.T3D= 0.

Keywords

CONTINUE

Set this keyword to continue drawing a line from the last point of the most recent call to PLOTS.

For example:

```
; Draw X and Y axes
AXIS, XAXIS=0 & AXIS, YAXIS=0

; Position at (0,0):
PLOTS, 0, 0

; Draws vector from (0,0) to (3,3):
PLOTS, 3, 3, /CONTINUE

; Draws two vectors from (3,3) to (5,3) to (2,7):
PLOTS, [5,2], [3,7], /CONTINUE
```

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, DATA, DEVICE, LINESTYLE, NOCLIP, NORMAL, PSYM, SYMSIZE, T3D, THICK, Z

Examples

Draw a line from (100, 200) to (600, 700), in device coordinates:

```
PLOTS, [100,600], [200,700], /DEVICE
```

Draw a polyline where the line color is proportional to the ordinate that ends each line segment.

```
; Set IDL to use decomposed color mode and load a good
; colortable to better show the result:
DEVICE, DECOMPOSED=0
LOADCT, 13

; Create datasets X and Y:
X = SIN(FINDGEN(100)) & Y = COS(FINDGEN(100))

; Now plot X and Y in normalized coordinates with colors as
; described above:
```

```
PLOTS, X, Y, COLOR = BYTSCL(Y, TOP=!D.N_COLORS-1), /NORMAL
```

Draw 3-D vectors over an established SURFACE plot. The SAVE keyword tells IDL to save the 3-D transformation established by SURFACE.

```
; Load the standard grayscale color table:
LOADCT, 0

; Draw a surface plot:
SURFACE, DIST(5), /SAVE

; Draw a line between (0,0,0) and (3,3,3). The T3D keyword makes
; PLOTS use the previously established 3-D transformation:
PLOTS, [0,3], [0,3], [0,3], /T3D

; Draw a line between (3,0,0) and (3,3,3):
PLOTS, [3,3], [0,3], [0,3], /T3D

; Draw a line between (0,3,0) and (3,3,3):
PLOTS, [0,3], [3,3], [0,3], /T3D
```

Version History

Original	Introduced

See Also

ANNOTATE, IPLOT, XYOUTS

PNT_LINE

The PNT_LINE function computes the perpendicular distance between a point *P0* and a line between points *L0* and *L1*. This function is limited by the machine accuracy of single precision floating point.

This routine is written in the IDL language. Its source code can be found in the file pnt_line.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = PNT_LINE(*P0*, *L0*, *L1* [, *Pl*] [, /INTERVAL])

Return Value

Returns the perpendicular distance.

Arguments

P0

The location of the point. *P0* may have 2 to *n* elements, for *n* dimensions.

L0

One end-point of the line. *L0* must have same number of elements as *P0*.

L1

The other end-point of the line. *L1* must have the same number of elements as *L0*.

PI

A named variable that will contain the location of the point on the line between *L0* and *L1* that is closest to *P0*. *Pl* is not necessarily in the interval (*L0, L1*).

Keywords

INTERVAL

If set, and if the point on the line between *L0* and *L1* that is closest to *P0* is not within the interval (*L0, L1*), PNT_LINE will return the distance from *P0* to the closer of the two endpoints *L0* and *L1*.

Examples

To print the distance between the point (2,3) and the line from (-3,3) to (5,12), and also the location of the point on the line closest to (2,3), enter the following command:

```
PRINT, PNT_LINE([2,3], [-3,3], [5,12], Pl), Pl
```

IDL prints:

```
3.73705    -0.793104      5.48276
```

Version History

Pre-4.0	Introduced

See Also

CIR_3PNT, SPH_4PNT

POINT_LUN

The POINT_LUN procedure sets or obtains the current position of the file pointer for the specified file.

Note ——

POINT_LUN cannot be used with files opened with the RAWIO keyword to the OPEN routines. Depending upon the device in question, the IOCTL function might be used instead for files of this type.

——

Use Of POINT_LUN On Compressed Files

In general, it is not possible to arbitrarily move the file pointer within a compressed file (files opened with the COMPRESS keyword to OPEN) because the file compression code needs to maintain a compression state for the file that includes all the data that has already been passed in the stream. This limitation results in the following constraints on the use of POINT_LUN with compressed files:

- POINT_LUN is not allowed on compressed files open for output, except to positions beyond the current file position. The compression code emulates such motion by outputting enough zero bytes to move the pointer to the new position.

- POINT_LUN is allowed to arbitrary positions on compressed files opened for input. However, this feature is emulated by positioning the file to the beginning of the file and then reading and discarding enough data to move the file pointer to the desired position. This can be extremely slow.

For these reasons, use of POINT_LUN on compressed files, although possible under some circumstances, is best avoided.

Syntax

POINT_LUN, *Unit*, *Position*

Arguments

Unit

The file unit for the file in question. If *Unit* is positive, POINT_LUN sets the file position to the position given by *Position*. If negative, POINT_LUN gets the current

file position and assigns it to the variable given by *Position*. Note that POINT_LUN cannot be used with the 3 standard file units (0, -1, and -2).

Position

If *Unit* is positive, *Position* gives the byte offset into the file at which the file pointer should be set. For example, to rewind the file to the beginning, specify 0.

If *Unit* is negative, *Position* must be a named variable into which the current file position will be stored. The returned type will be a longword signed integer if the position is small enough to fit, and a 64-bit longword integer otherwise.

Keywords

None.

Examples

To move the file pointer 2048 bytes into the file associated with file unit number 1, enter:

```
POINT_LUN, 1, 2048
```

To return the file pointer for file unit number 2, enter:

```
POINT_LUN, -2, pos
```

Version History

Original	Introduced

See Also

GET_LUN, OPENR/OPENU/OPENW, TRUNCATE_LUN

POLAR_CONTOUR

The POLAR_CONTOUR procedure draws a contour plot from data in polar coordinates. Data can be regularly- or irregularly-gridded. All of the keyword options supported by CONTOUR are available to POLAR_CONTOUR.

This routine is written in the IDL language. Its source code can be found in the file `polar_contour.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

POLAR_CONTOUR, *Z*, *Theta*, *R* [, C_ANNOTATION=*vector_of_strings*]
    [, C_CHARSIZE=*value*] [, C_CHARTHICK=*integer*] [, C_COLORS=*vector*]
    [, C_LINESTYLE=*vector*] [, /FILL | , CELL_FILL
    [, C_ORIENTATION=*degrees*] [, C_SPACING=*value*]] [, C_THICK=*vector*]
    [, /CLOSED] [, /IRREGULAR] [, /ISOTROPIC] [, LEVELS=*vector* /
    NLEVELS=*integer*{1 to 29}] [, MAX_VALUE=*value*] [, MIN_VALUE=*value*]
    [, /OVERPLOT] [, TRIANGULATION=*variable*] [, /XLOG] [, /YLOG]
    [, /ZAXIS] [, SHOW_TRIANGULATION=*color_index*]

Graphics Keywords: Accepts all graphics keywords accepted by PLOT except for: LINESTYLE, PSYM, SYMSIZE. See "Graphics Keywords Accepted" on page 1834.

Arguments

Z

The data values to be contoured. If the data is regularly gridded, *Z* must have the dimensions (N_ELEMENTS(*Theta*), N_ELEMENTS(*R*)). Note that the ordering of the elements in the array *Z* is opposite that used by the POLAR_SURFACE routine.

Theta

A vector of angles in radians. For regularly-gridded data, *Theta* must have the same number of elements as the first dimension of *Z*. For a scattered grid, *Theta* must have the same number of elements as *Z*.

R

A vector of radius values. For regularly-gridded data, *R* must have the same number of elements as the second dimension of *Z*. For a scattered grid, *R* must have the same number of elements as *Z*.

Keywords

C_ANNOTATION

The label to be drawn on each contour. Usually, contours are labeled with their value. This parameter, a vector of strings, allows any text to be specified. The first label is used for the first contour drawn, and so forth. If the LEVELS keyword is specified, the elements of C_ANNOTATION correspond directly to the levels specified, otherwise, they correspond to the default levels chosen by the POLAR_CONTOUR procedure. If there are more contour levels than elements in C_ANNOTATION, the remaining levels are labeled with their values.

Note

This keyword has no effect if the FILL or CELL_FILL keyword is set (i.e., if the contours are drawn with solid-filled or line-filled polygons).

C_CHARSIZE

The size of the characters used to annotate contour labels. Normally, contour labels are drawn at 3/4 of the size used for the axis labels (specified by the CHARSIZE keyword or !P.CHARSIZE system variable. This keyword allows the contour label size to be specified directly. Use of this keyword implies use of the FOLLOW keyword.

C_CHARTHICK

The thickness of the characters used to annotate contour labels. Set this keyword equal to an integer value specifying the line thickness of the vector drawn font characters. This keyword has no effect when used with the hardware drawn fonts. The default value is 1.

C_COLORS

The color index used to draw each contour. This parameter is a vector, converted to integer type if necessary. If there are more contour levels than elements in C_COLORS, the elements of the color vector are cyclically repeated.

C_LINESTYLE

The line style used to draw each contour. As with C_COLORS, C_LINESTYLE is a vector of line style indices. If there are more contour levels than line styles, the line styles are cyclically repeated. See "LINESTYLE" on page 5468 for a list of available styles.

C_ORIENTATION

If the FILL keyword is set, this keyword can be set to the angle, in degrees counterclockwise from the horizontal, of the lines used to fill contours. If neither C_ORIENTATION nor C_SPACING are specified, the contours are solid filled.

C_SPACING

If the FILL keyword is set, this keyword can be used to control the distance, in centimeters, between the lines used to fill the contours.

C_THICK

The line used to draw each contour level. As with C_COLORS, C_THICK is a vector of line thickness values, although the values are floating point. If there are more contours than thickness elements, elements are repeated. If omitted, the overall line thickness specified by the THICK keyword parameter or !P.THICK is used for all contours.

CELL_FILL

Set this keyword to produce a filled contour plot using a "cell filling" algorithm. Use this keyword instead of FILL when you are drawing filled contours over a map, when you have missing data, or when contours that extend off the edges of the contour plot. CELL_FILL is less efficient than FILL because it makes one or more polygons for each data cell. It also gives poor results when used with patterned (line) fills, because each cell is assigned its own pattern. Otherwise, this keyword operates identically to the FILL keyword, described below.

Tip ————————————————————————————————

In order for POLAR_CONTOUR to fill the contours properly when using a map projection, the X and Y arrays (if supplied) must be arranged in increasing order. This ensures that the polygons generated will be in counterclockwise order, as required by the mapping graphics pipeline.

——

Warning ————————————————————————————————

Do not draw filled contours over the poles on Cylindrical map projections. In this case, the polar points map to lines on the map, and the interpolation becomes ambiguous, causing errors in filling. One possible work-around is to limit the latitudes to the range of -89.9 degrees to + 89.9 degrees, avoiding the poles.

——

CLOSED

Set this keyword to a nonzero value to close contours that intersect the plot boundaries. After a contour hits a boundary, it follows the plot boundary until it connects with its other boundary intersection.

FILL

Set this keyword to produce a filled contour plot. The contours are filled with solid or line-filled polygons. For solid polygons, use the C_COLOR keyword to specify the color index of the polygons for each contour level. For line fills, use C_ORIENTATION, C_SPACING, C_COLOR, C_LINESTYLE, and/or C_THICK to specify attributes for the lines.

If the current device is not a pen plotter, each polygon is erased to the background color before the fill lines are drawn, to avoid superimposing one pattern over another.

Contours that are not closed cannot be filled because their interior and exterior are undefined. Contours created from data sets with missing data may not be closed; many map projections can also produce contours that are not closed. You should not use filled contours in these cases.

You should not use this keyword when you are drawing filled contours over a map, when you have missing data, or when contours extend off the edges of the contour plot. In these cases, you should use CELL_FILL instead.

Note ——————

If the current graphics device is the Z-buffer, the algorithm used when the FILL keyword is specified will not work when a Z value is also specified with the graphics keyword ZVALUE. In this situation, use the CELL_FILL keyword instead of the FILL keyword.

IRREGULAR

Set this keyword to indicate that the input data is irregularly gridded. Setting IRREGULAR is the same as performing an explicit triangulation.

ISOTROPIC

Set this keyword to force the scaling of the X and Y axes to be equal.

Note

    The X and Y axes will be scaled isotropically and then fit within the rectangle
defined by the POSITION keyword; one of the axes may be shortened. See
"POSITION" on page 5470 for more information.

LEVELS

Specifies a vector containing the contour levels drawn by the POLAR_CONTOUR
procedure. A contour is drawn at each level in LEVELS.

MAX_VALUE

Data points with values above this value are ignored (i.e., treated as missing data)
when contouring. Cells containing one or more corners with values above
MAX_VALUE will have no contours drawn through them. Note that the IEEE
floating-point value NaN is also treated as missing data. (See "Special Floating-Point
Values" (Chapter 8, *Application Programming*) for more information on IEEE
floating-point values.)

MIN_VALUE

Data points with values less than this value are ignored (i.e., treated as missing data)
when contouring. Cells containing one or more corners with values below
MIN_VALUE will have no contours drawn through them. Note that the IEEE
floating-point value NaN is also treated as missing data. (See "Special Floating-Point
Values" (Chapter 8, *Application Programming*) for more information on IEEE
floating-point values.)

NLEVELS

The number of equally spaced contour levels that are produced by
POLAR_CONTOUR. If the LEVELS parameter, which explicitly specifies the value
of the contour levels, is present, this keyword has no effect. If neither parameter is
present, approximately six levels are drawn. NLEVELS should be a positive integer.

OVERPLOT

Set this keyword to make POLAR_CONTOUR "overplot". That is, the current
graphics screen is not erased, no axes are drawn and the previously established
scaling remains in effect. You must explicitly specify either the values of the contour
levels or the number of levels (via the NLEVELS keyword) when using this option,
unless geographic mapping coordinates are in effect.

Note ───

When specifying overplot levels with the NLEVELS keyword, keep in mind that the levels are calculated according to the range set by the original POLAR_CONTOUR call. If the overplot dataset has a different range, you might want to set your levels more explicitly with the NLEVELS keyword.

──

SHOW_TRIANGULATION

Set this keyword to a color index to be used in overplotting the triangulation between datapoints.

TRIANGULATION

Set this keyword to a variable that contains an array of triangles returned from the TRIANGULATE procedure. Providing triangulation data allows you to contour irregularly gridded data directly, without gridding.

XLOG

Set this keyword to specify a logarithmic X axis.

YLOG

Set this keyword to specify a logarithmic Y axis.

ZAXIS

Set this keyword to an integer value to draw a Z axis for the POLAR_CONTOUR plot. POLAR_CONTOUR draws no Z axis by default. This keyword is of use only if a three-dimensional transformation is established. Possible values are:

- 0 - No Z axis is drawn (the default).
- 1 - Draws Z axis from the lower right-hand corner of the plot
- 2 - Draws Z axis from the lower left-hand corner of the plot
- 3 - Draws Z axis from the upper left-hand corner of the plot
- 4 - Draws Z axis from the upper right-hand corner of the plot

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE, FONT, NOCLIP, NODATA, NOERASE, NORMAL, POSITION, SUBTITLE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Examples

This example uses POLAR_CONTOUR with regularly-gridded data:

```
;Handle TrueColor displays:
DEVICE, DECOMPOSED=0

;Load color table
TEK_COLOR

nr = 12 ; number of radii
nt = 18 ; number of Thetas

; Create a vector of radii:
r = FINDGEN(nr)/(nr-1)

; Create a vector of Thetas:
theta = 2*!PI * FINDGEN(nt)/(nt-1)

; Create some data values to be contoured:
z = COS(theta*3) # (r-0.5)^2

; Create the polar contour plot:
POLAR_CONTOUR, z, theta, r, /FILL, c_color=[2, 3, 4, 5]
```

Version History

4.0	Introduced

See Also

CONTOUR

POLAR_SURFACE

The POLAR_SURFACE function interpolates a surface from polar coordinates (R, Theta, Z) to rectangular coordinates (X, Y, Z).

This routine is written in the IDL language. Its source code can be found in the file `polar_surface.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = POLAR_SURFACE(*Z*, *R*, *Theta* [, /GRID] [, SPACING=*[xspacing,*
   yspacing]] [, BOUNDS=*[x$_0$, y$_0$, x$_1$, y$_1$]*] [, /QUINTIC] [, MISSING=*value*])

Return Value

The function returns a two-dimensional array of the same type as Z.

Arguments

Z

An array containing the surface value at each point. If the data are regularly gridded in *R* and *Theta*, *Z* is a two dimensional array, where *Z$_{i,j}$* has a radius of *R$_i$* and an azimuth of *Theta$_j$*. If the data are irregularly-gridded, *R$_i$* and *Theta$_i$* contain the radius and azimuth of each *Z$_i$*. Note that the ordering of the elements in the array *Z* is opposite that used by the POLAR_CONTOUR routine.

R

The radius. If the data are regularly gridded in *R* and *Theta*, *Z$_{i,j}$* has a radius of *R$_i$*. If the data are irregularly-gridded, *R* must have the same number of elements as *Z*, and contains the radius of each point.

Theta

The azimuth, in radians. If the data are regularly gridded in *R* and *Theta*, *Z$_{i,j}$* has an azimuth of *Theta$_j$*. If the data are irregularly-gridded, *Theta* must have the same number of elements as *Z*, and contains the azimuth of each point.

Keywords

GRID

Set this keyword to indicate that *Z* is regularly gridded in *R* and *Theta*.

SPACING

A two element vector containing the desired grid spacing of the resulting array in *x* and *y*. If omitted, the grid will be approximately 51 by 51.

BOUNDS

A four element vector, $[x_0, y_0, x_1, y_1]$, containing the limits of the *xy* grid of the resulting array. If omitted, the extent of input data sets the limits of the grid.

QUINTIC

Set this keyword to use quintic interpolation, which is slower but smoother than the default linear interpolation.

MISSING

Use this keyword to specify a value to use for areas within the grid but not within the convex hull of the data points. The default is 0.0.

Examples

```
; Define radius and Theta:
R = FINDGEN(50) / 50.0
THETA = FINDGEN(50) * (2 * !PI / 50.0)

; Make a function (tilted circle):
Z = R # SIN(THETA)

; Show it:
SURFACE, POLAR_SURFACE(Z, R, THETA, /GRID)
```

Version History

Pre-4.0	Introduced

See Also

POLAR keyword to PLOT

POLY

The POLY function evaluates a polynomial function of a variable.

This routine is written in the IDL language. Its source code can be found in the file poly.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = POLY(*X*, *C*)

Return Value

The result is equal to:

$$C_0 + C_1 x + C_2 x^2 + ...$$

Arguments

X

The variable. This value can be a scalar, vector or array.

C

The vector of polynomial coefficients. The degree of the polynomial is N_ELEMENTS(*C*) - 1.

Keywords

None.

Version History

Original	Introduced

See Also

FZ_ROOTS

POLY_2D

The POLY_2D function performs polynomial warping of images. This function performs a geometrical transformation in which the resulting array is defined by:

$$g\ [x,\ y] = f\ [x',\ y'] = f\ [a\ [x,\ y],\ b\ [x,\ y]]$$

where $g[x, y]$ represents the pixel in the output image at coordinate (x, y), and $f\ [x', y']$ is the pixel at (x', y') in the input image that is used to derive $g[x, y]$. The functions $a\ (x, y)$ and $b\ (x, y)$ are polynomials in x and y of degree N, whose coefficients are given by P and Q, and specify the spatial transformation:

$$x' = a(x, y) = \sum_{i=0}^{N} \sum_{j=0}^{N} P_{i,j} x^j y^i$$

$$y' = b(x, y) = \sum_{i=0}^{N} \sum_{j=0}^{N} Q_{i,j} x^j y^i$$

Either the nearest neighbor or bilinear interpolation methods can be selected.

Syntax

Result = POLY_2D(*Array, P, Q* [, *Interp* [, *Dim_x, Dim_y*]] [, CUBIC={-1 to 0}]
　　[, MISSING=*value*])

Arguments

Array

A two-dimensional array of any basic type except string. The result has the same type as *Array.*

P and Q

P and *Q* are arrays containing the polynomial coefficients. Each array must contain $(N+1)^2$ elements (where *N* is the degree of the polynomial). For example, for a linear transformation, *P* and *Q* contain four elements and can be a 2 x 2 array or a 4-element vector. $P_{i,j}$ contains the coefficient used to determine *x'*, and is the weight of the term $x^j y^i$. The POLYWARP procedure can be used to fit *(x', y')* as a function of *(x, y)* and determines the coefficient arrays *P* and *Q*.

Interp

Set this argument to 1 to perform bilinear interpolation. Set this argument to 2 to perform cubic convolution interpolation (as described under the CUBIC keyword, below). Otherwise, the nearest neighbor method is used. For the linear case, (N=1), bilinear interpolation requires approximately twice as much time as does the nearest neighbor method.

Dim$_x$

If present, Dim_x specifies the number of columns in the output. If omitted, the output has the same number of columns as *Array*.

Dim$_y$

If present, Dim_y specifies the number of rows in the output. If omitted, the output has the same number of rows as *Array*.

Keywords

CUBIC

Set this keyword to a value between -1 and 0 to use the cubic convolution interpolation method with the specified value as the interpolation parameter. Setting this keyword equal to a value greater than zero specifies a value of -1 for the interpolation parameter. Park and Schowengerdt (see reference below) suggest that a value of -0.5 significantly improves the reconstruction properties of this algorithm. Note that cubic convolution interpolation works only with one- and two-dimensional arrays.

Cubic convolution is an interpolation method that closely approximates the theoretically optimum sinc interpolation function using cubic polynomials. According to sampling theory, details of which are beyond the scope of this document, if the original signal, *f*, is a band-limited signal, with no frequency component larger than ω_0, and *f* is sampled with spacing less than or equal to $1/2\omega_0$, then *f* can be reconstructed by convolving with a sinc function: sinc $(x) = \sin(\pi x) / (\pi x)$.

In the one-dimensional case, four neighboring points are used, while in the two-dimensional case 16 points are used. Note that cubic convolution interpolation is significantly slower than bilinear interpolation.

For further details see:

Rifman, S.S. and McKinnon, D.M., "Evaluation of Digital Correction Techniques for ERTS Images; Final Report", Report 20634-6003-TU-00, TRW Systems, Redondo Beach, CA, July 1974.

S. Park and R. Schowengerdt, 1983 "Image Reconstruction by Parametric Cubic Convolution", Computer Vision, Graphics & Image Processing 23, 256.

MISSING

Specifies the output value for points whose *x', y'* is outside the bounds of *Array.* If MISSING is not specified, the resulting output value is extrapolated from the nearest pixel of *Array.*

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Some simple linear (degree one) transformations are:

$P_{0,0}$	$P_{1,0}$	$P_{0,1}$	$P_{1,1}$	$Q_{0,0}$	$Q_{1,0}$	$Q_{0,1}$	$Q_{1,1}$	Effect
0	0	1	0	0	1	0	0	Identity
0	0	0.5	0	0	1	0	0	Stretch X by a factor of 2
0	0	1	0	0	2.0	0	0	Shrink Y by a factor of 2
z	0	1	0	0	1	0	0	Shift left by z pixels
0	1	0	0	0	0	1	0	Transpose

Table 18-2: Simple Transformations for Use with POLY_2D

POLY_2D is often used in conjunction with the POLYWARP procedure to warp images.

```
; Create and display a simple image:
A = BYTSCL(SIN(DIST(250)), TOP=!D.TABLE_SIZE) & TV, A

; Set up the arrays of original points to be warped:
XO = [61, 62, 143, 133]
YO = [89, 34, 38, 105]

; Set up the arrays of points to be fit:
XI = [24, 35, 102, 92]
YI = [81, 24, 25, 92]

; Use POLYWARP to generate the P and Q inputs to POLY_2D:
POLYWARP, XI, YI, XO, YO, 1, P, Q

; Perform an image warping based on P and Q:
B = POLY_2D(A, P, Q)

; Display the new image:
TV, B, 250, 250
```

Images can also be warped over irregularly gridded control points using the WARP_TRI procedure.

Note

Also see "Warping Images Using Direct Graphics" (Chapter 5, *Image Processing in IDL*).

Version History

Original	Introduced

See Also

POLYWARP

POLY_AREA

The POLY_AREA function returns the area of a polygon given the coordinates of its vertices.

It is assumed that the polygon has *n* vertices with *n* sides and the edges connect the vertices in the order:

   [(x1,y1), (x2,y2), ... , (x*n*,y*n*), (x1,y1)]

such that the last vertex is connected to the first vertex.

This routine is written in the IDL language. Its source code can be found in the file poly_area.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = POLY_AREA(*X*, *Y* [, /DOUBLE] [, /SIGNED])

Return Value

If either of the input arguments is double-precision or if the DOUBLE keyword is set, the result is a double-precision value, otherwise, the result is single-precision.

Arguments

X

An *n*-element vector of X coordinate locations for the vertices.

Y

An *n*-element vector of Y coordinate locations for the vertices.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision result. Explicitly set DOUBLE=0 to use single-precision for computations and to return a single-precision result. By default, if either of the arguments to POLY_AREA is double-precision, computations are done in double-precision; if both arguments are single-precision, computations are done in single-precision.

SIGNED

If set, returns a signed area. Polygons with edges traversed in counterclockwise order have a positive area; polygons traversed in the clockwise order have a negative area.

Version History

Original	Introduced

See Also

DEFROI, POLYFILLV

POLY_FIT

The POLY_FIT function performs a least-square polynomial fit with optional weighting and returns a vector of coefficients.

The POLY_FIT routine uses matrix inversion to determine the coefficients. A different version of this routine, SVDFIT, uses singular value decomposition (SVD). The SVD technique is more flexible and robust, but may be slower.

This routine is written in the IDL language. Its source code can be found in the file poly_fit.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = POLY_FIT(*X*, *Y*, *Degree* [, CHISQ=*variable*] [, COVAR=*variable*]
  [, /DOUBLE] [, MEASURE_ERRORS=*vector*] [, SIGMA=*variable*]
  [, STATUS=*variable*] [, YBAND=*variable*] [, YERROR=*variable*]
  [, YFIT=*variable*])

Return Value

POLY_FIT returns a vector of coefficients of length *Degree*+1. If the DOUBLE keyword is set, or if *X* or *Y* are double precision, then the result will be double precision, otherwise the result will be single precision.

Arguments

X

An *n*-element vector of independent variables.

Y

A vector of dependent variables, the same length as *X*.

Degree

The degree of the polynomial to fit.

Keywords

CHISQ

Set this keyword to a named variable that will contain the value of the unreduced chi-square goodness-of-fit statistic.

COVAR

Set this keyword to a named variable that will contain the Covariance matrix of the coefficients.

Note

The COVAR matrix depends only upon the independent variable X and (optionally) the MEASURE_ERRORS. The values do not depend upon Y. See section 15.4 of *Numerical Recipes in C* (Second Edition) for details.

DOUBLE

Set this keyword to force computations to be done in double-precision arithmetic. All computations are performed using double-precision arithmetic.

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point *Y*[*i*]. This vector must be the same length as *X* and *Y.*

Note

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in *Y.* For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(*Y*).

SIGMA

Set this keyword to a named variable that will contain the 1-sigma uncertainty estimates for the returned parameters.

Note ──

If MEASURE_ERRORS is omitted, then you are assuming that a polynomial is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/(N–M)), where N is the number of points in X, and M is the number of coefficients. See section 15.2 of *Numerical Recipes in C* (Second Edition) for details.

──

STATUS

Set this keyword to a named variable to receive the status of the operation. Possible status values are:

- 0 = Successful completion.

- 1 = Singular array (which indicates that the inversion is invalid). *Result* is NaN.

- 2 = Warning that a small pivot element was used and that significant accuracy was probably lost.

- 3 = Undefined (NaN) error estimate was encountered.

Note ──

If STATUS is not specified, any error messages will be output to the screen.

──

Tip ───

Status values of 2 or 3 can often be resolved by setting the DOUBLE keyword.

──

YBAND

Set this keyword to a named variable that will contain the 1 standard deviation error estimate for each point.

YERROR

Set this keyword to a named variable that will contain the standard error between YFIT and Y.

YFIT

Set this keyword to a named variable that will contain the vector of calculated *Y* values. These values have an error of + or – YBAND.

Examples

In this example, we use X and Y data corresponding to the known polynomial $f(x) = 0.25 - x + x^2$. Using POLY_FIT to compute a second degree polynomial fit returns the exact coefficients (to within machine accuracy).

```
; Define an 11-element vector of independent variable data:
X = [0.0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0]

; Define an 11-element vector of dependent variable data:
Y = [0.25, 0.16, 0.09, 0.04, 0.01, 0.00, 0.01, 0.04, 0.09, $
   0.16, 0.25]

; Define a vector of measurement errors:
measure_errors = REPLICATE(0.01, 11)

; Compute the second degree polynomial fit to the data:
result = POLY_FIT(X, Y, 2, MEASURE_ERRORS=measure_errors, $
   SIGMA=sigma)

; Print the coefficients:
PRINT, 'Coefficients: ', result
PRINT, 'Standard errors: ', sigma
```

IDL prints:

```
Coefficients:    0.250000    -1.00000    1.00000
Standard errors:    0.00761853    0.0354459    0.0341395
```

Version History

Original	Introduced
5.4	Deprecated the *Yfit*, *Yband*, *Sigma*, and *Corrm* arguments

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

COMFIT, CURVEFIT, GAUSSFIT, LINFIT, REGRESS, SFIT, SVDFIT

POLYFILL

The POLYFILL procedure fills the interior of a region of the display enclosed by an arbitrary two or three-dimensional polygon. The available filling methods are: solid fill, parallel lines, or a pattern contained in an array. Not all methods are available on every hardware output device. See "Fill Methods" below.

Note ───

POLYFILL uses the current graphics device's own polygon filling methodology when possible. For some devices, polygon filling is designed to avoid filling a given pixel more than once when neighboring polygons (that is, polygons with shared edges) are drawn. If the resulting pixel fill from POLYFILL is unsatisfactory, consider using DRAW_ROI instead.

───

The polygon is defined by a list of connected vertices stored in X, Y, and Z. The coordinates can be given in data, device, or normalized form using the DATA, DEVICE, or NORMAL keywords.

Fill Methods

Line-fill method: Filling using parallel lines is device-independent and works on all devices that can draw lines. Crosshatching can be simulated by performing multiple fills with different orientations. The spacing, linestyle, orientation, and thickness of the filling lines can be specified using the corresponding keyword parameters. The LINE_FILL keyword selects this filling style, but is not required if either the ORIENTATION or SPACING parameters are present.

Solid fill method: By default, POLYFILL fills the polygon with a solid color. For devices that do not directly support filling with a solid color, the solid fill is automatically emulated using the line-fill method.

Patterned fill: Some output devices support filling with a pattern. For these devices, the fill pattern array can be explicitly specified with the PATTERN keyword. Refer to the description of that keyword for a list of devices that support patterned fill.

Syntax

POLYFILL, *X* [, *Y* [, *Z*]] [, IMAGE_COORD=*array*] [, /IMAGE_INTERP]
    [, /LINE_FILL] [, PATTERN=*array*] [, SPACING=*centimeters*]
    [, TRANSPARENT=*value*]

Graphics Keywords: [, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*] [, /DATA | ,
    /DEVICE | , /NORMAL] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5}] [, /NOCLIP]

[, ORIENTATION=*ccw_degrees_from_horiz*] [, /T3D] [, THICK=*value*]
[, Z=*value*]

Arguments

X

A vector argument providing the X coordinates of the points to be connected. The
vector must contain at least three elements. If only one argument is specified, *X* must
be an array of either two or three vectors (i.e., (2,*) or (3,*)). In this special case,
the vector X[0,*] specifies the X values, X[1,*] specifies Y, and X[2,*] contain
the Z values.

Y

A vector argument providing the Y coordinates of the points to be connected. *Y* must
contain at least three elements.

Z

An optional vector argument providing the Z coordinates of the points to be
connected. If Z is not provided, X and Y are used to draw lines in two dimensions. Z
must contain at least three elements. Z has no effect if the keyword T3D is not
specified and the system variable !P.T3D= 0.

Keywords

IMAGE_COORD

This keyword is only available when creating output in the Z-Buffer.

A 2 x *n* array containing the fill pattern array subscripts of each of the *n* polygon
vertices. Use this keyword in conjunction with the PATTERN keyword to warp
images over 2-D and 3-D polygons.

IMAGE_INTERP

This keyword is only available when creating output in the Z-Buffer.

Specifies the method of sampling the PATTERN array when the IMAGE_COORD
keyword is present. The default method is to use nearest-neighbor sampling. Bilinear
interpolation sampling is performed if IMAGE_INTERP is set.

LINE_FILL

Set this keyword to indicate that polygons are to be filled with parallel lines, rather than using solid or patterned filling methods.When using the line-drawing method of filling, the thickness, linestyle, orientation, and spacing of the lines may be specified with keywords.

PATTERN

Set this keyword to a rectangular array of pixels giving the fill pattern. If this keyword parameter is omitted, POLYFILL fills the area with a solid color. The pattern array may be of any size; if it is smaller than the filled area the pattern array is cyclically repeated.

Note ──

This keyword is supported for the following devices:

METAFILE, PRINTER, PS, WIN, X, and Z.

For the PostScript device, fill patterns are only supported with language level 2. Use the LANGUAGE_LEVEL keyword to DEVICE to set the PostScript language level to 2 if filled patterns are to be used.

For the Z device, the pattern can either an [*m* x *n*] array (a single-channel image), or as an [3 x *m* x *n*] array (a three-channel image) to be "warped" between the vertices of the polygons. See "Polyfill Procedure" on page 5455 in the description of "The Z-Buffer Device" in Appendix A.

──

For example, to fill the current plot window with a grid of dots, enter the following commands:

```
; Define pattern array as 10 by 10:
PAT = BYTARR(10,10, /NOZERO)

; Set center pixel to bright:
PAT[5,5] = 255

winsize=300
WINDOW, /FREE, XSIZE=winsize, YSIZE=winsize
; Fill the rectangle defined by the window with a 10% margin:
POLYFILL, [.1,.9,.9,.1]*winsize, $
          [.1,.1,.9,.9]*winsize, /DEVICE, PATTERN = PAT
```

SPACING

The spacing, in centimeters, between the parallel lines used to fill polygons.

TRANSPARENT

This keyword is only available when creating output in the Z-Buffer.

Specifies the minimum pixel value to draw in conjunction with the PATTERN and IMAGE_COORD keywords. Pixels less than this value are not drawn and the Z-buffer is not updated.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, DATA, DEVICE, LINESTYLE, NOCLIP, NORMAL, ORIENTATION, T3D, THICK, Z

Z-Buffer-Specific Keywords

Certain keyword parameters are only active when the Z-buffer is the currently selected graphics device: IMAGE_COORD, IMAGE_INTERP, TRANSPARENT and COLOR. These parameters allow images to be warped over 2-D or 3-D polygons, and the output of shaded polygons. See "Polyfill Procedure" on page 5455 in the description of "The Z-Buffer Device" in Appendix A.

For shaded polygons, the COLOR keyword can specify an array that contains the color index at each vertex. Color indices are linearly interpolated between vertices. If COLOR contains a scalar, the entire polygon is drawn with the given color index, just as with the other graphics output devices.

Images can be warped over polygons by passing in the image with the PATTERN parameter, and a (2, *n*) array containing the image space coordinates that correspond to each of the N vertices with the IMAGE_COORD keyword.

The IMAGE_INTERP keyword indicates that bilinear interpolation is to be used, rather than the default nearest-neighbor sampling. Pixels less than the value of TRANSPARENT are not drawn, simulating transparency.

Examples

Fill a rectangular polygon that has the vertices (30,30), (100, 30), (100, 100), and (30, 100) in device coordinates:

```
; Create the vectors of X and Y values:
X = [30, 100, 100, 30] & Y = [30, 30, 100, 100]

; Fill the polygon with color index 175:
POLYFILL, X, Y, COLOR = 175, /DEVICE
```

Many scientific graphs use region filling to highlight the difference between two or more curves, to illustrate boundaries, etc. The IDL POLYFILL procedure fills the interior of arbitrary polygons given a list of vertices. The interior of the polygon can be filled with a solid color or with some devices, a user-defined fill pattern contained in a rectangular array.

The figure below illustrates a simple example of polygon filling by filling the region under the Chinook population graph with a color index of 25 percent the maximum, then filling the region under the Sockeye population graph with 50 percent of the maximum index. Because the Chinook populations are always higher than the Sockeye populations, the graph appears as two distinct regions.
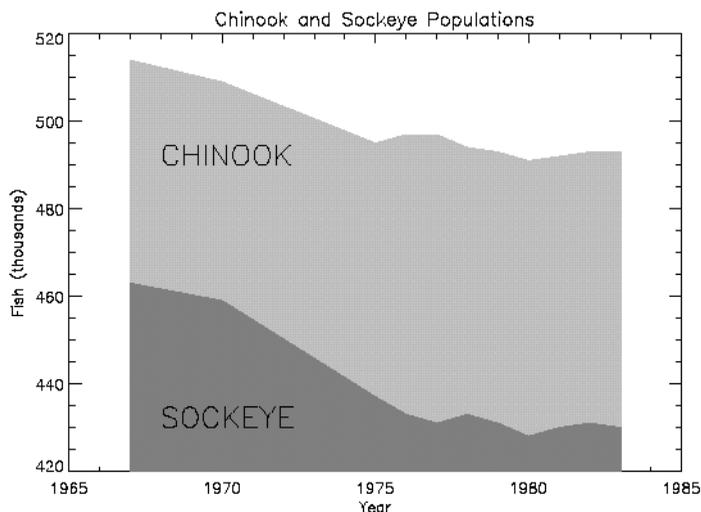
Figure 18-11: Filling Regions Using POLYFILL

The program that produced this figure is shown below. It first draws a plot axis with no data, using the NODATA keyword. The minimum and maximum *y* values are directly specified with the YRANGE keyword. Because the *y*-axis range does not always exactly include the specified interval (see "X Versus Y Plots" on page 1797), the variable MINVAL, is set to the current *y*-axis minimum, !Y.CRANGE[0]. Next,

the upper Chinook population region is shaded with a polygon that contains the vertices of the Chinook samples, preceded and followed by points on the *x*-axis, (YEAR[0], MINVAL), and (YEAR[n-1], MINVAL). The polygon for the Sockeye samples is drawn using the same method with a different color. Finally, the XYOUTS procedure is used to annotate the two regions.

Enter the following IDL commands to create the plot:

```
; Define variables:
@plot01
; Draw axes, no data, set the range:
PLOT, YEAR, CHINOOK, YRANGE = [MIN(SOCKEYE), MAX(CHINOOK)], $
   /NODATA, TITLE='Sockeye and Chinook Populations', $
   XTITLE='Year', YTITLE='Fish (thousands)'
; Make a vector of x values for the polygon by duplicating
; the first and last points:
PXVAL = [YEAR[0], YEAR, YEAR[N1]]
; Get y value along bottom x-axis:
MINVAL = !Y.CRANGE[0]
; Make a polygon by extending the edges down to the x-axis:
POLYFILL, PXVAL, [MINVAL, CHINOOK, MINVAL], $
   COL = 0.75 * !D.N_COLORS
; Same with second polygon.
POLYFILL, PXVAL, [MINVAL, SOCKEYE, MINVAL], $
   COL = 0.50 * !D.N_COLORS
; Label the polygons:
XYOUTS, 1968, 430, 'SOCKEYE', SIZE=2
XYOUTS, 1968, 490, 'CHINOOK', SIZE=2
```

Example Code

Alternatively, you can run the plot04 batch file to create the plot:
```
@plot04
```

Note

If IDL does not find the batch file, the required directory may not be in your IDL search path. All of the files mentioned are located in the examples/doc/plot subdirectory of the IDL distribution. By default, this directory is part of IDL's path; if you have not changed your path, you will be able to run the examples as described here. See !PATH for information on modifying IDL's path.

Version History

Original	Introduced

See Also

POLYFILLV

POLYFILLV

The POLYFILLV function returns a vector containing the subscripts of the array elements contained inside a polygon defined by vectors.

The *X* and *Y* parameters are vectors that contain the subscripts of the vertices that define the polygon in the coordinate system of the two-dimensional S_x by S_y array. The S_x and S_y parameters define the number of columns and rows in the array enclosing the polygon. At least three points must be specified, and all points should lie within the limits: $0 \leq X_i < S_x$ and $0 \leq Y_i < S_y$ for all *i*.

As with the POLYFILL procedure, the polygon is defined by connecting each point with its successor and the last point with the first. This function is useful for defining, analyzing, and displaying regions of interest within a two-dimensional array.

The scan line coordinate system defined by Rogers in *Procedural Elements for Computer Graphics*, McGraw-Hill, 1985, page 71, is used. In this system, the scan lines are considered to pass through the center of each row of pixels. Pixels are activated if the center of the pixel is to the right of the intersection of the scan line and the polygon edge within the interval.

Syntax

Result = POLYFILLV(*X*, *Y*, S_x, S_y [, *Run_Length*])

Return Value

Returns a vector containing the one-dimensional subscripts of the array elements contained inside a polygon defined by vectors *X* and *Y*. These subscripts will be LONG64 values if the dimensions of the input array ($S_x * S_y$) warrant that size for proper addressing. If no points are contained within the polygon, a -1 is returned, and an informational message is printed.

Arguments

X

A vector containing the X subscripts of the vertices that define the polygon.

Y

A vector containing the Y subscripts of the vertices that define the polygon.

S$_x$

The number of columns in the array surrounding the polygon.

S$_y$

The number of rows in the array surrounding the polygon.

Run_Length

Set this optional parameter to a nonzero value to make POLYFILLV return a vector of run lengths, rather than subscripts. For large polygons, a considerable savings in space results. When run-length encoded, each element with an even subscript result contains the length of the run, and the following element contains the starting index of the run.

Examples

To determine the mean and standard deviation of the elements within a triangular region defined by the vertices at pixel coordinates (100, 100), (200, 300), and (300, 100), inside a 512 x 512 array called DATA, enter the commands:

```
; Get the subscripts of the elements inside the triangle:
P = DATA[POLYFILLV([100,200,300], [100,300,100], 512, 512)]

; Use the STDEV function to obtain the mean and standard deviation
; of the selected elements:
STD = STDEV(P,MEAN)
```

Version History

Original	Introduced

See Also

POLYFILL

POLYSHADE

The POLYSHADE function creates a shaded-surface representation of one or more solids described by a set of polygons. This function accepts, as arguments, an array of three-dimensional vertices and a list of the indices of the vertices that describe each polygon.

Shading values are determined from one of three sources: a light source model, a user-specified array containing vertex shade values, or a user-specified array containing polygon shade values.

The shaded surface is constructed using the scan line algorithm. The default shading model is a combination of diffuse reflection and depth cueing. With this shading model, polygons are shaded using either constant shading, in which each polygon is given a constant intensity, or with Gouraud shading where the intensity is computed at each vertex and then interpolated over the polygon. Use the SET_SHADING procedure to control the direction of the light source and other shading parameters.

User-specified shading arrays allow "4-dimensional" displays that consist of a surface defined by a set of polygons, shaded with values from another variable.

Syntax

Result = POLYSHADE(*Vertices*, *Polygons*)

or

Result = POLYSHADE(*X*, *Y*, *Z*, *Polygons*)

Keywords: [, /DATA | , /NORMAL] [, POLY_SHADES=*array*] [, SHADES=*array*] [, /T3D] [, TOP=*value*] [, XSIZE=*columns*] [, YSIZE=*rows*]

Return Value

Returns a shaded-surface representation. Output is a two-dimensional byte array containing the shaded image unless the current graphics output device is the Z-buffer. If the current output device is the Z-buffer, the results are merged with the Z-buffer's contents and the function result contains a dummy value.

Arguments

Vertices

A (3, *n*) array containing the X, Y, and Z coordinates of each vertex. Coordinates can be in either data or normalized coordinates, depending on which keywords are present.

X, Y, Z

The X, Y, and Z coordinates of each vertex can, alternatively, be specified as three array expressions of the same dimensions.

Polygons

An integer or longword array containing the indices of the vertices for each polygon. The vertices of each polygon should be listed in counterclockwise order when observed from outside the surface. The vertex description of each polygon is a vector of the form: $[n, i_0, i_1, ..., i_{n-1}]$ and the array *Polygons* is the concatenation of the lists of each polygon. For example, to render a pyramid consisting of four triangles, *Polygons* would contain 16 elements, made by concatenating four, four-element vectors of the form $[3, V_0, V_1, V_2]$. V_0, V_1, and V_2 are the indices of the vertices describing each triangle.

Keywords

DATA

Set this keyword to indicate that the vertex coordinates are in data units, the default coordinate system.

NORMAL

Set this keyword to indicate that coordinates are in normalized units, within the three dimensional (0,1) cube.

POLY_SHADES

An array expression, with the same number of elements as there are polygons defined in the *Polygons* array, containing the color index used to render each polygon. No interpolation is performed if all pixels within a given polygon have the same shade value. For most displays, this parameter should be scaled into the range of bytes.

SHADES

An array expression, with the same number of elements as *Vertices*, containing the color index at each vertex. The shading of each pixel is interpolated from the surrounding SHADE values. For most displays, this parameter should be scaled into the range of bytes.

Warning

When using the SHADES keyword on TrueColor devices, we recommend that decomposed color support be turned off by setting DECOMPOSED=0 for DEVICE.

T3D

Set this keyword to use the three-dimensional to two-dimensional transformation contained in the homogeneous 4 by 4 matrix !P.T. Note that if T3D is set, !P.T must contain a valid transformation matrix. The SURFACE, SCALE3, and T3D procedures (and others) can all be used to set up transformations.

TOP

The maximum shading value when light source shading is in effect. The default value is one less than the number of colors available in the currently selected graphics device.

XSIZE

The number of columns in the output image array. If this parameter is omitted, the number of columns is equal to the X size of the currently selected display device.

Warning: The size parameters should be explicitly specified when the current graphics device is PostScript or any other high-resolution device. Making the output image the default full device size is likely to cause an insufficient memory error.

YSIZE

The number of rows in the output image array. If this parameter is omitted, the number of rows is equal to the Y resolution of the currently selected display device.

Examples

POLYSHADE is often used in conjunction with SHADE_VOLUME for volume visualization. The following example creates a spherical volume dataset and renders an isosurface from that dataset:

```
; Create an empty, 3-D array:
SPHERE = FLTARR(20, 20, 20)

; Create the spherical dataset:
FOR X=0,19 DO FOR Y=0,19 DO FOR Z=0,19 DO $
   SPHERE(X, Y, Z) = SQRT((X-10)^2 + (Y-10)^2 + (Z-10)^2)

; Find the vertices and polygons for a density level of 8:
SHADE_VOLUME, SPHERE, 8, V, P

; Set up an appropriate 3-D transformation so we can see the
; sphere. This step is very important:
SCALE3, XRANGE=[0,20], YRANGE=[0,20], ZRANGE=[0,20]

; Render the image. Note that the T3D keyword has been set so that
; the previously-established 3-D transformation is used:
image = POLYSHADE(V, P, /T3D)

; Display the image:
TV, image
```

Note ──

Also see "Mapping an Image onto a Sphere Using Direct Graphics" (Chapter 3, *Image Processing in IDL*).

───

Version History

Original	Introduced

See Also

IVOLUME, PROJECT_VOL, RECON3, SET_SHADING, SHADE_SURF, SHADE_VOLUME, VOXEL_PROJ

POLYWARP

The POLYWARP procedure performs polynomial spatial warping.

Using least squares estimation, POLYWARP determines the coefficients $Kx_{i,j}$ and $Ky_{(i,j)}$ of the polynomial functions:

$$X_i = \sum_{i,\, j} Kx_{i,\, j} \cdot Xo^j \cdot Yo^i$$

$$Y_i = \sum_{i,\, j} Ky_{i,\, j} \cdot Xo^j \cdot Yo^i$$

Kx and *Ky* can be used as inputs P and Q to the built-in function POLY_2D. This coordinate transformation may be then used to map from *Xo, Yo* coordinates into *Xi, Yi* coordinates.

This routine is written in the IDL language. Its source code can be found in the file polywarp.pro in the lib subdirectory of the IDL distribution.

Syntax

POLYWARP, *Xi*, *Yi*, *Xo*, *Yo*, *Degree*, *Kx*, *Ky* [, /DOUBLE] [, STATUS=*variable*]

Arguments

Xi, Yi

Vectors of X and Y coordinates to be fit as a function of Xo and Yo.

Xo, Yo

Vectors of X and Y independent coordinates. These vectors must have the same number of elements as *Xi* and *Yi*.

Degree

The degree of the fit. The number of coordinate pairs must be greater than or equal to $(Degree+1)^2$.

Kx

A named variable that will contain the array of coefficients for *Xi* as a function of (*Xo, Y*o). This parameter is returned as a (*Degree*+1) by (*Degree*+1) element array.

Ky

A named variable that will contain the array of coefficients for *Yi*. This parameter is returned as a (*Degree*+1) by (*Degree*+1) element array.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision result. Explicitly set DOUBLE=0 to ensure the use of single-precision for computations and to return a single-precision result. By default, POLYWARP performs computations in double precision and returns a double-precision result if any of the inputs are double-precision; computations are performed in single precision and the result returned as single-precision if all of the inputs are single-precision.

STATUS

Set this keyword to a named variable to receive the status of the operation. Possible status values are:

Value	Description
0	Successful completion.
1	Singular array (which indicates that the inversion is invalid).
2	Warning that a small pivot element was used and that significant accuracy was probably lost.

Table 18-3: STATUS Keyword Values

Note
If STATUS is not specified, any warning messages will be output to the screen.

Examples

The following example shows how to display an image and warp it using the POLYWARP and POLY_2D routines.

```
; Create and display the original image:
A = BYTSCL(SIN(DIST(250)))
TVSCL, A

; Now set up the Xi's and Yi's:
XI = [24, 35, 102, 92]
YI = [81, 24, 25, 92]

; Enter the Xo's and Yo's:
XO = [61, 62, 143, 133]
YO = [89, 34, 38, 105]

; Run POLYWARP to obtain a Kx and Ky:
POLYWARP, XI, YI, XO, YO, 1, KX, KY

; Create a warped image based on Kx and Ky with POLY_2D:
B = POLY_2D(A, KX, KY)

; Display the new image:
TV, B
```

Note ──

Also see "Warping Images Using Direct Graphics" (Chapter 5, *Image Processing in IDL*).

──

Version History

Original	Introduced

See Also

POLY_2D, WARP_TRI

POPD

The POPD procedure changes the current working directory to the directory saved on the top of the directory stack maintained by the PUSHD and POPD procedures. This top entry is then removed from the stack.

Attempting to pop a directory when the stack is empty causes a warning message to be printed. The current directory is not changed in this case. The common block DIR_STACK is used to store the directory stack.

This routine is written in the IDL language. Its source code can be found in the file popd.pro in the lib subdirectory of the IDL distribution.

Syntax

POPD

Arguments

None.

Keywords

None.

Version History

Pre-4.0	Introduced

See Also

CD, PRINTD, PUSHD

POWELL

The POWELL procedure minimizes a user-written function *Func* of two or more independent variables using the Powell method. POWELL does not require a user-supplied analytic gradient.

POWELL is based on the routine `powell` described in section 10.5 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

POWELL, *P*, *Xi*, *Ftol*, *Fmin*, *Func* [, /DOUBLE] [, ITER=*variable*]
   [, ITMAX=*value*]

Arguments

P

On input, *P* is an *n*-element vector specifying the starting point. On output, it is replaced with the location of the minimum.

Note —————————————————————————————————
  If POWELL is complex then only the real part is used for the computation.
——

Xi

On input, *Xi* is an initial *n* by *n* element array whose columns contain the initial set of directions (usually the *n* unit vectors). On output, it is replaced with the then-current directions.

Ftol

An input value specifying the fractional tolerance in the function value. Failure to decrease by more than *Ftol* in one iteration signals completeness. For single-precision computations, a value of 1.0×10^{-4} is recommended; for double-precision computations, a value of 1.0×10^{-8} is recommended.

Fmin

On output, *Fmin* contains the value at the minimum-point *P* of the user-supplied function specified by *Func*.

Func

A scalar string specifying the name of a user-supplied IDL function of two or more independent variables to be minimized. This function must accept a vector argument *X* and return a scalar result.

For example, suppose we wish to minimize the function

$$f(x, y) = (x + 2y)e^{-x^2 - y^2}$$

To evaluate this expression, we define an IDL function named POWFUNC:

```
FUNCTION powfunc, X
   RETURN, (X[0] + 2.0*X[1]) * EXP(-X[0]^2 -X[1]^2)
END
```

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITER

Use this keyword to specify an output variable that will be set to the number of iterations performed.

ITMAX

Use this keyword to specify the maximum allowed number of iterations. The default is 200.

Warning
POWELL halts once the value specified with ITMAX has been reached.

Examples

We can use POWELL to minimize the function POWFUNC given above.

```
PRO TEST_POWELL

   ; Define the fractional tolerance:
   ftol = 1.0e-4
```

```
; Define the starting point:
P = [.5d, -.25d]

; Define the starting directional vectors in column format:
xi = TRANSPOSE([[1.0, 0.0],[0.0, 1.0]])

; Minimize the function:
POWELL, P, xi, ftol, fmin, 'powfunc'

; Print the solution point:
PRINT, 'Solution point: ', P

; Print the value at the solution point:
PRINT, 'Value at solution point: ', fmin

END

FUNCTION powfunc, X
   RETURN, (X[0] + 2.0*X[1]) * EXP(-X[0]^2 -X[1]^2)
END
```

IDL prints:

```
Solution point:    -0.31622777    -0.63245552
Value at solution point:    -0.95900918
```

The exact solution point is [-0.31622777, -0.63245553].

The exact minimum function value is -0.95900918.

Version History

4.0	Introduced

See Also

AMOEBA, DFPMIN, SIMPLEX

PREF_COMMIT

The PREF_SET procedure is used to set new values for IDL preferences. However, a preference value set in this way does not immediately take effect. Rather, it is put into a pending state, in which IDL remembers the change, but does not use it. To make a pending preference value take effect, IDL must commit it. To commit a preference, IDL takes the following steps:

1. Writes a new user preference file that merges the new changes with the previously specified preference values.

2. Updates its internal state to make the pending values current.

3. Notifies the various parts of IDL that depend on the altered preference so that they can adapt to the change.

There are two ways to commit a preference:

- **PREF_COMMIT** — used to commit preferences already in the pending state

- **COMMIT keyword to PREF_SET** — used to set and commit a specific preference in a single operation

The pending state is useful for applications that let a user manipulate preferences. In such an application, the user can make changes, but those changes can be discarded without taking effect if the user clicks the **Cancel** button. PREF_SET can be used to make the user's changes. If the user clicks **Done** to confirm the changes, PREF_COMMIT is used to make them permanent. Otherwise, they are discarded by using the RESET keyword. The pending state lifts the burden of tracking user changes from the high-level application and greatly simplifies its implementation.

Note ───
Authors of IDL applications should not use this routine in their code to make preference changes. See "Using Preference Etiquette" on page 5537 for more information.
───

Syntax

PREF_COMMIT [, *PreferenceName*] [, /RESET] [, /RESIGNAL]

Arguments

PreferenceName

A string scalar or array that supplies the names of the preferences to commit. If no arguments are supplied, all preferences currently in the pending state are committed. Any specified preferences that are not in the pending state are quietly ignored.

Keywords

RESET

Set this keyword to have PREF_COMMIT discard the pending values, if any, for the specified preferences. The preferences leave the pending state and retain their previous value.

RESIGNAL

Set this keyword to have PREF_COMMIT not check or alter the pending state of the specified preferences. Instead, the procedure behaves as if the current value of the preference had just been committed and signals the part of IDL that uses that preference to reset itself.

Examples

To commit all preferences with pending values:

```
PREF_COMMIT
```

To commit only the IDL_PATH preference (which supplies the value of the !PATH system variable), while leaving all other preferences in their current state:

```
PREF_COMMIT, 'IDL_PATH'
```

To discard the currently pending value for IDL_PATH:

```
PREF_COMMIT, /RESET, 'IDL_PATH'
```

To restore the !PATH system variable to the value given by the IDL_PATH preference (without discarding the pending value, if any):

```
PREF_COMMIT, /RESIGNAL, 'IDL_PATH'
```

Version History

6.2	Introduced

See Also

PREF_GET, PREF_MIGRATE, PREF_SET

PREF_GET

The PREF_GET function returns information about IDL preferences. It can return any of the following information:

- The current effective value for a given preference (specified by *PrefName)*

- The names of all the preferences (specified by /NAMES_ALL)

- The number of pending preferences (specified by /NUM_PENDING); that is, the ones that have had a value set (PREF_SET), but not committed (PREF_COMMIT)

- Detailed information for a given preference (specified by *PrefName* and /STRUCTURE), including:

    - A string giving a description of the preference's purpose

    - The current effective value and its source

    - Whether the value is read-only

    - Any minimum or maximum values within which the preference must fit

    - Whether or not the preference accepts a fixed (discrete) set of values, and any mnemonic names allowed for each value

Syntax

Result = PREF_GET([*PrefName*] [, /NAMES_ALL | /NUM_PENDING | /STRUCTURE])

Return Value

The default return value is a scalar returning the current effective value for the named preference (specified by *PrefName*).

If the NAMES_ALL keyword is set, the return value is a string array containing the names of all the preferences.

If the NUM_PENDING keyword is set, the return value is an integer count of the number of preferences that currently have a value that was set (by PREF_SET) and not committed.

If the STRUCTURE keyword is set, the return value is a structure providing full details on the preference specified by *PrefName*. For more information, see "Information Returned by STRUCTURE Keyword" below.

Arguments

PrefName

The name of the preference for which information is desired.

Keywords

NAMES_ALL

If this keyword is set, PREF_GET returns a string array containing the names of all the preferences.

NUM_PENDING

If this keyword is set, PREF_GET returns the number of preferences within IDL that currently have a value that was set (by PREF_SET) and not yet committed.

STRUCTURE

Set this keyword to cause PREF_GET to return a structure giving detailed information about the preference specified by *PrefName*. For more information, see "Information Returned by STRUCTURE Keyword" below.

Information Returned by STRUCTURE Keyword

If the STRUCTURE keyword is set, PREF_GET returns a structure giving detailed information about the preference. The type and number of fields present in the returned structure depends on the preference in question. Every such result will contain the same set of initial fields. Based on the information provided by these initial fields, there may be additional fields that supply extra information.

The fields contained in the returned structure are:

- **NAME** — a string giving the name of the preference.

- **DESCRIPTION** — a string giving a one line description of the preference.

- **CURRENT_SOURCE** — a string that reports the source of the current effective value. The following values for this field are possible (listed in ascending order of the source's priority):

DEFAULT	IDL's built in default value for this preference
USERFILE	User preference file

DISTFILE	Preference file from the `resource/pref` directory of the IDL distribution.
ENV	Environment variable
CMDLINE	Command line option

- **COMMIT_SEEN** — a string that describes when IDL will begin to use the new value of the preference once it has been committed. The following values are possible:

IMMEDIATE	Value will take effect immediately after commit
RESET	Value will take effect after the next `.reset_session` or `.full_reset_session`, or in subsequent IDL sessions
RESTART	Value will not take effect in this IDL session, but will be used in subsequent IDL sessions

- **READONLY** — true (1) if the preference is read-only and false (0) otherwise. A preference is read-only if its value is currently being set by a source with a higher precedence than that of the user's preference file. See CURRENT_SOURCE above for the hierarchy of source priority.

- **HAS_MIN, VALUE_MIN** — HAS_MIN is true (1) if the preference value is required to be greater than or equal to a minimum value. It is false (0) if there is no minimum value. If HAS_MIN is true, the returned structure also contains a field named VALUE_MIN that contains the minimum value. If HAS_MIN is false, VALUE_MIN is not present.

- **HAS_MAX, VALUE_MAX** — HAS_MAX is true (1) if the preference value is required to be less than or equal to a maximum value. It is false (0) if there is no maximum value. If HAS_MAX is true, the returned structure will also contain a field named VALUE_MAX that contains the maximum value. If HAS_MAX is false, VALUE_MAX is not present.

- **HAS_DISCRETE_VALUES, NUM_VALUES, VALUES, NUM_ALIAS, ALIAS_VALUES** — HAS_DISCRETE_VALUES is true (1) if the preference value must come from a predefined list of possible values. It is false (0) otherwise. Although preferences with discrete values are always numeric, IDL lets the values be referenced by mnemonic names called aliases. If HAS_DISCRETE_VALUES is true, the returned structure also contains fields that supply additional information about the values. If HAS_DISCRETE_VALUES is false (0), these extra fields are not present (listed in the order in which they appear in the structure):

NUM_VALUES	The number of discrete values.
VALUES	An array of NUM_VALUES elements. Each element contains one of the allowed values for this preference.
NUM_ALIAS	An array of NUM_VALUES elements. Each element reports the number of alias names that exist for the corresponding value in VALUES.
ALIAS_VALUES	An array of size [MAX(NUM_ALIAS), NUM_VALUES]. Each row of ALIAS_VALUES gives the alias names that are allowed for the corresponding element of VALUES. For example, the aliases allowed for the first value (VALUES[0]) is ALIAS_VALUES[0:NUM_ALIAS[0], 0].

- **HAS_PENDING** — true (1) if the preference has a currently pending value. A pending value is a value that has been set (by PREF_SET) but not yet committed. If HAS_PENDING is true, the VALUE_PENDING field contains the pending value.

- **VALUE_EFFECTIVE** — the current effective value for the preference.

- **VALUE_DEFAULT** — IDL's built in default value for the preference. This is the value IDL uses if no other source is present.

- **VALUE_PENDING** — if HAS_PENDING is true (1), this field contains the pending value. Otherwise, it will contain 0 (numeric) or a NULL string, depending on the type of the preference.

Version History

6.2	Introduced

See Also

PREF_COMMIT, PREF_MIGRATE, PREF_SET

PREF_MIGRATE

The PREF_MIGRATE procedure is used to import IDL user preferences from other versions of IDL for use by the currently running version. Under Microsoft Windows, it is also used to import workbench macros.

IDL user preferences are maintained on a per-release basis, meaning that a different user preference file exists for each version of IDL you use on your system. When you first use a new version of IDL, it is common to want to carry over the preference settings you were using with the previous version of IDL. The PREF_MIGRATE procedure exists to help you with this migration. You can run it at any time. In addition, each new version of IDL runs it once the first time you run that version if you have migratable preferences from other versions of IDL on your system.

Note

Beginning with IDL 7.0, PREF_MIGRATE is no longer called automatically the first time IDL is run. You can still use PREF_MIGRATE to manually migrate IDL system preferences. IDL Workbench preferences an managed separately, by the workbench itself. For more on the difference between system and workbench preferences, see "About IDL System Preferences" on page 5530.

This routine is written in the IDL language. Its source code can be found in the file `pref_migrate.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

PREF_MIGRATE [, /MACRO] [, /PREFERENCE] [, /STARTUP]

Arguments

None

Keywords

MACRO

If this keyword is set, the migration process migrates only workbench macros. This option is allowed only under Microsoft Windows because it has no meaning to the Motif (UNIX) version of the workbench.

PREFERENCE

If this keyword is set, the migration process migrates only workbench preferences and not macros. This option has meaning only under Microsoft Windows. It is quietly ignored on other platforms.

STARTUP

At startup, if IDL determines that the user does not have a user preference file, it runs PREF_MIGRATE with the STARTUP keyword set prior to running the startup file (if any) or prompting the user for input. STARTUP mode differs from a regular call in a few ways:

- A dialog is used to explain what is happening and to ask for the user's permission to continue, before moving into the main application.

- It runs in a blocking mode so that any changes it makes will be in effect before the startup file (if any) runs and the user is able to enter commands at the IDL prompt.

Version History

6.2	Introduced

See Also

PREF_COMMIT, PREF_GET, PREF_SET

PREF_SET

The PREF_SET procedure is used to set new values for IDL preferences. Once committed, these values are written to the user's IDL preference file and persist between IDL sessions. For more information on committing preference values, see the discussion of the COMMIT keyword below, as well as the documentation for PREF_COMMIT.

Note ───
A preference is considered to be read-only if its value is currently being set by a source with a higher precedence than that of the user's preference file (command line, environment variable, or IDL distribution preference file). You cannot use PREF_SET to change the value of such a preference. You must instead change the preference's value at its source and then restart IDL.
───

Note ───
Authors of IDL applications should not use this routine in their code to make preference changes. See "Using Preference Etiquette" on page 5537 for more information.
───

Syntax

PREF_SET, *PrefName$_1$*, *Value$_1$* [, ... *PrefName$_n$*, *Value$_n$*] [, /COMMIT]

or

PREF_SET, *PrefName$_1$* [, ... *PrefName$_n$*] , /DEFAULT, [, /COMMIT]

or

PREF_SET, FILENAME=*file* [, /COMMIT]

The first syntax uses a preference-value pair to set the value for each preference named. The second syntax uses the default value for each preference named. The third syntax imports values from the named preference file.

Arguments

PrefNames$_i$

A string containing the name of the preference being set.

Value_i

The value of the preference being set.

Keywords

COMMIT

Set this keyword to immediately commit all of the preferences made by this call. Normally, PREF_SET puts new preference values into a pending state in which IDL remembers the change, but does not use it. In order to make a pending preference value take effect, it must first be committed. Alternatively, you can use the PREF_COMMIT procedure after this call.

DEFAULT

If this keyword is set, each specified preference is set to IDL's default value for it. You can see the default value for each preference by issuing the following command:

```
HELP, /PREFERENCES, /FULL
```

Note

If DEFAULT is set, you must use the *PrefName* argument to specify a preference (or more than one preference with *PrefName*$_1$ ... *PrefName*$_n$).

FILENAME

Set this keyword to supply the path to an existing IDL preference file. PREF_SET reads the file and sets all preferences referenced within to the specified values. FILENAME is used to migrate preferences from other IDL versions. It is, for example, the method by which the PREF_MIGRATE procedure works.

Note

If FILENAME is set, you cannot use the *PrefName* and *Value* arguments.

Examples

Under UNIX, issue the following command to set the default value of the !PATH system variable to use a locally installed library of IDL programs in /usr/local/idllib, followed by the default IDL libraries, and to immediately commit the change:

```
PREF_SET, 'IDL_PATH', '+/usr/local/idllib:<IDL_DEFAULT>', /COMMIT
```

Under Microsoft Windows, issue the following commands to set the default value of the !PATH system variable to use a locally installed library of IDL programs in C:\local_idllib, followed by the default IDL libraries, but defer the commit step to a later call to IDL_COMMIT:

```
PREF_SET, 'IDL_PATH', '+C:\local_idllib;<IDL_DEFAULT>'
...
PREF_COMMIT
```

To revert to using IDL's default for the initial value of !PATH:

```
PREF_SET, 'IDL_PATH', /DEFAULT
```

Version History

6.2	Introduced

See Also

PREF_COMMIT, PREF_GET, PREF_MIGRATE

PREWITT

The PREWITT function returns an approximation to the Prewitt edge enhancement operator for images,

$$G_{jk} = \sqrt{(G_x \cdot G_x + G_y \cdot G_y)}$$

$$G_Y = F_{j-1, k-1} + F_{j, k-1} + F_{j+1, k-1} - (F_{j-1, k+1} + F_{j, k+1} + F_{j+1, k+1})$$

$$G_X = F_{j+1, k+1} + F_{j+1, k} + F_{j+1, k-1} - (F_{j-1, k+1} + F_{j-1, k} + F_{j-1, k-1})$$

where (j, k) are the coordinates of each pixel F_{jk} in the *Image*. This is equivalent to a convolution using the masks,

$$\text{X mask} = \begin{bmatrix} -1 & 0 & 1 \\ -1 & 0 & 1 \\ -1 & 0 & 1 \end{bmatrix} \qquad \text{Y mask} = \begin{bmatrix} 1 & 1 & 1 \\ 0 & 0 & 0 \\ -1 & -1 & -1 \end{bmatrix}$$

All of the edge points in the result are set to zero.

Syntax

Result = PREWITT(*Image*)

Return Value

PREWITT returns a two-dimensional array of the same size as *Image*. If *Image* is of type byte or integer then the result is of integer type, otherwise the result is of the same type as *Image*.

Note ———

To avoid overflow for integer types, the computation is done using the next larger signed type and the result is transformed back to the correct type. Values larger than the maximum for that integer type are truncated. For example, for integers the function is computed using type long, and on output, values larger than 32767 are set equal to 32767. The calculation $SQRT(G_x \times G_x + G_y \times G_y)$ is accomplished in double precision floating point.

Arguments

Image

The two-dimensional array containing the image to which edge enhancement is applied.

Keywords

None.

Examples

If the variable `myimage` contains a two-dimensional image array, a Prewitt sharpened version of `myimage` can be displayed with the command:

```
TVSCL, PREWITT(myimage)
```

Note ———

Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

Version History

6.4	Introduced

See Also

EDGE_DOG, EMBOSS, LAPLACIAN, ROBERTS, SHIFT_DIFF, SOBEL

PRIMES

The PRIMES function computes the first *K* prime numbers.

This routine is written in the IDL language. Its source code can be found in the file `primes.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = PRIMES(*K*)

Return Value

The result is a *K*-element long integer vector.

Arguments

K

An integer or long integer scalar that specifies the number of primes to be computed.

Examples

To compute the first 25 prime numbers:

```
PRINT, PRIMES(25)
```

IDL prints:

```
    2       3       5       7      11      13
   17      19      23      29      31      37
   41      43      47      53      59      61
   67      71      73      79      83      89
   97
```

Version History

4.0	Introduced

PRINT/PRINTF

The two PRINT procedures perform formatted output. PRINT performs output to the standard output stream (IDL file unit -1), while PRINTF requires a file unit to be explicitly specified.

Note ——————————————————————————————————————

IDL uses the standard I/O function `sprintf` to do its formatting. Different platforms implement this function in different ways, which may lead to slight inconsistencies in the appearance of the output. In most cases, specifying an explicit output format via the FORMAT keyword allows better control over the appearance than simply using the default formatting.

Format Compatibility

If the FORMAT keyword is not present and PRINT is called with more than one argument, and the first argument is a scalar string starting with the characters "$(", this initial argument is taken to be the format specification, just as if it had been specified via the FORMAT keyword. This feature is maintained for compatibility with version 1 of VMS IDL.

Syntax

PRINT [, *Expr$_1$*, ..., *Expr$_n$*]

PRINTF [, *Unit*, *Expr$_1$*, ..., *Expr$_n$*]

Keywords: [, AM_PM=*[string, string]*] [, DAYS_OF_WEEK=*string_array*{7 names}] [, FORMAT=*value*] [, MONTHS=*string_array*{12 names}] [, /STDIO_NON_FINITE]

Arguments

Unit

For PRINTF, *Unit* specifies the file unit to which the output is sent.

Expr*$_i$*

The expressions to be output.

Keywords

AM_PM

Supplies a string array of 2 names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

DAYS_OF_WEEK

Supplies a string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

FORMAT

If FORMAT is not specified, IDL uses its default rules for formatting the output. FORMAT allows the format of the output to be specified in precise detail, using a FORTRAN-style specification. See "Using Explicitly Formatted Input/Output" (Chapter 18, *Application Programming*).

MONTHS

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

STDIO_NON_FINITE

Set this keyword to allow the writing of data files readable by C or FORTRAN programs on a given platform; it is otherwise unnecessary.The various systems supported by IDL differ widely in the representation used for non-finite floating point values (i.e., NaN and Infinity). Consider that the following are all possible representations for NaN on at least one IDL platform:

    NaN, NanQ, ?.0000, nan0x2, nan0x7, 1.#QNAN, -1.#IND0.

And the following are considered to be Infinity:

    Inf, Infinity, ++.0000, ----.0000, 1.#INF

On input, IDL can recognize any of these, but on output, it uses the same standard representation on all platforms. This promotes cross-platform consistency. To cause IDL to use the system C library sprintf() function to format such values, yielding the native representation for that platform, set the STDIO_NON_FINITE keyword.

Examples

To print the string "IDL is fun." enter the command:

```
PRINT, 'IDL is fun.'
```

To print the same message to the open file associated with file unit number 2, use the command:

```
PRINTF, 2, 'IDL is fun.'
```

Version History

Original	Introduced
Pre-6.2	Deprecated REWRITE keyword

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

ANNOTATE, MESSAGE, STRING, WRITEU, XYOUTS

PRINTD

The PRINTD procedure prints the contents of the directory stack maintained by the PUSHD and POPD procedures. The contents of the directory stack are listed on the default output device. The common block DIR_STACK is used to store the directory stack.

This routine is written in the IDL language. Its source code can be found in the file printd.pro in the lib subdirectory of the IDL distribution.

Syntax

PRINTD

Arguments

None.

Keywords

None.

Version History

Pre-4.0	Introduced

See Also

CD, POPD, PUSHD

PRO

The PRO statement defines an IDL procedure.

Note ───
For information on using the PRO statement, see Chapter 2, "Creating and Running Programs in IDL" and Chapter 5, "Creating Procedures and Functions" (*Application Programming*).
───

Syntax

PRO *Procedure_Name*, *argument$_1$*, ..., *argument$_n$*

. . .

END

Arguments

argument$_n$

A parameter that is passed to the procedure.

Keywords

None.

Examples

The following example demonstrates the use of arguments in a PRO statement:

```
PRO MYPROCEDURE
   X = 5
   ; Call the ADD procedure:
   ADD, 3, X
END

PRO ADD, A, B
   PRINT, 'A = ', A
   PRINT, 'B = ', B
   A = A + B
   PRINT, 'A = ', A
END
```

After you run `myprocedure.pro`, IDL returns:

```
A =    3
B =    5
A =    8
```

Version History

Original	Introduced

PRODUCT

The PRODUCT function returns the product of elements within an array. The product of the array elements over a given dimension is returned if the *Dimension* argument is present. Because the product can easily overflow, the product is computed using double-precision arithmetic and the *Result* is double precision.

Tip

If your array has a mix of very large and very small values, the product may underflow or overflow during the computation, even though the final result would be within double-precision limits. In this case, you should not use PRODUCT, but instead compute the product by taking the logarithm, using the TOTAL function, and then taking the exponential: *Result* = EXP(TOTAL(ALOG(*Array*))).

Syntax

Result = PRODUCT(*Array* [, *Dimension*] [, /CUMULATIVE] [, /INTEGER]
    [, /NAN] [, /PRESERVE_TYPE])

Return Value

Returns the product of the elements of *Array*.

Arguments

Array

The array for which to compute the product. This array can be of any basic type except string.

Dimension

An optional argument specifying the dimension over which to compute the product, starting at one. If this argument is not present or zero, the product of all the array elements is returned. If this argument is present, the result is an array with one less dimension than *Array*.

For example, if the dimensions of *Array* are N1, N2, N3, and *Dimension* is 2, the dimensions of the result are (N1, N3), and element (*i,j*) of the result contains the product:

$$R_{i,j} = \prod_{k=0}^{N_2-1} A_{i,k,j}$$

Keywords

CUMULATIVE

If this keyword is set, the result is an array of the same size as the input, with each element, *i*, containing the product of the input array elements 0 to *i*. This keyword also works with the *Dimension* parameter, in which case the cumulative product is performed over the given dimension.

Tip

If the input array is a temporary variable or an expression, and the result type matches the input type (for example by using the PRESERVE_TYPE keyword), then PRODUCT will perform the cumulative product in place and no additional memory will be used.

INTEGER

Set this keyword to perform the PRODUCT using integer arithmetic, and to return an integer result. If *Array* is of type ULONG64 then unsigned 64-bit integers are used for the computation and the Result is of type ULONG64, otherwise signed 64-bit integers are used and the Result is of type LONG64. If *Array* is complex and INTEGER is set, then only the real part of each value is used for the computation.

Note

If *Array* has a large number of values or the values themselves are large, then the PRODUCT with the INTEGER keyword may easily overflow the largest 64-bit integer and return an incorrect result. In this case you may want to avoid using the INTEGER keyword.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data with the value 1. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

PRESERVE_TYPE

Set this keyword to perform the PRODUCT using the input type, and to return a result of the same type. The INTEGER keyword is ignored if PRESERVE_TYPE is set.

Note ———————————————————————————————

For byte or integer data the PRODUCT with PRESERVE_TYPE may easily overflow the largest value for that type. In these cases you may want to use the INTEGER keyword instead.

Thread Pool Keywords

This routine is written to make use of IDL's thread pool, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords".

Examples

To find the product of all elements in a one-dimensional array:

```
; Define a one-dimensional array:
array = [20, 10, 5, 5, 3]

; Find the product of the array elements:
prod = PRODUCT(array)

; Print the results:
PRINT, 'Product of Array = ', prod
```

IDL prints:

```
Product of Array =       15000.000
```

Now find the product of elements in a two-dimensional array:

```
; Define a two-dimensional array:
array = FINDGEN(4,4) + 1

; Find the product of all array elements:
prodAll = PRODUCT(array)

; Find the product along the first dimension:
prod1 = PRODUCT(array, 1)

; Find the product along the second dimension:
prod2 = PRODUCT(array, 2)

; Print the results:
PRINT, 'Product of all elements = ', prodAll
PRINT, 'Product along first dimension: '
PRINT, prod1
PRINT, 'Product along second dimension: '
PRINT, prod2
```

IDL prints:

```
Product of all elements   2.0922790e+013
Product along first dimension:
 24.000000      1680.0000      11880.000      43680.000
Product along second dimension:
 585.00000      1680.0000      3465.0000      6144.0000
```

Version History

5.6	Introduced
6.1	Added INTEGER and PRESERVE_TYPE keywords

See Also

FACTORIAL, TOTAL

PROFILE

The PROFILE function extracts a profile from an image and returns the values of the image along the profile line marked by the user.

This routine is written in the IDL language. Its source code can be found in the file profile.pro in the lib subdirectory of the IDL distribution.

Using PROFILE

To mark a profile line after calling PROFILE, click in the image with the left mouse button to mark the beginning and ending points. The pixel coordinates of the selected points are displayed in the IDL command log.

Syntax

Result = PROFILE(*Image* [, *XX*, *YY*] [, /NOMARK] [, XSTART=*value*]
   [, YSTART=*value*])

Return Value

Returns a floating-point vector containing the values along the profile line.

Arguments

Image

The data array representing the image. This array can be of any type except complex.

XX

A named variable that will contain the X coordinates of the points along the selected profile.

YY

A named variable that will contain the Y coordinates of the points along the selected profile.

Keywords

NOMARK

Set this keyword to inhibit marking the image with the profile line.

XSTART

The starting X location of the lower-left corner of *Image*. If this keyword is not specified, 0 is assumed.

YSTART

The starting Y location of the lower-left corner of *Image*. If this keyword is not specified, 0 is assumed.

Examples

This example displays an image, selects a profile, and plots that profile in a new window:

```
; Create an image:
A = BYTSCL(DIST(256))

; Display the image:
TV, A

; Extract a profile from the image:
R = PROFILE(A)
```

Mark two points on the image with the mouse.

```
; Create a new plotting window:
WINDOW, /FREE

; Plot the profile:
PLOT, R
```

Note

The PROFILES procedure is an interactive version of this routine.

Version History

Original	Introduced

See Also

PROFILES

PROFILER

The PROFILER procedure allows you to access the IDL Code Profiler. The IDL Code Profiler helps you analyze the performance of your applications. You can easily monitor the calling frequency and execution time for procedures and functions.

Syntax

PROFILER [, *Module*] [, /CLEAR] [, DATA=*variable*] [, FILENAME=*path*]
   [, OUTPUT=*variable*] [, /REPORT] [, /RESET] [, /SYSTEM]

Arguments

Module

The program to which changes in profiling will be applied. If *Module* is not specified, profiling changes will be applied to all currently-compiled programs.

Note

The *Module* is often named with respect to the file in which it is stored. For example, the file build_it.pro may contain the module, build_it. If you specify the file name, you will incur a syntax error.

Keywords

CLEAR

Set this keyword to disable profiling of *Module* or of all compiled modules if *Module* is not specified. If the *Module* is a system routine then the SYSTEM keyword must also be set.

DATA

If the REPORT keyword is set, then set this keyword to a specified variable containing output of the report as an unnamed structure with the following tags and data types:

```
{NAME:char, COUNT:long, ONLY_TIME:double, TIME:double,
SYSTEM:byte}
```

FILENAME

If the REPORT keyword is set, then set this keyword to the name of a file in which to write the profile results.

OUTPUT

If the REPORT keyword is set, then set this keyword to a specified variable in which to store the results of the REPORT keyword.

REPORT

Set this keyword to report the results of profiling. If DATA or OUTPUT are present then the results are returned in the specified variables. Otherwise the results are output to the IDL output log.

RESET

Set this keyword to reset the results of profiling. If this keyword is present then all other arguments and keywords are ignored.

SYSTEM

Set this keyword to apply profiling changes to IDL system procedures and functions. By default, changes are only applied to user-written or library files.

Examples

```
; First ensure that the routine you want to profile is compiled.
void = DIST(500)

; Now include both user routines and system routines.
PROFILER
PROFILER, /SYSTEM

; Now perform the actual commands to profile.
a = DIST(500)
TV, a

; Retrieve the profiling results.
PROFILER, /REPORT
```

IDL prints:

```
Module     Type  Count    Only(s)   Avg.(s)    Time(s)   Avg.(s)
DIST       (U)      1    0.004473  0.004473   0.014675  0.014675
FINDGEN    (S)      1    0.000015  0.000015   0.000015  0.000015
```

```
        FLTARR       (S)        1     0.000036   0.000036      0.000036   0.000036
        N_ELEMENTS   (S)        1     0.000004   0.000004      0.000004   0.000004
        ON_ERROR     (S)        1     0.000003   0.000003      0.000003   0.000003
        SQRT         (S)      251     0.010144   0.000040      0.010144   0.000040
        TV           (S)        1     0.089689   0.089689      0.089689   0.089689
```

Version History

5.1	Introduced
7.0	Added FILENAME keyword

See Also

Chapter 8, "Debugging and Error-Handling" (*Application Programming*).

PROFILES

The PROFILES procedure interactively draws row or column profiles of an image in a separate window. A new window is created and the mouse location in the original window is used to plot profiles in the new window.

This routine is written in the IDL language. Its source code can be found in the file profiles.pro in the lib subdirectory of the IDL distribution.

Using PROFILES

Moving the mouse within the original image interactively creates profile plots in the newly-created profile window. Pressing the left mouse button toggles between row and column profiles. The right mouse button exits.

Syntax

PROFILES, *Image* [, /ORDER] [, SX=*value*] [, SY=*value*] [, WSIZE=*value*]

Arguments

Image

The variable that represents the image displayed in the current window. This data need not be scaled into bytes. The profile graphs are made from this array, even if it is not currently displayed.

Keywords

ORDER

Set this keyword to 1 for images written top down or 0 for bottom up. Default is the current value of !ORDER.

SX

Starting X position of the image in the window. If this keyword is omitted, 0 is assumed.

SY

Starting Y position of the image in the window. If this keyword is omitted, 0 is assumed.

WSIZE

The size of the PROFILES window as a fraction or multiple of 640 by 512.

Examples

Create and display an image and use the PROFILES routine on it.

```
; Create an image:
A = BYTSCL(DIST(256))

; Display the image:
TV, A

; Run the PROFILES routine:
PROFILES, A, WSIZE = .5
```

A 320 x 256 pixel PROFILES window should appear. Move the cursor over the original image to see the profile at the cursor position. Press the left mouse button to toggle between row and column profiles. Press the right mouse button (with the cursor over the original image) to exit the routine.

Version History

Pre-4.0	Introduced

See Also

PROFILE

PROJECT_VOL

The PROJECT_VOL function returns a two-dimensional image that is the projection of a 3-D volume of data onto a plane (similar to an X-ray). The returned image is a translucent rendering of the volume (the highest data values within the volume show up as the brightest regions in the returned image). Depth queuing and opacity may be used to affect the image. The volume is projected using a 4x4 matrix, so any type of projection may be used including perspective. Typically the system viewing matrix (!P.T) is used as the 4x4 matrix.

Note ──

The VOXEL_PROJ procedure performs many of the same functions as this routine, and is faster.

──

This routine is written in the IDL language. Its source code can be found in the file project_vol.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = PROJECT_VOL(*Vol*, *X_Sample*, *Y_Sample*, *Z_Sample*
    [, /AVG_INTENSITY] [, /CUBIC] [, DEPTH_Q=*value*] [, OPAQUE=*3D_array*]
    [, TRANS=*array*] [, XSIZE=*longword integer*] [, YSIZE=*longword integer*]
    [, /Z_BUFFER])

Return Value

Returns a projection of the volumetric data.

Arguments

Vol

A 3-D array of any type except string or structure containing the three-dimensional volume of data to project.

X_Sample

A long integer specifying the number of rays to project along the X dimension of the image. The returned image will have the dimensions *X_sample* by *Y_sample*.

Y_Sample

A long integer specifying the number of rays to project along the Y dimension of the image. To preserve the correct aspect ratio of the data, *Y_sample* should equal *X_sample*.

Z_Sample

A long integer specifying the number of samples to take along each ray. Higher values for *X_sample*, *Y_sample*, and *Z_sample* increase the image resolution as well as execution time.

Keywords

AVG_INTENSITY

If this keyword is set, the average intensity method of projection is used. The default is a maximum intensity projection. This keyword is ignored if the Z_BUFFER keyword is set.

CUBIC

If this keyword is set, the cubic method of interpolation is used. The default is bilinear interpolation.

DEPTH_Q

Set this keyword to indicate that the image should be created using depth queuing. The depth queuing should be a single floating-point value between 0.0 and 1.0. This value specifies the brightness of the farthest regions of the volume relative to the closest regions of the volume. A value of 0.0 will cause the back side of the volume to be completely blacked out, while a value of 1.0 indicates that the back side will show up just as bright as the front side. The default is 1.0 (indicating no depth queuing).

OPAQUE

A 3-D array of any type except string or structure, with the same size and dimensions as *Vol*. This array specifies the opacity of each cell in the volume. OPAQUE values of 0 allow all light to pass through. OPAQUE values are cumulative. For example, if a ray emanates from a data value of 50, and then passes through 10 opaque cells (each with a data value of 0 and an opacity value of 5) then that ray would be completely blocked out (the cell with the data value of 50 would be invisible on the returned image). The default is no opacity.

TRANS

A 4x4 floating-point array to use as the transformation matrix when projecting the volume. The default is to use the system viewing matrix (!P.T).

XSIZE

The *x* size of the returned image to return. CONGRID is used to resize the final image to be XSIZE by YSIZE. The default is the *x* size of the current window (or the *x* size of the Z-buffer). If no current window exists, then the default is *X_sample*.

YSIZE

The *y* size of the returned image. CONGRID is used to resize the final image to be XSIZE by YSIZE. The default is the *y* size of the current window (or the *y* size of the Z-buffer). If no current window exists, then the default is *Y_sample*.

Z_BUFFER

If this keyword is set, the projection is combined with the contents of the Z-buffer. The default is to not use the Z-buffer contents.

Examples

Use the T3D routine to set up a viewing projection and render a volume of data using PROJECT_VOL.

```
; First, create some data:
vol = RANDOMU(S, 40, 40, 40)
FOR I=0, 10 DO vol = SMOOTH(vol, 3)
vol = BYTSCL(vol(3:37, 3:37, 3:37))
opaque = RANDOMU(S, 40, 40, 40)
FOR I=0, 10 DO opaque = SMOOTH(opaque, 3)
opaque = BYTSCL(opaque(3:37, 3:37, 3:37), TOP=25B)

; Set up the view:
xmin = 0 & ymin = 0 & zmin = 0
xmax = 34 & ymax = 34 & zmax = 34
!X.S = [-xmin, 1.0] / (xmax - xmin)
!Y.S = [-ymin, 1.0] / (ymax - ymin)
!Z.S = [-zmin, 1.0] / (zmax - zmin)
T3D, /RESET
T3D, TRANSLATE=[-0.5, -0.5, -0.5]
T3D, SCALE=[0.7, 0.7, 0.7]
T3D, ROTATE=[30, -30, 60]
T3D, TRANSLATE=[0.5, 0.5, 0.5]
WINDOW, 0, XSIZE=512, YSIZE=512
```

```
; Generate and display the image:
img = PROJECT_VOL(vol, 64, 64, 64, DEPTH_Q=0.7, $
  OPAQUE=opaque, TRANS=(!P.T))
TVSCL, img
```

Version History

Pre-4.0	Introduced

See Also

POLYSHADE, VOXEL_PROJ

PS_SHOW_FONTS

The PS_SHOW_FONTS procedure displays all the PostScript fonts that IDL knows about, with both the StandardAdobe and ISOLatin1 encodings. Each display takes a separate page, and each character in each font is shown with its character index.

A PostScript file is produced, one page per font/mapping combination. The output file contains almost 70 pages of output. A PostScript previewer is recommended rather than sending it to a printer.

This routine is written in the IDL language. Its source code can be found in the file `ps_show_fonts.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

PS_SHOW_FONTS [, /NOLATIN]

Arguments

None.

Keywords

NOLATIN

Set this keyword to prevent output of ISOLatin1 encodings.

Version History

Pre-4.0	Introduced

See Also

PSAFM

PSAFM

The PSAFM procedure takes an Adobe Font Metrics file as input and generates a new AFM file in the format that IDL likes. This new file differs from the original in the following ways:

- Information not used by IDL is removed.
- AFM files with the AdobeStandardEncoding are supplemented with an ISOLatin1Encoding.

This routine is written in the IDL language. Its source code can be found in the file `psafm.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

PSAFM, *Input_Filename*, *Output_Filename*

Arguments

Input_Filename

A string that contains the name of existing AFM file from Adobe.

Output_Filename

A string that specifies the name of new IDL-format AFM file to be created.

Keywords

None.

Version History

Pre-4.0	Introduced

See Also

PS_SHOW_FONTS

PSEUDO

The PSEUDO procedure creates a pseudo-color table based on the LHB (Lightness, Hue, and Brightness) system and loads it.

The pseudo-color mapping used is generated by first translating from the LHB coordinate system to the LAB coordinate system, finding *N* colors spread out along a helix that spans this LAB space (supposedly a near maximal entropy mapping for the eye, given a particular *N*) and remapping back into the RGB (Red, Green, and Blue) colorspace. The result is loaded as the current colortable.

This routine is written in the IDL language. Its source code can be found in the file pseudo.pro in the lib subdirectory of the IDL distribution.

Syntax

PSEUDO, *Litlo*, *Lithi*, *Satlo*, *Sathi*, *Hue*, *Loops* [, *Colr*]

Arguments

Litlo

Starting lightness, from 0 to 100%.

Lithi

Ending lightness, from 0 to 100%.

Satlo

Starting saturation, from 0 to 100%.

Sathi

Ending saturation, from 0 to 100%.

Hue

Starting hue, in degrees, from 0 to 360.

Loops

The number of loops of hue to make in the color helix. This value can range from 0 to around 3 to 5 and need not be an integer.

Colr

An optional (256,3) integer array in which the new R, G, and B values are returned. Red = *Colr*[*,0], green = *Colr*[*,1], blue = *Colr*[*,2].

Keywords

None.

Version History

Original	Introduced

See Also

COLOR_QUAN, COLOR_QUAN

PTR_FREE

The PTR_FREE procedure destroys the heap variables pointed at by its pointer arguments. Any memory used by the heap variable is released, and the variable ceases to exist. No change is made to the arguments themselves and all pointers to the destroyed variables continue to exist. Such pointers are known as *dangling references.* PTR_FREE is the only way that pointer heap variables can be destroyed. If PTR_FREE is not called on a heap variable, it continues to exist until the IDL session ends, even if no pointers remain that can be used to reference it.

Note ───

PTR_FREE is not recursive. That is, if the heap variable pointed at by `pointer1` contains `pointer2`, destroying `pointer1` will *not* destroy the heap variable pointed at by `pointer2`. Take care not to lose the only pointer to a heap variable by destroying a pointer to a heap variable that contains that pointer.

Syntax

PTR_FREE, P_1, ... …, P_n

Arguments

P*i*

Scalar or array arguments of pointer type. If the NULL pointer is passed, PTR_FREE ignores it quietly.

Keywords

None.

Version History

5.0	Introduced

PTR_NEW

The PTR_NEW function provides the primary mechanism for creating heap variables.

Syntax

Result = PTR_NEW([*InitExpr*] [, /ALLOCATE_HEAP] [, /NO_COPY])

Return Value

It returns a pointer to the created variable.

Arguments

InitExpr

If *InitExpr* is provided, PTR_NEW uses it to initialize the newly created heap variable. Note that the new heap variable does not point at the *InitExpr* variable in any sense—the new heap variable simply contains a copy of its value.

If *InitExpr* is not provided, PTR_NEW does not create a new heap variable, and returns the *Null Pointer,* a special pointer with a fixed known value that can never point at a heap variable. The null pointer is useful as a terminator in dynamic data structures, or as a placeholder in structure definitions.

Keywords

ALLOCATE_HEAP

Set this keyword to cause PTR_NEW to allocate an undefined heap variable rather than return a null pointer when *InitExpr* is not specified.

NO_COPY

Usually, when the *InitExpr* argument is provided, PTR_NEW allocates additional memory to make a copy. If the NO_COPY keyword is set, the value data is taken away from the *InitExpr* variable and attached directly to the heap variable. This feature can be used to move data very efficiently. However, it has the side effect of causing the *InitExpr* variable to become undefined.

Using the NO_COPY keyword is completely equivalent to the statement:

```
Result = PTR_NEW(TEMPORARY(InitExpr))
```

and is provided as a syntactic convenience.

Version History

5.0	Introduced

PTR_VALID

The PTR_VALID function verifies the validity of its pointer arguments, or alternatively returns a vector of pointers to all the existing valid pointer heap variables.

Syntax

Result = PTR_VALID([*Arg*] [, /CAST] [, COUNT=*variable*])

Return Value

If called with an pointer or array of pointers as its argument, PTR_VALID returns a byte array of the same size as the argument. Each element of the result is set to True (1) if the corresponding pointer in the argument refers to an existing valid heap variable, or to False (0) otherwise.

If called with an integer or array of integers as its argument and the CAST keyword is set, PTR_VALID returns an array of pointers. Each element of the result is a pointer to the heap variable indexed by the integer value. Integers used to index heap variables are shown in the output of the HELP and PRINT commands. This is useful primarily in programming/debugging when you have lost a reference but see it with HELP and need to get a reference to it interactively in order to determine what it is and take steps to fix the code. See the "Examples" section below for an example.

If no argument is specified, PTR_VALID returns a vector of pointers to all existing valid pointer heap variables—*even if there are currently no pointers to the heap variable*. This usage allows you to "reclaim" pointer heap variables to which all pointers have been lost. If no valid pointer heap variables exist, a scalar null pointer is returned.

Arguments

Arg

Arg can be one of the following:

1. A scalar or array argument of pointer type.

2. If the CAST keyword is set, an integer index or array of integer indices to heap variables. Integers used to index heap variables are shown in the output of the HELP and PRINT commands.

Keywords

CAST

Set this keyword to create a new pointer to each heap variable index specified in *Arg*.

COUNT

Set this keyword equal to a named variable that will contain the number of currently valid heap variables. This value is returned as a longword integer.

Examples

To determine if a given pointer refers to a valid heap variable:

```
IF (PTR_VALID(p)) THEN …
```

To destroy all existing pointer heap variables:

```
PTR_FREE, PTR_VALID()
```

You can use the CAST keyword to "reclaim" lost heap variables. For example:

```
A = PTR_NEW(10)
PRINT, A
```

IDL prints:

```
<PtrHeapVar2>
```

In this case, the integer index to the heap variable is 2. If we reassign the variable A, we will "lose" the pointer, but the heap variable will still exist:

```
A=0
PRINT, A, PTR_VALID()
```

IDL prints:

```
0 <PtrHeapVar2>
```

We can reclaim the lost heap variable using the CAST keyword:

```
A = PTR_VALID(2, /CAST)
PRINT, A
```

IDL prints:

```
<PtrHeapVar2>
```

Version History

5.0	Introduced

PTRARR

The PTRARR function returns a pointer vector or array. The individual elements of the array are set to the Null Pointer.

Syntax

Result = PTRARR(D_1, ... …, D_8 [, /ALLOCATE_HEAP | , /NOZERO])

Return Value

Returns a vector or array of the specified dimensions.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

ALLOCATE_HEAP

Normally, PTRARR sets every element of the result to the null pointer. It you wish IDL to allocate heap variables for every element of the array instead, set the ALLOCATE_HEAP keyword. In this case, every element of the array will be initialized to point at an undefined heap variable.

NOZERO

If ALLOCATE_HEAP is not specified, PTRARR sets every element of the result to the null pointer. If NOZERO is nonzero, this initialization is not performed and PTRARR executes faster. NOZERO is ignored if ALLOCATE_HEAP is specified.

Warning —————————————————————————————————

If you specify NOZERO, the resulting array will have whatever value happens to exist at the system memory location that the array is allocated from. You should be careful to initialize such an array to valid pointer values.

———

Example

Create P, a 3 element by 3 element pointer array with each element containing the Null Pointer by entering:

```
P = PTRARR(3, 3)
```

Version History

5.0	Introduced

PUSHD

The PUSHD procedure pushes a directory onto the top of the directory stack maintained by the PUSHD and POPD procedures. The name of the current directory is pushed onto the directory stack. This directory becomes the next directory used by POPD. IDL changes directories to the one specified by the *Dir* argument. The common block DIR_STACK is used to store the directory stack.

This routine is written in the IDL language. Its source code can be found in the file pushd.pro in the lib subdirectory of the IDL distribution.

Syntax

PUSHD, *Dir*

Arguments

Dir

A string containing the name of the directory to change to. The current directory is pushed onto the top of the directory stack.

Keywords

None.

Version History

Pre-4.0	Introduced

See Also

CD, POPD, PRINTD
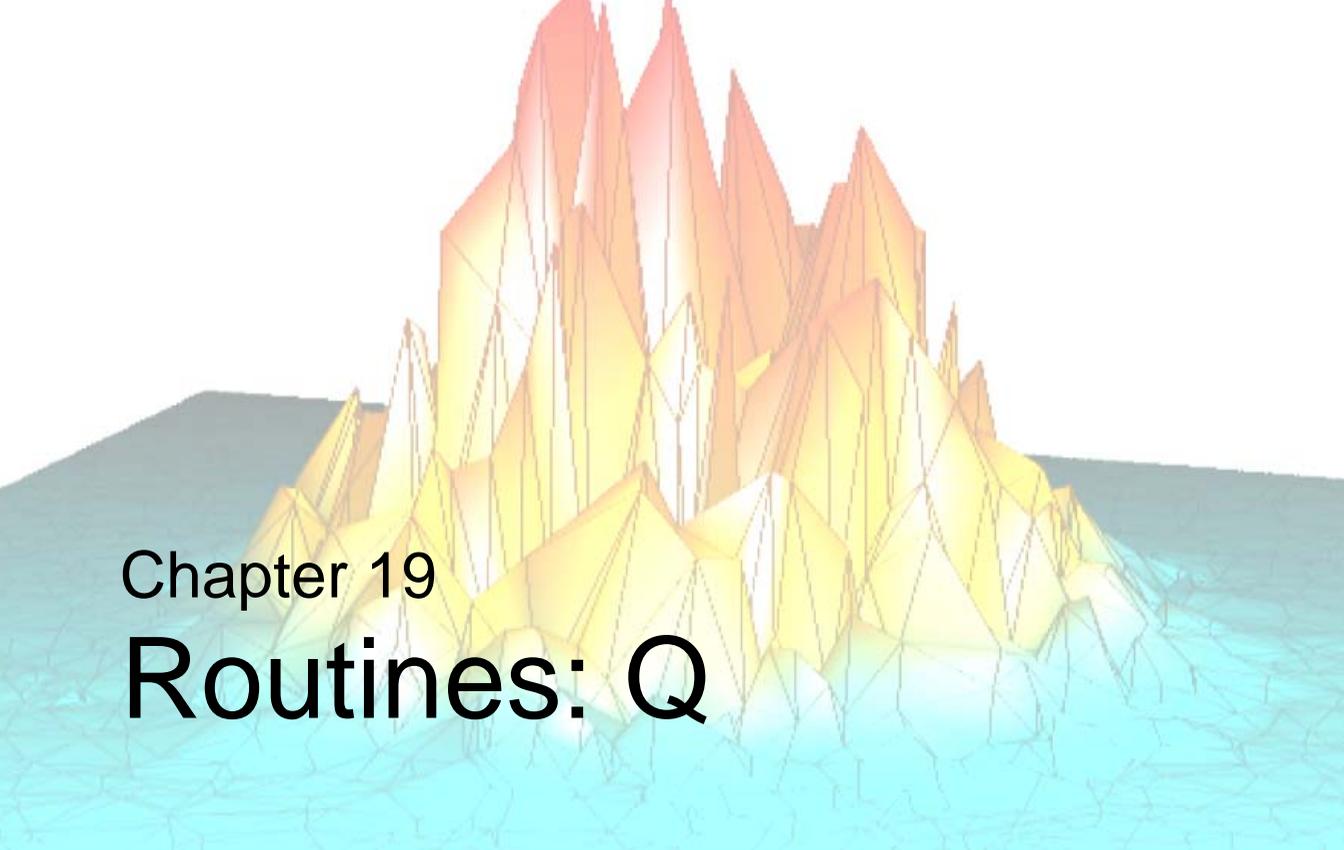
Chapter 19
Routines: Q

QGRID3

The QGRID3 function linearly interpolates the dependent variable values to points in a regularly sampled volume. Its inputs are a triangulation of scattered data points in three dimensions, and the value of a dependent variable for each point.

Note ──

QGRID3 accepts complex input but only utilizes the real part of any complex number.

──

Syntax

Result = QGRID3(*XYZ*, *F*, *Tetrahedra* [, DELTA=*vector*] [, DIMENSION=*vector*] [, MISSING=*value*] [, START=*vector*])

or

Result = QGRID3(*X*, *Y*, *Z*, *F*, *Tetrahedra* [, DELTA=*array*] [, DIMENSION=*array*] [, MISSING=*value*] [, START=*array*])

Return Value

Result is a 3-dimensional array of either single or double precision floating type, of the specified dimensions.

Arguments

XYZ

This is a 3-by-*n* array containing the scattered points.

X, Y, Z

One-dimensional vectors containing the *X*, *Y*, and *Z* point coordinates.

F

The function value at each location in the form of an *n*-element vector.

Tetrahedra

A longword array containing the point indices of each tetrahedron, as created by QHULL.

Keywords

Note ───

Any of the keywords may be set to a scalar if all elements are the same.

───

DELTA

A scalar or three element array specifying the grid spacing in *X*, *Y*, and *Z*. If this keyword is not specified, it is set to create a grid of DIMENSION cells, enclosing the volume from START to [max(*x*), max(*y*), max(*z*)].

DIMENSION

A three-element array specifying the grid dimensions in *X*, *Y*, and *Z*. If only one or two elements are supplied, the first element is used for the missing elements. The dimensions must be greater than or equal to 2. If an element is less than 2, the default value of 25 is used for that dimension.

MISSING

The value to be used for grid points that lie outside the convex hull of the scattered points. The default is 0.

START

A three element array specifying the start of the grid in *X*, *Y*, and *Z*. Default value is [min(*x*), min(*y*), min(*z*)].

Examples

Example 1

This example interpolates a data set measured on an irregular grid.

```
; Create a dataset of N points.
n = 200
x = RANDOMU(seed, n)
y = RANDOMU(seed, n)
z = RANDOMU(seed, n)

; Create dependent variable.
f = x^2 - x*y + z^2 + 1

; Obtain a tetrahedra using the QHULL procedure.
QHULL, x, y, z, tet, /DELAUNAY
```

```
; Create a volume with dimensions [51, 51, 51]
; over the unit cube.
volume = QGRID3(x, y, z, f, tet, START=0, DIMENSION=51, $
   DELTA=0.02)

; Display the volume.
XVOLUME, BYTSCL(volume)
```

Example 2

This example is similar to the previous one, however in this example we use a [3, *n*] array of points.

```
; Create a dataset of N points.
n = 200
p = RANDOMU(seed, 3, n)

; Create dependent variable.
f = p[0,*]^2 - p[0,*]*p[1,*] + p[2,*]^2 + 1

; Obtain a tetrahedra.
QHULL, p, tet, /DELAUNAY

; Create a volume with dimensions [51, 51, 51] over the unit cube.
volume = QGRID3(p, f, tet, START=0, DIMENSION=51, DELTA=0.02)

; Display the volume.
XVOLUME, BYTSCL(volume)
```

Example 3

The following example uses the data from the `irreg_grid2.txt` ASCII file. This file contains scattered three-dimensional data. This file contains bore hole data for a square mile of land. The QHULL procedure is used to triangulate the three-dimensional locations. The QGRID3 function uses the results from QHULL to grid the data into a volume. The scattered data is displayed as symbol polyline objects in the XOBJVIEW utility. The resulting gridded volume is displayed in the XVOLUME utility:

```
; Import the Data:

; Determine the path to the file. This file contains bore hole
; data for a square mile of land.  The bore hole samples were
; roughly taken diagonally from the upper left corner of the
; square to the lower right corner.
file = FILEPATH('irreg_grid2.txt', $
   SUBDIRECTORY = ['examples', 'data'])
```

```
; Import the data from the file into a structure.
dataStructure = READ_ASCII(file)

; Get the imported array from the first field of
; the structure.
dataArray = TRANSPOSE(dataStructure.field1)

; Initialize the variables of this example from
; the imported array.
x = dataArray[*, 0]
y = dataArray[*, 1]
z = dataArray[*, 2]
data = dataArray[*, 3]

; Determine number of data points.
nPoints = N_ELEMENTS(data)

; Triangulate the Data with QHULL:

; Construct the convex hulls of the volume.
QHULL, x, y, z, tetrahedra, /DELAUNAY

; Grid the Data and Display the Results:

; Initialize volume parameters.
cubeSize = [51, 51, 51]
; Grid the data into a volume.
volume = QGRID3(x, y, z, data, tetrahedra, START = 0, $
   DIMENSION = cubeSize, DELTA = 0.02)
; Scale the volume to be able to view the full data value range
; with the color tables provided in the XVOLUME utility.
scaledVolume = BYTSCL(volume)

; Display the results in the XVOLUME utility.
XVOLUME, scaledVolume

; Derive the isosurface for mineral deposits with the data value
; of 2.5.
ISOSURFACE, volume, 2.5, vertices, connectivity

; Initialize a model to contain the isosurface.
oModel = OBJ_NEW('IDLgrModel')

; Initialize the polygon object of the isosurface.
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, $
   POLYGONS = connectivity, COLOR = [0, 0, 255])

; Determine the range in each direction.
```

```
        xRange = [0, cubeSize[0]]
        yRange = [0, cubeSize[1]]
        zRange = [0, cubeSize[2]]

        ; Initialize an axis for each direction.
        oAxes = OBJARR(3)
        oAxes[0] = OBJ_NEW('IDLgrAxis', 0, RANGE = xRange, $
           LOCATION = [xRange[0], yRange[0], zRange[0]], /EXACT, $
           TICKLEN = (0.02*(yRange[1] - yRange[0])))
        oAxes[1] = OBJ_NEW('IDLgrAxis', 1, RANGE = yRange, $
           LOCATION = [xRange[0], yRange[0], zRange[0]], /EXACT, $
           TICKLEN = (0.02*(xRange[1] - xRange[0])))
        oAxes[2] = OBJ_NEW('IDLgrAxis', 2, RANGE = zRange, $
           LOCATION = [xRange[0], yRange[1], zRange[0]], /EXACT, $
           TICKLEN = (0.02*(xRange[1] - xRange[0])))

        ; Add the polygon and axes object to the model.
        oModel->Add, oPolygon
        oModel->Add, oAxes

        ; Rotate the model for a better perspective.
        oModel->Rotate, [0, 0, 1], 30.
        oModel->Rotate, [1, 0, 0], -45.

        ; Display the model, which contains the isosurface.
        XOBJVIEW, oModel, /BLOCK, SCALE = 0.75, $
           TITLE = 'Isosurface at the Value of 2.5'

        ; Cleanup object references.
        OBJ_DESTROY, [oModel]
```

Version History

5.5	Introduced

See Also

QHULL

QHULL

The QHULL procedure constructs convex hulls, Delaunay triangulations, and Voronoi diagrams of a set of points of 2-dimensions or higher. It uses and is based on the program QHULL, which is described in Barber, Dobkin and Huhdanpaa, "The Quickhull Algorithm for Convex Hulls," *ACM Transactions on Mathematical Software*, Vol. 22, No 4, December 1996, Pages 469-483.

Note ─────────────────────────────────────

QHULL accepts complex input but only utilizes the real part of any complex number.

──

For more information about QHULL see http://www.geom.umn.edu/software/qhull/.

Syntax

QHULL, *V*, *Tr*

or,

QHULL, *V0* , *V1*, [, *V2 ...* [, *V6*]] , *Tr*

Keywords: [, BOUNDS=*variable*] [, CONNECTIVITY=*variable*]
[, /DELAUNAY] [, SPHERE=*variable*] [, VDIAGRAM=*array*]
[, VNORMALS=*array*] [, VVERTICES=*array*]

Arguments

V

An input argument providing an *nd*-by-*np* array containing the locations of *np* points, in *nd* dimensions. The number of dimensions, *nd*, must be greater than or equal to 2.

V0, V1, V2, ..., V(N−1)

Input vectors of dimension *np*-by-1 elements each containing the *i*-th coordinate of *np* points in *nd* dimensions. A maximum of seven input vectors may be specified.

Tr

An *nd1*-by-*nt* array containing the indices of either the convex hull (*nd1* is equal to *nd*), or the Delaunay triangulation (*nd1* is equal to *nd*+1) of the input points.

Keywords

BOUNDS

Set this keyword equal to a named variable that will contain the indices of the vertices of the convex hull.

Note ———————————————————————————————————————

The order of the vertices returned in this variable is unspecified.

———

CONNECTIVITY

Set this keyword to a named variable in which the adjacency list for each of the *np* nodes is returned. The list has the following form:

Each element *i*, $0 \leq i < np$, contains the starting index of the connectivity list (*list*) for node *i* within the list array. To obtain the adjacency list for node *i*, extract the list elements from *list*[*i*] to *list*[*i*+1] – 1. The adjacency list is not ordered. To obtain the connectivity list, either the DELAUNAY or SPHERE keywords must also be specified.

For example, to perform a spherical triangulation, use the following procedure call:

```
QHULL, lon, lat, CONNECTIVITY = list, SHPERE = sphere
```

which returns the adjacency list in the variable list. The subscripts of the nodes adjacent to *lon*[*i*] and *lat*[*i*] are contained in the array: *list*[*list*[*i*] :*list*[*i*+1] – 1].

DELAUNAY

Performs a Delaunay triangulation and returns the vertex indices of the resulting polyhedra; otherwise, the convex hull of the data are returned.

SPHERE

Computes the Delaunay triangulation of the points which lie on the surface of a sphere. The *V0* argument contains the longitude, in degrees, and *V1* contains the latitude, in degrees, of each point.

VDIAGRAM

When specified, this keyword returns the connectivity of the Voronoi diagram.

For two-dimensional arrays, VDIAGRAM is a 4-by-*nv* integer array. For each Voronoi ridge, *i*, VDIAGRAM[0:1, *i*] contains the index of the two input points the ridge bisects. VDIAGRAM [2:3, *i*] contains the indices within VVERTICES of the

Voronoi vertices. In the case of an unbounded half-space, VDIAGRAM[2, *i*] is set to a negative index, *j*, indicating that the corresponding Voronoi ridge is unbounded, and that the equation for the ridge is contained in VNORMAL[*, –*j*-1], and starts at Voronoi vertex [3, *i*].

For three-dimensional or higher dimensional arrays, VDIAGRAM is returned as a connectivity vector. This vector has the form [*n*, v0, v1, i0, i1, ..., in-3], where n is the number of points needed to describe that particular Voronoi ridge, v0 and v1 contain the indices for the two input points that the ridge bisects, and i0...in -3 contain the indices within VVERTICES of the Voronoi vertices. In the case of an unbounded half-space, VDIAGRAM[*i*] is set to a negative index, *j*, indicating that the corresponding Voronoi ridge is unbounded, and that the equation for the ridge is contained in VNORMAL[*, –*j*-1].

VNORMALS

When specified, this keyword returns the normals of each Voronoi ridge that is unbounded. The normals consist of a (*nd*+1)-by-*nu* array, where *nd* is the number of dimensions and *nu* is the number of unbounded vertices. Each row contains the equation for the unbounded ridge in the form:

$$V_0 X_0 + V_1 X_1 + V_2 X_2 + \ldots + V_{nd} X_{nd} + V_{nd+1} = 0$$

where V_* are the elements of the row within VNORMALS, and X_* are the multidimensional coordinates. See the preceding description of VDIAGRAM for details.

VVERTICES

When specified, this keyword returns the Voronoi vertices.

Examples

```
PRO ex_qhull

   ; Create a collection of random points.
   n = 20
   seed = 15
   x = RANDOMU(seed, n)
   y = RANDOMU(seed, n)

   ; Construct the Delaunay triangulation
   ; and the Voronoi diagram.
   QHULL, x, y, triangle, /DELAUNAY, $
      VDIAGRAM=vdiagram, VVERTICES=vvert, VNORM=vnorm
```

```
         ; Plot our input points.
         PLOT, [-0.1, 1.1], [-0.1, 1.1], /NODATA, $
            XSTYLE=4, YSTYLE=4
         PLOTS, x, y, PSYM=4

         ; Plot the Voronoi diagram.
         FOR i=0,N_ELEMENTS(vdiagram[2,*])-1 DO BEGIN
            vdiag = vdiagram[*, i]
            j = vdiag[2] + 1
            ; Bounded or unbounded?
            IF (j gt 0) THEN BEGIN   ; Bounded.
               PLOTS, vvert[*, vdiag[2:3]], PSYM=-5
               CONTINUE
            ENDIF

            ; Unbounded, retrieve starting vertex.
            xystart = vvert[*, vdiag[3]]
            ; Determine the line equation.
            ; Vnorm[0]*x + Vnorm[1]*y + Vnorm[2] = 0
            slope = -vnorm[0,-j]/vnorm[1,-j]
            intercept = -vnorm[2,-j]/vnorm[1,-j]

            ; Need to determine the line direction.
            ; Pick a point on one side along the line.
            xunbound = xystart[0] + 5
            yunbound = slope*xunbound + intercept

            ; Find the closest original vertex.
            void = MIN( (x-xunbound)^2 + (y-yunbound)^2, idx)
            ; By definition of Voronoi diagram, the line should
            ; be closest to one of the bisected points. If not,
            ; our line went in the wrong direction.
            IF (idx ne vdiag[0] && idx ne vdiag[1]) THEN BEGIN
               xunbound = xystart[0] - 5
               yunbound = slope*xunbound + intercept
            ENDIF

            PLOTS, [[xystart], [xunbound, yunbound]]

         ENDFOR

      END
```

For some other examples using the QHULL procedure, see the QGRID3 function.

Version History

5.5	Introduced

See Also

QGRID3

QROMB

The QROMB function evaluates the integral of a function over the closed interval [*A, B*] using Romberg integration.

QROMB is based on the routine `qromb` described in section 4.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = QROMB(*Func*, *A*, *B* [, /DOUBLE] [, EPS=*value*] [, JMAX=*value*]
   [, K=*value*])

Return Value

The result will have the same structure as the smaller of *A* and *B*, and the resulting type will be single- or double-precision floating, depending on the input types.

Arguments

Func

A scalar string specifying the name of a user-supplied IDL function to be integrated. This function must accept a single scalar argument *X* and return a scalar result. It must be defined over the closed interval [*A, B*].

For example, if we wish to integrate the cubic polynomial

$$y = x^3 + (x - 1)^2 + 3$$

we define a function CUBIC to express this relationship in the IDL language:

```
FUNCTION cubic, X
   RETURN, X^3 + (X - 1.0)^2 + 3.0
END
```

Note ──
  If QROMB is complex then only the real part is used for the computation.
──

A

The lower limit of the integration. *A* can be either a scalar or an array.

B

The upper limit of the integration. *B* can be either a scalar or an array.

Note ──

If arrays are specified for *A* and *B*, then QROMB integrates the user-supplied function over the interval [A_i, B_i] for each *i*. If either *A* or *B* is a scalar and the other an array, the scalar is paired with each array element in turn.

──

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

The desired fractional accuracy. For single-precision calculations, the default value is 1.0×10^{-6}. For double-precision calculations, the default value is 1.0×10^{-12}.

JMAX

$2^{(JMAX - 1)}$ is the maximum allowed number of steps. If this keyword is not specified, a default of 20 is used.

K

Integration is performed by Romberg's method of order 2K. If not specified, the default is K=5. (K=2 is Simpson's rule).

Examples

Example 1

To integrate the CUBIC function (listed above) over the interval [0, 3] and print the result:

```
PRINT, QROMB('cubic', 0.0, 3.0)
```

IDL prints:

```
32.2500
```

This is the exact solution.

Example 2

This example evaluates the volume under a surface using the following double integration:

$$\text{volume} = \int_0^1 \int_0^1 (9x^2y^2 + 4xy + 1)dxdy$$

The exact solution to this equation is 3.

The example consists of four routines: the main routine, the integration in the y direction, the second integration of the x coefficient, and the second integration of the x^2 coefficient. The main routine is the last routine in the program. To run this example, copy the text of all four routines, paste them into an IDL editor window, and save the window's contents as `DoubleIntegration.pro`.

```
FUNCTION XSquaredCoef, x

   ; Integration of the x squared coefficient.
   secondIntegration = 9.*x^2
   RETURN, secondIntegration

END

FUNCTION XCoef, x

   ; Integration of the linear x coefficient.
   secondIntegration = x
   RETURN, secondIntegration

END

FUNCTION YDirection, y

   ; Re-write equation to consider both x coefficents.
   firstIntegration = QROMB('XSquaredCoef', 0., 1.)*y^2 $
   + 4.*(QROMB('XCoef', 0., 1.))*y + 1.
   RETURN, firstIntegration

END

PRO DoubleIntegration

   ; Determine the volume under the surface represented
   ; by 9x^2y^2 + 4xy + 1 over a specific region.
   volume = QROMB('YDirection', 0., 1. )
```

```
        ; Output results.
        PRINT, 'Resulting Volume:  ', volume

    END
```

Example 3

This example evaluates the mass of a volume using the following triple integration on a three-dimensional equation representing its density:

$$\text{mass} = \int_0^1 \int_0^1 \int_0^1 (9x^2y^2 + 8xyz + 1)dxdydz$$

The exact solution to this equation is 3.

The example consists of six routines: the main routine, the integration in the z-direction, the second integration of the xy coefficient, the second integration of the second x^2y^2 coefficient, the third integration in the x coefficient, and the third integration in the x^2 coefficient. The main routine is the last routine in the program. To run this example, copy the text of all six routines, paste them into an IDL editor window, and save the window's contents as `TripleIntegration.pro`.

```
    FUNCTION XSquaredCoef, x

        ; Integration of the x squared coefficient.
        thirdIntegration = 9.*x^2
        RETURN, thirdIntegration

    END

    FUNCTION XCoef, x

        ; Integration of the linear x coefficient.
        thirdIntegration = x
        RETURN, thirdIntegration

    END

    FUNCTION XSquaredYSquaredCoef, y

        ; Integration of the y squared coefficient.
        secondIntegration = QROMB('XSquaredCoef', 0., 1.)*y^2
        RETURN, secondIntegration

    END
```

```
FUNCTION XYCoef, y

   ; Integration of the linear y coefficient.
   secondIntegration = QROMB('XCoef', 0., 1.)*y
   RETURN, secondIntegration

END

FUNCTION ZDirection, z

   ; Re-write equation to consider all the x and y
   ; coefficients.
   firstIntegration = QROMB('XSquaredYSquaredCoef', 0., 1.) + $
   8.*(QROMB('XYCoef', 0., 1.))*z + 1.
   RETURN, firstIntegration

END

PRO TripleIntegration

   ; Determine the mass of the density represented
   ; by 9x^2y^2 + 8xyz + 1 over a specific region.
   mass = QROMB('ZDirection', 0., 1. )

   ; Output results.
   PRINT, 'Resulting Mass:  ', mass

END
```

Version History

4.0	Introduced

See Also

INT_2D, INT_3D, INT_TABULATED, QROMO, QSIMP

QROMO

The QROMO function evaluates the integral of a function over the open interval (*A, B*) using a modified Romberg's method.

QROMO is based on the routine qromo described in section 4.4 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = QROMO(*Func*, *A* [, *B*] [, /DOUBLE] [, EPS=*value*] [, JMAX=*value*] [, K=*value*] [, /MIDEXP | , /MIDINF | , /MIDPNT | , /MIDSQL | , /MIDSQU])

Return Value

Returns the integral of the function.

Arguments

Func

A scalar string specifying the name of a user-supplied IDL function to be integrated. This function must accept a single scalar argument *X* and return a scalar result. It must be defined over the open interval (*A, B*).

For example, if we wish to integrate the fourth-order polynomial

$$y = 1 / x^4$$

we define a function HYPER to express this relationship in the IDL language:

```
FUNCTION hyper, X
   RETURN, 1.0 / X^4
END
```

Note

If QROMO is complex then only the real part is used for the computation.

A

The lower limit of the integration. *A* can be either a scalar or an array.

B

The upper limit of the integration. *B* can be either a scalar or an array. If the MIDEXP keyword is specified, *B* is assumed to be infinite, and should not be supplied by the user.

Note: If arrays are specified for *A* and *B*, then QROMO integrates the user-supplied function over the interval [A_i, B_i] for each *i*. If either *A* or *B* is a scalar and the other an array, the scalar is paired with each array element in turn.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

The fractional accuracy desired, as determined by the extrapolation error estimate. For single-precision calculations, the default value is 1.0×10^{-6}. For double-precision calculations, the default value is 1.0×10^{-12}.

JMAX

Set to specify the maximum allowed number of mid quadrature points to be $3^{(JMAX - 1)}$. The default value is 14.

K

Integration is performed by Romberg's method of order 2K. If not specified, the default is K=5.

MIDEXP

Use the `midexp()` function (see *Numerical Recipes*, section 4.4) as the integrating function. If the MIDEXP keyword is specified, argument B is assumed to be infinite, and should not be supplied by the user.

MIDINF

Use the `midinf()` function (see *Numerical Recipes*, section 4.4) as the integrating function.

MIDPNT

Use the `midpnt()` function (see *Numerical Recipes*, section 4.4) as the integrating function. This is the default if no other integrating function keyword is specified.

MIDSQL

Use the `midsql()` function (see *Numerical Recipes*, section 4.4) as the integrating function.

MIDSQU

Use the `midsqu()` function (see *Numerical Recipes*, section 4.4) as the integrating function.

Examples

Consider the following function:

```
FUNCTION hyper, X
    RETURN, 1.0 / X^4
END
```

This example integrates the HYPER function over the open interval (2, ∞) and prints the result:

```
PRINT, QROMO('hyper', 2.0, /MIDEXP)
```

IDL prints:

```
0.0412050
```

Warning
When using the MIDEXP keyword, the upper integration limit is assumed to be infinity and is not supplied.

Version History

4.0	Introduced

See Also

QSIMP

The QSIMP function performs numerical integration of a function over the closed interval [*A, B*] using Simpson's rule.

QSIMP is based on the routine `qsimp` described in section 4.2 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = QSIMP(*Func*, *A*, *B* [, /DOUBLE] [, EPS=*value*] [, JMAX=*value*])

Return Value

The result will have the same structure as the smaller of *A* and *B*, and the resulting type will be single- or double-precision floating, depending on the input types.

Arguments

Func

A scalar string specifying the name of a user-supplied IDL function to be integrated. This function must accept a single scalar argument *X* and return a scalar result. It must be defined over the closed interval [*A, B*].

For example, if we wish to integrate the fourth-order polynomial

$$y = (x^4 - 2x^2) \sin(x)$$

we define a function SIMPSON to express this relationship in the IDL language:

```
FUNCTION simpson, X
   RETURN, (X^4 - 2.0 * X^2) * SIN(X)
END
```

Note

If QSIMP is complex then only the real part is used for the computation.

A

The lower limit of the integration. *A* can be either a scalar or an array.

B

The upper limit of the integration. *B* can be either a scalar or an array.

Note ───────────────────────────────────

If arrays are specified for *A* and *B*, then QSIMP integrates the user-supplied function over the interval [A_i, B_i] for each *i*. If either *A* or *B* is a scalar and the other an array, the scalar is paired with each array element in turn.

───

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

EPS

The desired fractional accuracy. For single-precision calculations, the default value is 1.0×10^{-6}. For double-precision calculations, the default value is 1.0×10^{-12}.

JMAX

$2^{(\text{JMAX} - 1)}$ is the maximum allowed number of steps. If not specified, a default of 20 is used.

Examples

To integrate the SIMPSON function (listed above) over the interval [0, $\pi/2$] and print the result:

```
; Define lower limit of integration:
A = 0.0

; Define upper limit of integration:
B = !PI/2.0

PRINT, QSIMP('simpson', A, B)
```

IDL prints:

```
-0.479158
```

The exact solution can be found using the integration-by-parts formula:

```
FB = 4.*B*(B^2-7.)*SIN(B) - (B^4-14.*B^2+28.)*COS(B)
FA = 4.*A*(A^2-7.)*SIN(A) - (A^4-14.*A^2+28.)*COS(A)
exact = FB - FA
PRINT, exact
```

IDL prints:

```
 -0.479156
```

Version History

4.0	Introduced

See Also

INT_2D, INT_3D, INT_TABULATED, QROMB, QROMO

QUERY_* Routines

Query routines allow users to obtain information about an image or ASCII file without having to read the file. The following QUERY_* routines are available in IDL:

- QUERY_BMP
- QUERY_DICOM
- QUERY_GIF
- QUERY_IMAGE
- QUERY_JPEG
- QUERY_MRSID
- QUERY_PICT
- QUERY_PNG
- QUERY_PPM
- QUERY_SRF
- QUERY_TIFF
- QUERY_WAV

Return Values

All of the QUERY_* routines return a result, which is a long with the value of 1 if the query was successful (and the file type was correct) or 0 on failure. If the query was successful, the return argument is an anonymous structure containing all of the available information for that format.

The status is intended to be used to determine if it is appropriate to use the corresponding READ_ routine for a given file. The return status of the QUERY_* will indicate success if the corresponding READ_ routine is likely to be able to read the file. The return status will indicate failure for cases that contain formats that are not supported by the READ_ routines, even though the files may be valid outside of the IDL environment. For example, IDL's READ_BMP does not support 1-bit-deep images and so the QUERY_BMP function would return failure in the case of a monochrome BMP file.

For image formats, the returned anonymous structure has (minimally) the following fields. If the file does not support multiple images in a single file, the NUM_IMAGES field will always be 1 and the IMAGE_INDEX field will always be 0. Individual routines document additional fields which are returned for a specific format.

The QUERY_ASCII routine has its own return structure; for more information, see its documentation.

General Query * Routine Info Structures

Field	IDL data type	Description
CHANNELS	Long	Number of samples per pixel
DIMENSIONS	2-D long array	Size of the image in pixels
HAS_PALETTE	Integer	True if a palette is present
NUM_IMAGES	Long	Number of images in the file
IMAGE_INDEX	Long	Image number for which this structure is valid
PIXEL_TYPE	Integer	IDL basic type code for a pixel sample
TYPE	String	String identifying the file format

Table 19-1: Query Routines Info Structure

All the routines accept the IMAGE_INDEX keyword although formats which do not support multiple images in a single file will ignore this keyword.

QUERY_TIFF-Specific Routine Info Structures

Field	IDL data type	Description
BITS_PER_SAMPLE	Long	Number of bits per channel. Possible values are 1, 4, 8, 16, or 32.
DESCRIPTION	String	The contents of the TIFF ImageDescription tag, or a null string of undefined.
DOCUMENT_NAME	String	The contents of the TIFF DocumentName tag, or a null string if undefined.

Table 19-2: QUERY_TIFF Routine Info Structure

Field	IDL data type	Description
DATE_TIME	String	The contents of the TIFF DateTime tag, or a null string if undefined.
ORIENTATION	Long	Image orientation (columns, rows): • 1 = Left to right, top to bottom (default) • 2 = Right to left, top to bottom • 3 = Right to left, bottom to top • 4 = Left to right, bottom to top • 5 = Top to bottom, left to right • 6 = Top to bottom, right to left • 7 = Bottom to top, right to left • 8 = Bottom to top, left to right
PLANAR_CONFIG	Long	How the components of each pixel are stored. Possible values are: • 1 = Pixel interleaved RGB image or a two-dimensional image (no interleaving exists). Pixel components (such as RGB) are stored contiguously. • 2 = Image interleaved. Pixel components are stored in separate planes.

Table 19-2: QUERY_TIFF Routine Info Structure (Continued)

Field	IDL data type	Description
POSITION	Float array	Two-element vector [X position, Y position] containing the X and Y offsets in the same units as reported in the UNITS field. The X position is relative to the left side of the image. The Y position is relative to the top of the image, with positive Y increasing downwards. If the XPosition or YPosition tag is not defined in the file then a value of 0.0 is returned for that element.
PHOTOMETRIC	Long	Color mode used for the image data. Possible values are: • 0 = White is zero • 1 = Black is zero • 2 = RGB color model • 3 = Palette color model • 4 = Transparency mask • 5 = Separated (usually CMYK)
RESOLUTION	Float array	Two-element vector [*X resolution*, *Y resolution*] containing the number of pixels per *unit* (as reported in the UNITS field).

Table 19-2: QUERY_TIFF Routine Info Structure (Continued)

Field	IDL data type	Description
UNITS	Long	Units of measurement for RESOLUTION: • 1 = No units • 2 = Inches (the default) • 3 = Centimeters For example, if the UNITS field contains the value 2, then the values in the RESOLUTION field represent pixels per inch.
TILE_SIZE	Long array	Two-element vector [*Tile width*, *Tile height*]. Non-tiled images will contain [*Image width*, 1]

Table 19-2: QUERY_TIFF Routine Info Structure (Continued)

QUERY_ASCII

The QUERY_ASCII function tests a file for compatibility with READ_ASCII and returns an optional structure containing information about the file.

This routine is written in the IDL language. Its source code can be found in the file `query_ascii.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = QUERY_ASCII(*Filename* [, *Info*])

Return Value

This routine returns a long integer with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure. The following criteria are used to decide whether a file is a valid ASCII file:

• If 80% of the first 32768 bytes in the file are valid ASCII characters, then the file is considered to be valid

• Byte values in the range 7-13 (bell, backspace, horizontal tab, line feed, vertical tab, form feed, carriage return) or in the range 32-127 (standard characters) are considered valid ASCII characters

These criteria provide an efficient and robust method to filter ASCII files from non-ASCII files. The 80% figure lets an ASCII file have a certain number of non-ASCII characters, perhaps in a header portion or for special characters such as fractions or symbols.

Arguments

Filename

A scalar string containing the full pathname of the file to query.

Info

Set this optional argument to a named variable in which to return an anonymous structure containing information about the file. This structure is valid only when the return value of the function is 1. The structure has the following fields:

Field	IDL Type	Description
NAME	String	File name, including full path
TYPE	String	File format (always 'ASCII')
BYTES	Long64	File length in bytes
LINES	Long64	Number of lines
WORDS	Long64	Number of words

Table 19-3: The Info Argument's Anonymous Structure

For the WORDS field, words are assumed to be separated by whitespace, including carriage returns, line feeds, tabs, and spaces.

Note
IDL uses the file's first 32768 characters to determine whether it is ASCII or not. If the file is valid, IDL processes the remainder of the file and fills in the *Info* structure for the complete file. If the file is not valid, IDL does not modify the *Info* variable.

Tip
If you have a data file that contains only columns of data (without any header lines), the number of words (WORDS) divided by the number of lines (LINES) should give you the number of columns.

Keywords

None

Example

Use the following code to retrieve information from a text file:

```
file = FILEPATH( "irreg_grid1.txt", $
   SUBDIRECTORY=['examples','data'] )
result = QUERY_ASCII( file, info )
if (result) then HELP, info, /STRUCTURES $
   else PRINT, 'File not found or is not a valid ASCII file.'
```

Version History

6.2	Introduced

See Also

ASCII_TEMPLATE, READ_ASCII

QUERY_BMP

QUERY_BMP is a method of obtaining information about a BMP image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_BMP (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the BMP file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'BMP'.

Note

See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

There are no keywords for this routine.

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_BMP, WRITE_BMP

QUERY_DICOM

The QUERY_DICOM function tests a file for compatibility with READ_DICOM and returns an optional structure containing information about images in the DICOM file. This function supports cases in which a blank DICOM tag is supplied.

This routine is written in the IDL language. Its source code can be found in the file query_dicom.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = QUERY_DICOM(*Filename* [, *Info*] [, IMAGE_INDEX=*index*] [, /DICOMEX])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful or 0 (zero) on failure. A result of 1 means it is likely that the file can be read by READ_DICOM.

Arguments

Filename

A scalar string containing the full pathname of the file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'DICOM'.

Note
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

IMAGE_INDEX

Set this keyword to the index (zero based) of the image being queried in the file. This keyword has no effect on files containing a single image.

DICOMEX

This keyword is set by default. When an additional cost DICOM Read/Write license or Read/Write runtime license is available, and an IDLffDicomEx object can be created, IDL uses the IDLffDicomEx object to query the DICOM file. If these conditions are not met, or if this keyword is set to 0, IDL uses the IDLffDICOM object to query the DICOM file instead.

Examples

DICOM palette vectors are 16 bit quantities and may not cover the entire dynamic range of the image. To view a paletted DICOM image use the following:

```
IF (QUERY_DICOM('file.dcm',info)) THEN BEGIN
   IF (info.has_palette) THEN BEGIN
      TV, READ_IMAGE('file.dcm',r, g, b), /ORDER
      TVLCT,r/256, g/256, b/256
   ENDIF
ENDIF
```

Version History

5.2	Introduced
6.2	Added DICOMEX keyword

See Also

READ_DICOM

QUERY_GIF

QUERY_GIF is a method of obtaining information about a GIF image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Note

The GIF format uses compression technologies that may be subject to license restrictions. If you receive a warning when attempting to use this routine, contact ITT Visual Information Solutions for information about licensing options.

Syntax

Result = QUERY_GIF (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the GIF file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'GIF'.

Note

See "QUERY_* Routines" on page 1943 for detailed structure info.

Keywords

None

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_GIF, WRITE_GIF

QUERY_IMAGE

The QUERY_IMAGE function determines whether a file is recognized as a supported image file. QUERY_IMAGE first checks the filename suffix, and if found, calls the corresponding QUERY_ routine. For example, if the specified file is image.bmp, QUERY_BMP is called to determine if the file is a valid .bmp file. If the file does not contain a filename suffix, or if the query fails on the specified filename suffix, QUERY_IMAGE checks against all supported file types.

Syntax

Result = QUERY_IMAGE(*Filename [, Info]* [, CHANNELS=*variable*]
   [, DIMENSIONS=*variable*] [, HAS_PALETTE=*variable*]
   [, IMAGE_INDEX=*index*] [, NUM_IMAGES=*variable*]
   [, PIXEL_TYPE=*variable*] [, SUPPORTED_READ=*variable*]
   [, SUPPORTED_WRITE=*variable*] [, TYPE=*variable*])

Return Value

Result is a long with the value of 1 if the query was successful (the file was recognized as an image file) or 0 on failure. The return status will indicate failure for files that contain formats that are not supported by the corresponding READ_* routine, even though the file may be valid outside the IDL environment.

If the file is a supported image file, an optional structure containing information about the image is returned. If the file is not a supported image file, QUERY_IMAGE returns 0.

Arguments

Filename

A required scalar string containing the name of the file to query.

Info

An optional anonymous structure containing information about the image. This structure is valid only when the return value of the function is 1. The Info structure for all image types has the following fields:

Tag	Type
CHANNELS	Long
DIMENSIONS	Two-dimensional long array
FILENAME	Scalar string
HAS_PALETTE	Integer
IMAGE_INDEX	Long
NUM_IMAGES	Long
PIXEL_TYPE	Integer
TYPE	Scalar string

Table 19-4: The Info Structure for All Image Types

Keywords

CHANNELS

Set this keyword to a named variable to retrieve the number of channels in the image.

DIMENSIONS

Set this keyword to a named variable to retrieve the image dimensions as a two-dimensional array.

HAS_PALETTE

Set this keyword to a named variable to equal to 1 if a palette is present, else 0.

IMAGE_INDEX

Set this keyword to the index of the image to query from the file. The default is 0, the first image.

NUM_IMAGES

Set this keyword to a named variable to retrieve the number of images in the file.

PIXEL_TYPE

Set this keyword to a named variable to retrieve the IDL Type Code of the image pixel format. See "IDL Type Codes and Names" under the SIZE function for a complete list of IDL Type Codes.

The valid types for PIXEL_TYPE are:

- 1 = Byte
- 2 = Integer
- 3 = Longword Integer
- 4 = Floating Point
- 5 = Double-precision Floating Point
- 12 = Unsigned Integer
- 13 = Unsigned Longword Integer
- 14 = 64-bit Integer
- 15 = Unsigned 64-bit Integer

SUPPORTED_READ

Set this keyword to a named variable to retrieve a string array of image types recognized by READ_IMAGE. If the SUPPORTED_READ keyword is used the filename and info arguments are optional.

SUPPORTED_WRITE

Set this keyword to a named variable to retrieve a string array of image types recognized by WRITE_IMAGE. If the SUPPORTED_WRITE keyword is used the filename and info arguments are optional.

TYPE

Set this keyword to a named variable that will contain the image type as a scalar string. Possible return values are BMP, GIF, JPEG, JPEG2000, PNG, PPM, SRF, TIFF, or DICOM.

Examples

The following example uses QUERY_IMAGE to determine whether or not an image has an associated palette. For an example that uses QUERY_IMAGE to determine the interleaving of an RGB image, see "Returning Image File Information" (Chapter 4, *Using IDL*).

Displaying Indexed Images with Direct Graphics

An indexed image contains up to 256 colors, typically defined by a color table associated with the image. The value of each pixel relates to a color within the associated color table. Combinations of the primary colors (red, green, and blue) make up the colors within the color table. Most indexed images are stored as byte and therefore do not require scaling prior to display.

The following example imports an indexed image from the avhrr.png image file. This indexed image is a satellite photograph of the world. Complete the following steps for a detailed description of the process.

Example Code

See displayindexedimage_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering displayindexedimage_direct at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT displayindexedimage_direct.pro. The BLOCK keyword is set when using the XLOADCT utility to force the example routine to wait until the **Done** button is pressed to continue.

1. Determine the path to the avhrr.png file:

   ```
   file = FILEPATH('avhrr.png', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Use QUERY_IMAGE to query the file to determine image parameters:

   ```
   queryStatus = QUERY_IMAGE(file, imageInfo)
   ```

3. Output the results of the file query:

   ```
   PRINT, 'Query Status = ', queryStatus
   HELP, imageInfo, /STRUCTURE
   ```

   The following text appears in the Output Log:

   ```
   Query Status =            1
   ** Structure <141d0b0>, 7 tags, length=36, refs=1:
      CHANNELS        LONG         1
   ```

```
DIMENSIONS      LONG      Array[2]
HAS_PALETTE     INT       1
IMAGE_INDEX     LONG      0
NUM_IMAGES      LONG      1
PIXEL_TYPE      INT       1
TYPE            STRING    'PNG'
```

4. Set the image size parameter from the query information:

   ```
   imageSize = imageInfo.dimensions
   ```

   The HAS_PALETTE tag has a value of 1. Thus, the image has a palette (color table), which is also contained within the file. The color table is made up of its three primary components (the red component, the green component, and the blue component).

5. Use READ_IMAGE to import the image and its associated color table from the file:

   ```
   image = READ_IMAGE(file, red, green, blue)
   ```

6. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

   ```
   DEVICE, DECOMPOSED = 0
   ```

7. Load the red, green, and blue components of the image's associated color table:

   ```
   TVLCT, red, green, blue
   ```

8. Create a window and display the original image with the TV procedure:

   ```
   WINDOW, 0, XSIZE = imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'An Indexed Image'
   TV, image
   ```

9. Use the XLOADCT utility to display the associated color table:

   ```
   XLOADCT
   ```

   Click on the **Done** button of XLOADCT to exit out of the utility.

The following figure shows the resulting indexed image and its color table.
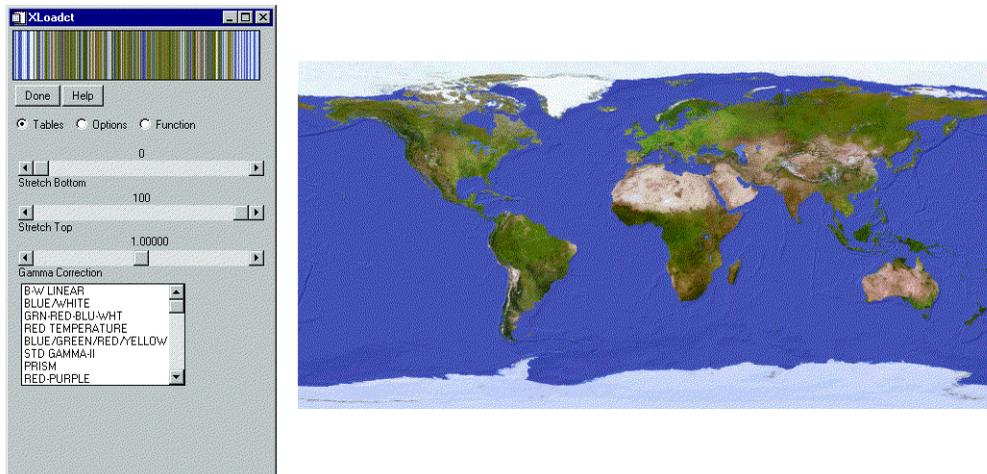
Figure 19-1: Indexed Image and Associated Color Table in Direct Graphics

The data values within the image are indexed to specific colors within the table. You can change the color table associated with this image to show how an indexed image is dependent upon its related color table.

10. Change the current color table to the EOS B pre-defined color table:

```
LOADCT, 27
```

11. Redisplay the image to show the color table change:

```
TV, image
```

Note

This step is not always necessary to redisplay the image. On PseudoColor (8-bit) or DirectColor systems, the display will update automatically when the current color table is changed.

12. Use the XLOADCT utility to display the current color table:

```
XLOADCT
```

Click on the **Done** button of XLOADCT to exit out of the utility.

The following figure shows the indexed image with the EOS B color table.
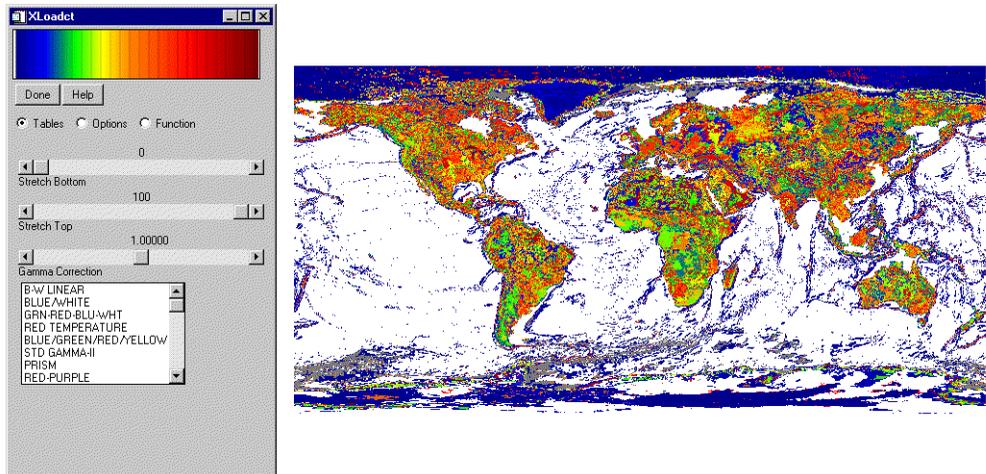
Figure 19-2: Indexed Image and EOS B Color Table in Direct Graphics

Version History

5.3	Introduced

QUERY_JPEG

QUERY_JPG is a method of obtaining information about a JPEG image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_JPEG (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the JPEG file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'JPEG'.

Note
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

None.

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_JPEG, WRITE_JPEG

QUERY_JPEG2000

The QUERY_JPEG2000 function allows you to obtain information about a JPEG2000 image file without having to read the file. It is a wrapper around the IDLffJPEG2000 object interface that presents JPEG2000 image loading in a way familiar to users of the QUERY_* image routines. (See "QUERY_* Routines" on page 1943 for more information.) However this function is not as efficient as the object interface and the object interface should be used whenever possible. See "IDLffJPEG2000" (Chapter 30, *IDL Reference Guide*) for information about the object interface.

Syntax

Result = QUERY_JPEG2000(*Filename* [, *Info*])

Return Value

This routine returns a long integer with the value of 1 if the query was successful (and the file type was correct) or 0 on failure.

Arguments

Filename

A scalar string containing the full path and filename of the JPEG2000 file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'JPEG2000'.

Note ──
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.
──

In addition to the standard structure fields, the JPEG2000 query structure contains the following additional fields:

Field	IDL Data Type	Description
N_LAYERS	Long	The number of quality layers.
N_LEVELS	Long	The number of wavelet decomposition levels.
OFFSET	Two-element vector	The X and Y offsets for all image components.

Table 19-5: JPEG2000 Query Structure

Keywords

None.

Example

For a relevant example, see READ_JPEG2000.

Version History

6.1	Introduced

See Also

QUERY_* Routines, READ_JPEG2000, WRITE_JPEG2000

QUERY_MRSID

The QUERY_MRSID function allows you to obtain information about a MrSID image file without having to read the file. It is a wrapper around the object interface that presents MrSID image loading in a familiar way to users of the QUERY_* image routines. (See "QUERY_* Routines" on page 1943 for more information.) However this function is not as efficient as the object interface and the object interface should be used whenever possible. See "IDLffMrSID" on page 3367 for information about the object interface.

Note ───
This routine is only available under Microsoft Windows.
───

Syntax

Result = QUERY_MRSID(*Filename* [, *Info*] [, LEVEL=*lvl*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the full path and filename of the MrSID file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'MrSID'.

Note ───
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.
───

The info structure also has the following the MRSID-specific fields:

- info.LEVELS – a named variable that will contain a two-element integer vector of the form [minlvl, maxlvl] that specifies the range of levels within the

current image. Higher levels are lower resolution. A level of 0 equals full resolution. Negative values specify higher levels of resolution.

• Info.GEO_VALID – a long integer with a value of 1 if the file contains valid georeferencing data, or 0 if the georeferencing data is nonexistent or unsupported.

> **Note** ──
>
>   Always verify that this keyword returns 1 before using the data returned by any other GEO_* keyword.
>
> ──

• Info.GEO_PROJTYPE – unsigned integer.
• Info.GEO_ORIGIN – 2-element double precision array.
• Info.GEO_RESOLUTION – 2-element double precision array.

See "IDLffMrSID::GetProperty" on page 3375 for more information on GEO_* values.

Keywords

LEVEL

Set this keyword to an integer that specifies the level to which the DIMENSIONS field of the info structure corresponds. This can be used, for example, to determine what level is required to fit the image into a certain area. If this keyword is not specified, the dimensions at level 0 are returned.

Examples

```
; Select the image file.
file = QUERY_MRSID(FILEPATH('test_gs.sid', $
   SUBDIRECTORY=['examples', 'data']), info, LEVEL = -2)

HELP, file
; IDL returns 1 indicating the correct file type
; and successful query.

; Print the range of levels of resolution available within
; the file.
PRINT, 'Range of image levels = ', info.LEVELS

; Print the image dimensions when the image level is set to -2
; as specified by LEVEL = -2 in the QUERY_MRSID statement.
PRINT, 'dimensions of image at LEVEL is -2 =', info.DIMENSIONS
```

```
; IDL returns 2048 by 2048

; Check for valid georeferencing data.
PRINT, 'Result of georeferencing query', info.GEO_VALID
; IDL returns 0 indicating that the file does not contain
; georeferencing data.
```

Version History

5.5	Introduced

QUERY_PICT

QUERY_PICT is a method of obtaining information about a PICT image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_PICT (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the PICT file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'PICT'.

Note ───
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.
──

Keywords

None

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_PICT, WRITE_PICT

QUERY_PNG

QUERY_PNG is a method of obtaining information about a PNG image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_PNG (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the PNG file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'PNG'.

Note
See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

None

Examples

Query included in creating RGBA (16-bit/channel) and Color Indexed (8-bits/channel) image.

```
rgbdata = UINDGEN(4,320,240)
cidata = BYTSCL(DIST(256))
red = indgen(256)
```

```
green = indgen(256)
blue = indgen(256)
WRITE_PNG,'rgb_image.png',rgbdata
WRITE_PNG,'ci_image.png',cidata,red,green,blue

; Query and Read the data:
names = ['rgb_image.png','ci_image.png','unknown.png']

FOR i=0,N_ELEMENTS(names)-1 DO BEGIN
   ok = QUERY_PNG(names[i],s)
   IF (ok) THEN BEGIN
   HELP,s,/STRUCTURE
   IF (s.HAS_PALETTE) THEN BEGIN
      img = READ_PNG(names[i],rpal,gpal,bpal)
      HELP,img,rpal,gpal,bpal
   ENDIF ELSE BEGIN
      img = READ_PNG(names[i])
      HELP,img
   ENDELSE
   ENDIF ELSE BEGIN
      PRINT,names[i],' is not a PNG file'
   ENDELSE
ENDFOR
END
```

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_PNG, WRITE_PNG

QUERY_PPM

QUERY_PPM is a method of obtaining information about a PPM image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_PPM (*Filename* [, *Info*] [, MAXVAL=*variable*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the PPM file to query.

Info

Returns an anonymous structure containing information about the image. The Info.TYPE field will return the value 'PPM'.

Additional field in the Info structure: MAXVAL - maximum pixel value in the image.

Note

See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

MAXVAL

Set this keyword to a named variable to retrieve the maximum pixel value in the image.

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_PPM, WRITE_PPM

QUERY_SRF

QUERY_SRF is a method of obtaining information about an SRF image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_SRF (*Filename* [, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the SRF file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'SRF'.

Note

See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Keywords

None.

Version History

5.2	Introduced

See Also

QUERY_* Routines, READ_SRF, WRITE_SRF

QUERY_TIFF

QUERY_TIFF is a method of obtaining information about a TIFF image file without having to read the file. See "QUERY_* Routines" on page 1943 for more information.

Syntax

Result = QUERY_TIFF (*Filename* [, *Info*] [, GEOTIFF=*variable*]
    [, IMAGE_INDEX=*index*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the pathname of the TIFF file to query.

Info

Returns an anonymous structure containing information about the image in the file. The Info.TYPE field will return the value 'TIFF'.

Note

See "General Query * Routine Info Structures" on page 1944 for detailed structure information.

Note

In addition to the fields returned in the Info structure for all image types, there are a number of extra fields in the Info structure for TIFF images. See "QUERY_TIFF-Specific Routine Info Structures" on page 1944 for detailed structure info.

Keywords

GEOTIFF

Set this keyword to a named variable in which to return an anonymous structure containing the GeoTIFF tags and keys found in the file. If no GeoTIFF information is present in the file, the returned variable is set to a scalar zero. For a description of the possible GeoTIFF tags see the GEOTIFF keyword in READ_TIFF.

Tip ———————————————————————————————————
This keyword returns the same information as the GEOTIFF keyword to READ_TIFF, but avoids the overhead of reading in the entire image.
——

IMAGE_INDEX

Image number index. If this value is larger than the number of images in the file, the function returns 0 (failure).

Examples

This is an example of using QUERY_TIFF to write and read a multi-image TIFF file. The first image is a 16-bit, single channel image stored using compression. The second image is an RGB image stored using 32-bits/channel uncompressed.

```
; Write the image data:
data = FIX(DIST(256))
rgbdata = LONARR(3,320,240)
WRITE_TIFF,'multi.tif',data,COMPRESSION=1,/SHORT
WRITE_TIFF,'multi.tif',rgbdata,/LONG,/APPEND

; Read the image data back:
ok = QUERY_TIFF('multi.tif',s)
IF (ok) THEN BEGIN
   FOR i=0,s.NUM_IMAGES-1 DO BEGIN
      imp = QUERY_TIFF('multi.tif',t,IMAGE_INDEX=i)
      img = READ_TIFF('multi.tif',IMAGE_INDEX=i)
      HELP,t,/STRUCTURE
      HELP,img
   ENDFOR
ENDIF
```

Version History

5.2	Introduced
6.1	Added DESCRIPTION, DOCUMENT_NAME, DATE_TIME, and POSITION *Info* structures
	Added GEOTIFF keyword

See Also

QUERY_* Routines, READ_TIFF, WRITE_TIFF

QUERY_WAV

The QUERY_WAV function checks that the file is actually a .WAV file and that the READ_WAV function can read the data in the file. Optionally, it can return additional information about the data in the file.

Syntax

Result = QUERY_WAV (*Filename*[, *Info*])

Return Value

This routine returns a long with the value of 1 (one) if the query was successful (and the file type was correct) or 0 (zero) on failure.

Arguments

Filename

A scalar string containing the full pathname of the .WAV file to read.

Info

An anonymous structure containing information about the data in the file. The fields are defined as:

Tag	Type	Definition
CHANNELS	INT	Number of data channels in the file.
SAMPLES_PER_SEC	LONG	Data sampling rate in samples per second.
BITS_PER_SAMPLE	INT	Number of valid bits in the data.

Table 19-6: The Info Structure for Info Fields

Keywords

None.

Version History

5.3	Introduced
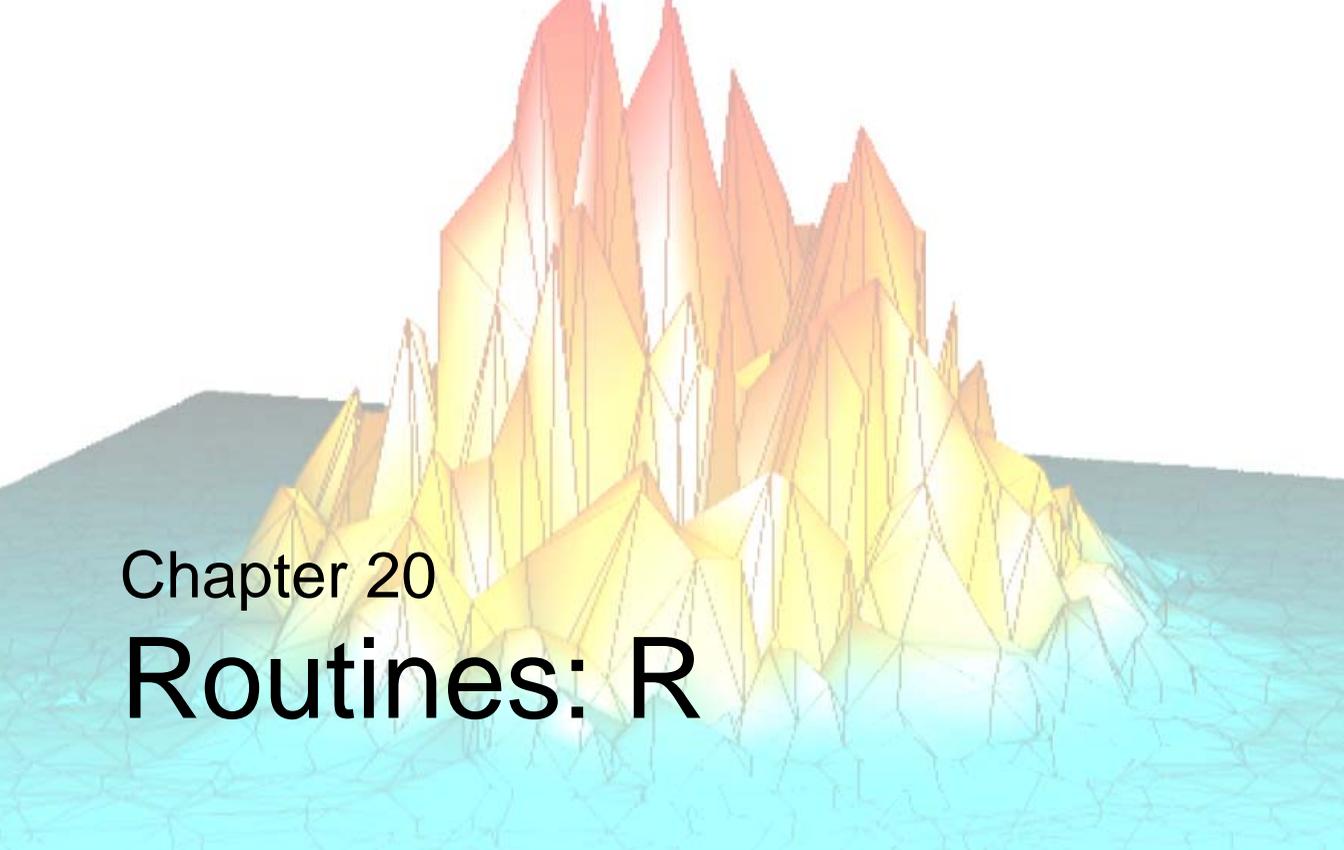
Chapter 20
Routines: R

R_CORRELATE

The R_CORRELATE function computes Spearman's (rho) or Kendalls's (tau) rank correlation of two sample populations *X* and *Y*. The result is a two-element vector containing the rank correlation coefficient and the two-sided significance of its deviation from zero. The significance is a value in the interval [0.0, 1.0]; a small value indicates a significant correlation.

$$\text{rho} = \frac{\displaystyle\sum_{i=0}^{N-1}(Rx_i - \overline{Rx})(Ry_i - \overline{Ry})}{\sqrt{\displaystyle\sum_{i=0}^{N-1}(Rx_i - \overline{Rx})^2}\sqrt{\displaystyle\sum_{i=0}^{N-1}(Ry_i - \overline{Ry})^2}}$$

where Rx_i and Ry_i are the magnitude-based ranks among *X* and *Y*, respectively. Elements of identical magnitude are ranked using a rank equal to the mean of the ranks that would otherwise be assigned.

This routine is written in the IDL language. Its source code can be found in the file r_correlate.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = R_CORRELATE(*X*, *Y* [, D=*variable*] [, /KENDALL] [, PROBD=*variable*] [, ZD=*variable*])

Return Value

Returns a two-element vector indicating the rank correlation coefficient and the significance of its deviation from zero.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *n*-element integer, single-, or double-precision floating-point vector.

Keywords

D

Set this keyword to a named variable that will contain the sum-squared difference of ranks. If the KENDALL keyword is set, this parameter is returned as zero.

KENDALL

Set this keyword to compute Kendalls's (tau) rank correlation. By default, Spearman's (rho) rank correlation is computed.

PROBD

Set this keyword to a named variable that will contain the two-sided significance level of ZD. If the KENDALL keyword is set, this parameter is returned as zero.

ZD

Set this keyword to a named variable that will contain the number of standard deviations by which D deviates from its null-hypothesis expected value. If the KENDALL keyword is set, this parameter is returned as zero.

Examples

```
; Define two n-element sample populations:
X = [257, 208, 296, 324, 240, 246, 267, 311, 324, 323, 263, $
     305, 270, 260, 251, 275, 288, 242, 304, 267]
Y = [201, 56, 185, 221, 165, 161, 182, 239, 278, 243, 197, $
     271, 214, 216, 175, 192, 208, 150, 281, 196]

; Compute Spearman's (rho) rank correlation of X and Y.
result = R_CORRELATE(X, Y)
PRINT, 'Spearman's (rho) rank correlation: ', result

; Compute Kendalls's (tau) rank correlation of X and Y:
result = R_CORRELATE(X, Y, /KENDALL)
PRINT, 'Kendalls's (tau) rank correlation: ', result
```

IDL prints:

```
Spearman's (rho) rank correlation:   0.835967  4.42899e-006
Kendalls's (tau) rank correlation:   0.624347  0.000118729
```

Version History

4.0	Introduced

See Also

A_CORRELATE, C_CORRELATE, CORRELATE, M_CORRELATE, P_CORRELATE, "Correlation Analysis" (Chapter 9, *Using IDL*)

R_TEST

The R_TEST function tests the hypothesis that a binary population (a sequence of 1s and 0s) represents a "random sampling".

This routine is written in the IDL language. Its source code can be found in the file r_test.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = R_TEST(*X* [, N0=*variable*] [, N1=*variable*] [, R=*variable*])

Return Value

The result is a two-element vector containing the nearly-normal test statistic Z and its associated probability. This two-tailed test is based on the "theory of runs" and is often referred to as the "Runs Test for Randomness."

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector. Elements not equal to 0 or 1 are removed and the length of *X* is correspondingly reduced.

Keywords

N0

Set this keyword to a named variable that will contain the number of 0s in *X*.

N1

Set this keyword to a named variable that will contain the number of 1s in *X*.

R

Set this keyword to a named variable that will contain the number of runs (clusters of 0s and 1s) in *X*.

Examples

```
; Define a binary population:
X = [0, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 0, 1, 0, 0, $
  1, 0, 1, 1, 0, 1, 0, 0, 1, 0, 1]

; Test the hypothesis that X represents a random sampling against
; the hypothesis that it does not represent a random sampling at
; the 0.05 significance level:
result = R_TEST(X, R = r, N0 = n0, N1 = n1)
PRINT, result
```

IDL prints:

```
[2.26487, 0.0117604]
```

Print the values of the keyword parameters:

```
PRINT, 'Runs: ', r & PRINT, 'Zeros: ', n0 & PRINT, 'Ones: ', n1
Runs:      22
Zeros:     16
Ones:      14
```

The computed probability (0.0117604) is less than the 0.05 significance level and therefore we reject the hypothesis that *X* represents a random sampling. The results show that there are too many runs, indicating a non-random cyclical pattern.

Version History

4.0	Introduced

See Also

CTI_TEST, FV_TEST, KW_TEST, LNP_TEST, MD_TEST, RS_TEST, S_TEST, TM_TEST, XSQ_TEST

RADON

The RADON function implements the Radon transform, used to detect features within a two-dimensional image. This function can be used to return either the Radon transform, which transforms lines through an image to points in the Radon domain, or the Radon backprojection, where each point in the Radon domain is transformed to a straight line in the image.

Radon Transform Theory

The Radon transform is used to detect features within an image. Given a function $A(x, y)$, the Radon transform is defined as:

$$R(\theta, \rho) = \int_{-\infty}^{\infty} A(\rho \cos\theta - s \sin\theta, \rho \sin\theta + s \cos\theta) ds$$

This equation describes the integral along a line s through the image, where ρ is the distance of the line from the origin and θ is the angle from the horizontal.
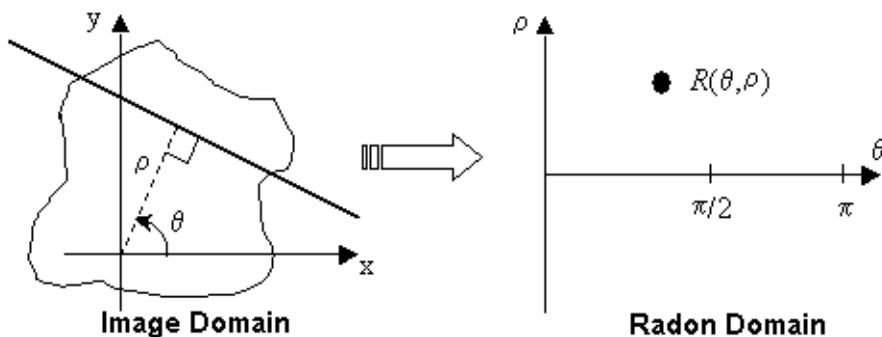
Figure 20-1: The Radon Transform

In medical imaging, each point $R(\theta, \rho)$ is called a ray-sum, while the resulting image is called a shadowgram. An image can be reconstructed from its ray-sums using the backprojection operator:

$$B(x, y) = \int_{0}^{\pi} R(\theta, x\cos\theta + y\sin\theta) d\theta$$

where the output, $B(x, y)$, is an image of $A(x, y)$ blurred by the Radon transform.

How IDL Implements the Radon Transform

To avoid the use of a two-dimensional interpolation and decrease the interpolation errors, the Radon transform equation is rotated by θ, and the interpolation is then done along the line *s*. The transform is divided into two regions, one for nearly-horizontal lines ($\theta \leq 45°$; $135° \leq \theta \leq 180°$), and the other for steeper lines ($45° < \theta < 135°$), where θ is assumed to lie on the interval [0°, 180°].

For nearest-neighbor interpolation (the default), the discrete transform formula for an image $A(m, n)$ [$m = 0, ..., M–1, n = 0, ..., N–1$] is:

$$
R(\theta, \rho) = \begin{cases} \dfrac{\Delta x}{|\sin\theta|} \displaystyle\sum_m A(m, [am + b]) & |\sin\theta| > \dfrac{\sqrt{2}}{2} \\[2em] \dfrac{\Delta y}{|\cos\theta|} \displaystyle\sum_n A([a'n + b'], n) & |\sin\theta| \leq \dfrac{\sqrt{2}}{2} \end{cases}
$$

where brackets [ ] indicate rounding to the nearest integer, and the slope and offsets are given by:

$$
a = -\frac{\Delta x}{\Delta y}\frac{\cos\theta}{\sin\theta} \qquad\qquad b = \frac{\rho - x_{min}\cos\theta - y_{min}\sin\theta}{\Delta y \sin\theta}
$$

$$
a' = \frac{1}{a} \qquad\qquad b' = \frac{\rho - x_{min}\cos\theta - y_{min}\sin\theta}{\Delta x \cos\theta}
$$

For linear interpolation, the transform is:

$$
R(\theta, \rho) = \begin{cases} \dfrac{\Delta x}{|\sin\theta|} \displaystyle\sum_m (1-w)A(m, \lfloor am + b \rfloor) + wA(m, \lfloor am + b \rfloor + 1) & |\sin\theta| > \dfrac{\sqrt{2}}{2} \\[2em] \dfrac{\Delta y}{|\cos\theta|} \displaystyle\sum_n (1-w)A(\lfloor a'n + b' \rfloor, n) + wA(\lfloor a'n + b' \rfloor + 1, n) & |\sin\theta| \leq \dfrac{\sqrt{2}}{2} \end{cases}
$$

where the slope and offsets are the same as above, and $\lfloor\ \rfloor$ indicates flooring to the nearest lower integer. The weighting *w* is given by the difference between *am + b* and its floored value, or between *a'n + b'* and its floored value.

How IDL Implements the Radon Backprojection

For the backprojection transform, the discrete formula for nearest-neighbor interpolation is:

$$B(m,n) \,=\, \Delta\theta \sum_t R(\theta_t, [\rho])$$

with the nearest-neighbor for ρ given by:

$$\rho \,=\, \{(m\Delta x + x_{min})\cos\theta_t + (n\Delta y + y_{min})\sin\theta_t - \rho_{min}\}\Delta\rho^{-1}$$

For backprojection with linear interpolation:

$$B(m,n) = \Delta\theta \sum_t (1-w)R(\theta_t, \lfloor\rho\rfloor) + wR(\theta_t, \lfloor\rho\rfloor + 1)$$

$$w = \rho - \lfloor\rho\rfloor$$

and ρ is the same as in the nearest-neighbor.

Syntax

Radon Transform:

Result = RADON(*Array* [, /DOUBLE] [, DRHO=*scalar*] [, DX=*scalar*]
  [, DY=*scalar*] [, /GRAY] [, /LINEAR] [, NRHO=*scalar*] [, NTHETA=*scalar*]
  [, RHO=*variable*] [, RMIN=*scalar*] [, THETA=*variable*] [, XMIN=*scalar*]
  [, YMIN=*scalar*])

Radon Backprojection:

Result = RADON(*Array, /*BACKPROJECT, RHO=*variable*, THETA=*variable*
  [, /DOUBLE] [, DX=*scalar*] [, DY=*scalar*] [, /LINEAR] [, NX=*scalar*]
  [, NY=*scalar*] [, XMIN=*scalar*] [, YMIN=*scalar*])

Return Value

The result of this function is a two-dimensional floating-point array, or a complex array if the input image is complex. If *Array* is double-precision, or if the DOUBLE keyword is set, the result is double-precision, otherwise, the result is single-precision.

Arguments

Array

The two-dimensional array of size *M* by *N* to be transformed.

Keywords

BACKPROJECT

If set, the backprojection is computed, otherwise, the forward transform is computed.

Note ——————————————————————————

The Radon backprojection does not return the original image. Instead, it returns an image blurred by the Radon transform. Because the Radon transform is not one-to-one, multiple (x, y) points are mapped to a single (θ, ρ).

————————————————————————————————

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic.

DRHO

Set this keyword equal to a scalar specifying the spacing between ρ coordinates, expressed in the same units as *Array*. The default is one-half of the diagonal distance between pixels, $0.5[(DX^2 + DY^2)]^{1/2}$. Smaller values produce finer resolution, and are useful for zooming in on interesting features. Larger values may result in undersampling, and are not recommended. If BACKPROJECT is specified, this keyword is ignored.

DX

Set this keyword equal to a scalar specifying the spacing between the horizontal (x) coordinates. The default is 1.0.

DY

Set this keyword equal to a scalar specifying the spacing between the vertical (y) coordinates. The default is 1.0.

GRAY

Set or omit this keyword to perform a weighted Radon transform, with the weighting given by the pixel values. If GRAY is explicitly set to zero, the image is treated as a binary image with all nonzero pixels considered as 1.

LINEAR

Set this keyword to use linear interpolation rather than the default nearest-neighbor sampling. Results are more accurate but slower when linear interpolation is used.

NRHO

Set this keyword equal to a scalar specifying the number of ρ coordinates to use. The default is $2 \ \mathrm{CEIL}([\mathrm{MAX}(x^2 + y^2)]^{1/2} / \mathrm{DRHO}) + 1$. If BACKPROJECT is specified, this keyword is ignored.

NTHETA

Set this keyword equal to a scalar specifying the number of θ coordinates to use over the interval $[0, \pi]$. The default is $\mathrm{CEIL}(\pi \ [(M^2 + N^2)/2]^{1/2})$. Larger values produce smoother results, and are useful for filtering before backprojection. Smaller values result in broken lines in the transform, and are not recommended. If BACKPROJECT is specified, this keyword is ignored.

NX

If BACKPROJECT is specified, set this keyword equal to a scalar specifying the number of horizontal coordinates in the output *Result*. The default is $\mathrm{FLOOR}(2 \ \mathrm{MAX}(|\mathrm{RHO}|)(DX^2 + DY^2)^{-1/2} + 1)$. For the forward transform this keyword is ignored.

NY

If BACKPROJECT is specified, set this keyword equal to a scalar specifying the number of vertical coordinates in the output *Result*. The default is $\mathrm{FLOOR}(2 \ \mathrm{MAX}(|\mathrm{RHO}|)(DX^2 + DY^2)^{-1/2} + 1)$. For the forward transform, this keyword is ignored.

RHO

For the forward transform, set this keyword to a named variable that will contain the radial (ρ) coordinates, in units defined by the DX and DY keywords (pixels by default). If BACKPROJECT is specified, this keyword must contain the ρ

coordinates of the input *Array*. The ρ coordinates should be evenly spaced and in increasing order.

RMIN

Set this keyword equal to a scalar specifying the minimum ρ coordinate to use for the forward transform. The default is –0.5(NRHO – 1) DRHO. If BACKPROJECT is specified, this keyword is ignored.

THETA

For the forward transform, set this keyword to a named variable containing a vector of angular (θ) coordinates (in radians) to use for the transform. If NTHETA is specified instead, and THETA is set to a named variable, on exit THETA will contain the θ coordinates. If BACKPROJECT is specified, this keyword must contain the θ coordinates of the input *Array*.

XMIN

Set this keyword equal to a scalar specifying the *x*-coordinate of the lower-left corner of the input *Array*. The default is – (*M*–1)/2, where *Array* is an *M* by *N* array. If BACKPROJECT is specified, set this keyword equal to a scalar specifying the *x*-coordinate of the lower-left corner of the *Result*. In this case the default is -DX (NX-1)/2.

YMIN

Set this keyword equal to a scalar specifying the *y*-coordinate of the lower-left corner of the input *Array*. The default is – (*N*–1)/2, where *Array* is an *M* by *N* array. If BACKPROJECT is specified, set this keyword equal to a scalar specifying the *y*-coordinate of the lower-left corner of the *Result*. In this case, the default is -DY (NY-1)/2.

Examples

Note
Also see "Transforming to and from the Hough and Radon Domains" (Chapter 7, *Image Processing in IDL*).

This example displays the Radon transform and the Radon backprojection:

```
PRO radon_example

    DEVICE, DECOMPOSED=0
```

```
;Create an image with a ring plus random noise:
x = (LINDGEN(128,128) MOD 128) - 63.5
y = (LINDGEN(128,128)/128) - 63.5
radius = SQRT(x^2 + y^2)
array = (radius GT 40) AND (radius LT 50)
array = array + RANDOMU(seed,128,128)

;Create display window, set graphics properties:
WINDOW, XSIZE=440,YSIZE=700, TITLE='Radon Example'
!P.BACKGROUND = 255  ; white
!P.COLOR = 0 ; black
!P.FONT=2
ERASE

XYOUTS, .05, .94, 'Ring and Random Pixels', /NORMAL
;Display the image. 255b changes black values to white:
TVSCL, 255b - array, .05, .75, /NORMAL

;Calculate and display the Radon transform:
XYOUTS, .05, .70, 'Radon Transform', /NORMAL
result = RADON(array, RHO=rho, THETA=theta)
TVSCL, 255b - result, .08, .32, /NORMAL
PLOT, theta, rho, /NODATA, /NOERASE, $
    POSITION=[0.08,0.32, 1, 0.68], $
    XSTYLE=9,YSTYLE=9,XTITLE='Theta', YTITLE='R'

;For simplicity in this example, remove everything except
;the two stripes. A better (and more complicated) method would
;be to choose a threshold for the result at each value of theta,
;perhaps based on the average of the result over the theta
;dimension.
result[*,0:55] = 0
result[*,73:181] = 0
result[*,199:*] = 0

;Find the Radon backprojection and display the output:
XYOUTS, .05, .26, 'Radon Backprojection', /NORMAL
backproject = RADON(result, /BACKPROJECT, RHO=rho, THETA=theta)
TVSCL, 255b - backproject, .05, .07, /NORMAL

END
```

The following figure displays the program output. The top image is an image of a ring and random pixels, or noise. The center image is the Radon transform, and displays the line integrals through the image. The bottom image is the Radon backprojection, after filtering all noise except for the two strong horizontal stripes in the middle image.
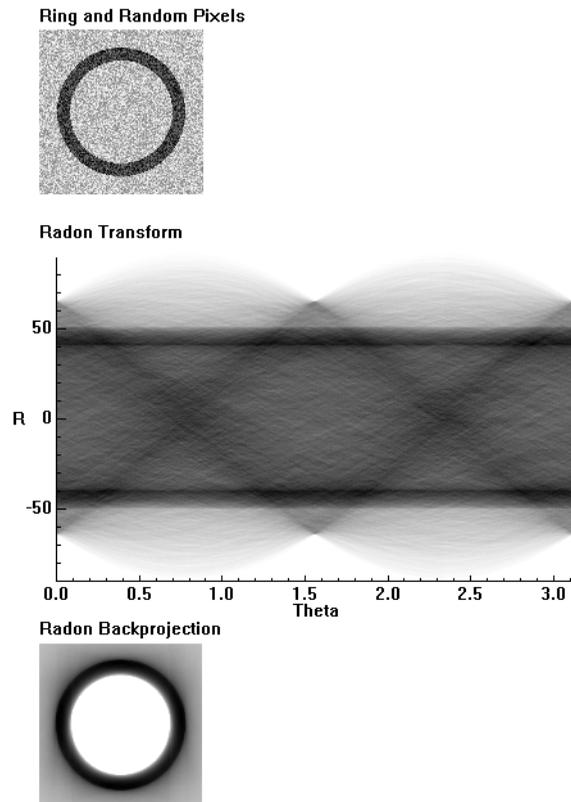
Figure 20-2: Radon Example - Original image (top), Radon transform (center), and backprojection of the altered Radon transform (bottom).

References

1. Herman, Gabor T. *Image Reconstruction from Projections*. New York: Academic Press, 1980.

2. Hiriyannaiah, H. P. X-ray computed tomography for medical imaging. IEEE Signal Processing Magazine, March 1997: 42-58.

3. Jain, Anil K. *Fundamentals of Digital Image Processing*. Englewood Cliffs, NJ: Prentice-Hall, 1989.

4. Toft, Peter. *The Radon Transform: Theory and Implementation*. Denmark: Technical University; 1996. Ph.D. Thesis.

Version History

5.4	Introduced

See Also

HOUGH, VOXEL_PROJ

RANDOMN

The RANDOMN function returns one or more normally-distributed, floating-point, pseudo-random numbers with a mean of zero and a standard deviation of one. RANDOMN uses the Box-Muller method for generating normally-distributed (Gaussian) random numbers.

Syntax

Result = RANDOMN(*Seed [, D_1 [, ..., D_8]]* [[, BINOMIAL=*[trials, probability]*] [, /DOUBLE] [, GAMMA=*integer*{>0}] [, /NORMAL] [, POISSON=*value*] [, /UNIFORM] | [, /LONG]])

Return Value

Returns an array containing the random numbers of the specified dimensions.

Arguments

Seed

A variable or constant used to initialize the random sequence on input, and in which the state of the random number generator is saved on output.

The state of the random number generator is contained in a long integer vector. This state is saved in the Seed argument when the argument is a named variable. To continue the pseudo-random number sequence, input the variable containing the saved state as the Seed argument in the next call to RANDOMN or RANDOMU. Each independent random number sequence should maintain its own state variable. To maintain a state over repeated calls to a procedure, the seed variable may be stored in a COMMON block.

In addition to states maintained by the user in variables, the RANDOMU and RANDOMN functions contain a single shared generic state that is used if a named variable is not supplied as the Seed argument or the named variable supplied is undefined. The generic state is initialized once using the time-of-day, and may be re-initialized by providing a Seed argument that is a constant or expression.

If the Seed argument is:

- An undefined variable — the generic state is used and the resulting generic state array is stored in the variable.

- A named variable that contains a longword array of the proper length — it is used to continue the pseudo-random sequence, and is updated.

- A named variable containing a scalar — the scalar value is used to start a new sequence and the resulting state array is stored back in the variable.

- A constant or expression — the value is used to re-initialize the generic state.

Note

RANDOMN and RANDOMU use the same sequence. Starting or restarting the sequence for one starts or restarts the sequence for the other. Some IDL routines use the random number generator, so using them will initialize the seed sequence. An example of such a routine is CLUST_WTS.

Note

Do not alter the seed value returned by this function. The only valid use for the seed argument is to pass it back to a subsequent call. Changing the value of the seed will corrupt the random sequence.

D_i

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If no dimensions are specified, RANDOMN returns a scalar result

Keywords

The formulas for the binomial, gamma, and Poisson distributions are from section 7.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press.

BINOMIAL

Set this keyword to a 2-element array, [*n*, *p*], to generate random deviates from a binomial distribution. If an event occurs with probability *p*, with *n* trials, then the number of times it occurs has a binomial distribution.

Note ———
For $n > 1.0$ x 10^7, you should set the DOUBLE keyword.

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic.

RANDOMN constructs double-precision uniform random deviates using the formula:

$$Y = \frac{(i1 - 1) \cdot imax + i2}{imax^2 + 1}$$

where *i1* and *i2* are integer random deviates in the range [1...*imax*], and *imax* = 2^{31} - 2 is the largest possible integer random deviate. The *Y* values will be in the range $0 < Y < 1$.

GAMMA

Set this keyword to an integer order $i > 0$ to generate random deviates from a gamma distribution. The gamma distribution is the waiting time to the *i*th event in a Poisson random process of unit mean. A gamma distribution of order equal to 1 is the same as the exponential distribution.

Note ———
For GAMMA > 1.0 x 10^7, you should set the DOUBLE keyword.

LONG

Set this keyword to return integer uniform random deviates in the range $[1...2^{31} - 2]$. If LONG is set, all other keywords are ignored.

NORMAL

Set this keyword to generate random deviates from a normal distribution.

POISSON

Set this keyword to the mean number of events occurring during a unit of time. The POISSON keyword returns a random deviate drawn from a Poisson distribution with that mean.

Note ───
For POISSON $> 1.0 \times 10^{7}$, you should set the DOUBLE keyword.
───

UNIFORM

Set this keyword to generate random deviates from a uniform distribution.

Examples

If you start the sequence with an *undefined* variable—if RANDOMN has already been called, *Seed* is no longer undefined—IDL initializes the sequence with the system time:

```
; Generate one random variable and initialize the sequence with an
; undefined variable:
randomValue = RANDOMN(seed)
```

The new state is saved in seed. To generate repeatable experiments, begin the sequence with a particular seed:

```
seed_value = 5L

; Generate one random variable and initialize the sequence with 5:
randomValue = RANDOMN(seed_value)

PRINT, randomValue
```

IDL prints:

```
0.521414
```

To restart the sequence with a particular seed, re-initialize the variable:

```
seed = 5L

;Get a normal random number, and restart the sequence with a seed
;of 5.
randomValue = RANDOMN(seed)

PRINT, randomValue
```

IDL prints:

```
0.521414
```

To continue the same sequence:

```
PRINT, RANDOMN(seed)
```

IDL prints:

```
-0.945489
```

To create a 10 by 10 array of normally-distributed, random numbers, type:

```
R = RANDOMN(seed, 10, 10)
```

Since seed is undefined, the generic state is used to initialize the random number generator. Print the resulting values by entering:

```
PRINT, R
```

A more interesting example plots the probability function of 2000 numbers returned by RANDOMN. Type:

```
PLOT, HISTOGRAM(RANDOMN(SEED, 2000), BINSIZE=0.1)
```

To obtain a sequence of 1000 exponential (gamma distribution, order 1) deviates, type:

```
Result = RANDOMN(seed, 1000, GAMMA=1)
```

Intuitively, the result contains a random series of waiting times for events occurring an average of one per time period.

To obtain a series of 1000 random elapsed times required for the arrival of two events, type:

```
;Returns a series of 1000 random elapsed times required for the
;arrival of two events.
Result = RANDOMN(seed, 1000, GAMMA=2)
```

To obtain a 128 x 128 array filled with Poisson deviates, with a mean of 1.5, type:

```
Result = RANDOMN(seed, 128, 128, POISSON=1.5)
```

To simulate the count of "heads" obtained when flipping a coin 10 times, type:

```
Result = RANDOMN(seed, BINOMIAL=[10,.5])
```

Version History

Original	Introduced

See Also

RANDOMU

RANDOMU

The RANDOMU function returns one or more uniformly-distributed, floating-point, pseudo-random numbers in the range $0 < Y < 1.0$.

The random number generator is taken from: "Random Number Generators: Good Ones are Hard to Find", Park and Miller, *Communications of the ACM*, Oct 1988, Vol 31, No. 10, p. 1192. To remove low-order serial correlations, a Bays-Durham shuffle is added, resulting in a random number generator similar to ran1() in Section 7.1 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press.

Syntax

Result = RANDOMU(*Seed [, D$_1$ [, ..., D$_8$]]*] [[, BINOMIAL=*[trials*, *probability]*]
 [, /DOUBLE] [, GAMMA=*integer*{>0}] [, /NORMAL] [, POISSON=*value*]
 [, /UNIFORM] | [, /LONG]])

Return Value

Returns an array of uniformly distributed random numbers of the specified dimensions.

Arguments

Seed

A variable or constant used to initialize the random sequence on input, and in which the state of the random number generator is saved on output.

The state of the random number generator is contained in a long integer vector. This state is saved in the Seed argument when the argument is a named variable. To continue the pseudo-random number sequence, input the variable containing the saved state as the Seed argument in the next call to RANDOMN or RANDOMU. Each independent random number sequence should maintain its own state variable. To maintain a state over repeated calls to a procedure, the seed variable may be stored in a COMMON block.

In addition to states maintained by the user in variables, the RANDOMU and RANDOMN functions contain a single shared generic state that is used if a named variable is not supplied as the Seed argument or the named variable supplied is

undefined. The generic state is initialized once using the time-of-day, and may be re-initialized by providing a Seed argument that is a constant or expression.

If the Seed argument is:

- an undefined variable — the generic state is used and the resulting generic state array is stored in the variable.

- a named variable that contains a longword array of the proper length — it is used to continue the pseudo-random sequence, and is updated.

- a named variable containing a scalar — the scalar value is used to start a new sequence and the resulting state array is stored back in the variable.

- a constant or expression — the value is used to re-initialize the generic state.

Note ───

RANDOMN and RANDOMU use the same sequence, so starting or restarting the sequence for one starts or restarts the sequence for the other. Some IDL routines use the random number generator, so using them will initialize the seed sequence. An example of such a routine is CLUST_WTS.

───

Note ───

Do not alter the seed value returned by this function. The only valid use for the seed argument is to pass it back to a subsequent call. Changing the value of the seed will corrupt the random sequence.

───

D_i

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If no dimensions are specified, RANDOMU returns a scalar result

Keywords

The formulas for the binomial, gamma, and Poisson distributions are from Section 7.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press.

BINOMIAL

Set this keyword to a 2-element array, [*n*, *p*], to generate random deviates from a binomial distribution. If an event occurs with probability *p*, with *n* trials, then the number of times it occurs has a binomial distribution.

Note ───
For $n > 1.0 \times 10^7$, you should set the DOUBLE keyword.
──

DOUBLE

Set this keyword to force the computation to be done using double-precision arithmetic.

RANDOMU constructs double-precision uniform random deviates using the formula:

$$Y = \frac{(i1 - 1) \cdot imax + i2}{\mathrm{imax}^2 + 1}$$

where *i1* and *i2* are integer random deviates in the range [1...*imax*], and $imax = 2^{31} - 2$ is the largest possible integer random deviate. The *Y* values will be in the range $0 < Y < 1$.

GAMMA

Set this keyword to an integer order $i > 0$ to generate random deviates from a gamma distribution. The gamma distribution is the waiting time to the *i*th event in a Poisson random process of unit mean. A gamma distribution of order equal to 1 is the same as the exponential distribution.

Note ───
For $GAMMA > 1.0 \times 10^7$, you should set the DOUBLE keyword.
──

LONG

Set this keyword to return integer uniform random deviates in the range $[1...2^{31} - 2]$. If LONG is set, all other keywords are ignored.

NORMAL

Set this keyword to generate random deviates from a normal distribution.

POISSON

Set this keyword to the mean number of events occurring during a unit of time. The POISSON keyword returns a random deviate drawn from a Poisson distribution with that mean.

Note ───

For POISSON $> 1.0 \times 10^7$, you should set the DOUBLE keyword.

───

UNIFORM

Set this keyword to generate random deviates from a uniform distribution.

Examples

This example simulates rolling two dice 10,000 times and plots the distribution of the total using RANDOMU. Enter:

```
PLOT, HISTOGRAM(FIX(6 * RANDOMU(S, 10000)) + $
    FIX(6 * RANDOMU(S, 10000)) + 2)
```

In the above statement, the expression RANDOMU(S, 10000) is a 10,000-element, floating-point array of random numbers greater than or equal to 0 and less than 1. Multiplying this array by 6 converts the range to $0 \le Y < 6$.

Applying the FIX function yields a 10,000-point integer vector with values from 0 to 5, one less than the numbers on one die. This computation is done twice, once for each die, then 2 is added to obtain a vector from 2 to 12, the total of two dice.

The HISTOGRAM function makes a vector in which each element contains the number of occurrences of dice rolls whose total is equal to the subscript of the element. Finally, this vector is plotted by the PLOT procedure.

An example of reusing a state vector to generate a repeatable sequence:

```
; Init seed for a repeatable sequence:
seed = 1001L

; Print 1st 5 numbers of sequence:
print,randomu(seed,5)
```

IDL prints:

```
     0.705884      0.285924      0.231151      0.715447      0.532836
```

Reuse a state vector:

```
; Re-init seed to same sequence:
seed = 1001L

; Get 5 number of sequence with 5 calls:
for i=0,4 do print, randomu(seed)
```

IDL prints:

```
        0.705884
        0.285924
        0.231151
        0.715447
        0.532836
```

Version History

Original	Introduced

See Also

RANDOMN

RANKS

The RANKS function computes the magnitude-based ranks of a sample population *X*. Elements of identical magnitude "ties" are ranked according to the mean of the ranks that would otherwise be assigned.

This routine is written in the IDL language. Its source code can be found in the file ranks.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = RANKS(*X*)

Return Value

The result is a vector of ranks equal in length to *X*.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector. The elements of this vector must be in ascending order based on their magnitude.

Keywords

None.

Examples

```
; Define an n-element sample population:
X = [-0.8, 0.1, -2.3, -0.6, 0.2, 1.1, -0.3, 0.6, -0.2, 1.1, $
    -0.7, -0.2, 0.6, 0.4, -0.1, 1.1, -0.3, 0.3, -1.3, 1.1]

; Allocate a two-column, n-row array to store the results:
array = FLTARR(2, N_ELEMENTS(X))

; Sort the sample population and store in the 0th column of ARRAY:
array[0, *] = X[SORT(X)]
; Compute the ranks of the sorted sample population and store in
; the 1st column of ARRAY:
array[1, *] = RANKS(X[SORT(X)])
```

```
; Display the sorted sample population and corresponding ranks
; with a two-decimal format:
PRINT, array, FORMAT = '(2(5x, f5.2))'
```

IDL prints:

```
-2.30      1.00
-1.30      2.00
-0.80      3.00
-0.70      4.00
-0.60      5.00
-0.30      6.50
-0.30      6.50
-0.20      8.50
-0.20      8.50
-0.10     10.00
 0.10     11.00
 0.20     12.00
 0.30     13.00
 0.40     14.00
 0.60     15.50
 0.60     15.50
 1.10     18.50
 1.10     18.50
 1.10     18.50
 1.10     18.50
```

Version History

4.0	Introduced

See Also

R_CORRELATE

RDPIX

The RDPIX procedure interactively displays the X position, Y position, and pixel value at the cursor.

This routine is written in the IDL language. Its source code can be found in the file `rdpix.pro` in the `lib` subdirectory of the IDL distribution.

Using RDPIX

RDPIX displays a stream of X, Y, and pixel values when the mouse cursor is moved over a graphics window. Press the left or center mouse button to create a new line of output. Press the right mouse button to exit the procedure.

Syntax

RDPIX, *Image* [, *X0*, *Y0*]

Arguments

Image

The array that contains the image being displayed. This array may be of any type. Rather than reading pixel values from the display, values are taken from this parameter, avoiding scaling difficulties.

X0, Y0

The location of the lower-left corner of the image area on screen. If these parameters are not supplied, they are assumed to be zero.

Keywords

None.

Version History

Original	Introduced

See Also

CURSOR, TVRD

READ/READF

The READ procedures perform formatted input into variables.

READ performs input from the standard input stream (IDL file unit 0), while READF requires a file unit to be explicitly specified.

Syntax

READ, [*Prompt*,] *Var$_1$*, ..., *Var$_n$*

READF, [*Prompt*,] *Unit*, *Var$_1$*, ..., *Var$_n$*

Keywords: [, AM_PM=*[string, string]*] [, DAYS_OF_WEEK=*string_array*{7 names}] [, FORMAT=*value*] [, MONTHS=*string_array*{12 names}] [, PROMPT=*string*]

Arguments

Prompt

Note ───

The PROMPT keyword should be used instead of the *Prompt* argument for compatibility with window-based versions of IDL.

───

A string or explicit expression (i.e, not a named variable) to be used as a prompt. This argument should not be included if the FORMAT keyword is specified. Also, if this argument begins with the characters "$(", it is taken to be a format specification as described below under "Format Compatibility".

Using the *Prompt* argument does not work well with IDL for Windows. The desired prompt string is written to the log window instead of the command input window. To create custom prompts compatible with these versions of IDL, use the PROMPT keyword, described below.

Unit

For READF, Unit specifies the file unit from which the input is taken.

Var$_i$

The named variables to receive the input.

Note ───

Var$_i$ may *not* be an element of an array variable (`arrayvar[n]`) or a field within a structure variable (`structvar.tag`). See "Parameter Passing Mechanism" (Chapter 5, *Application Programming*) for details.

───

If the variable specified for the *Var$_i$* argument has not been previously defined, the input data is assumed to be of type float, and the variable will be created as a float.

Keywords

AM_PM

Supplies a string array of two names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

DAYS_OF_WEEK

Supplies a string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

FORMAT

If FORMAT is not specified, IDL uses its default rules for formatting the input. FORMAT allows the format of the input to be specified in precise detail, using a FORTRAN-style specification. See "Using Explicitly Formatted Input/Output" (Chapter 18, *Application Programming*).

Note ───

The format specification affects the way data is read from the input stream or file. It does not change the datatype of the variables into which data is being read.

───

MONTHS

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

PROMPT

Set this keyword to a scalar string to be used as a customized prompt for the READ command. If the PROMPT keyword or *Prompt* argument is not supplied, IDL uses a colon followed by a space (": ") as the input prompt.

Format Compatibility

If the FORMAT keyword is not present and READ is called with more than one argument, and the first argument is a scalar string starting with the characters "$(", this initial argument is taken to be the format specification, just as if it had been specified via the FORMAT keyword. This feature is maintained for compatibility with version 1 of VMS IDL.

Examples

To read a string value into the variable B from the keyboard, enter:

```
; Define B as a string before reading:
B = ''

; Read input from the terminal:
READ, B, PROMPT='Enter Name: '
```

To read formatted data from the previously-opened file associated with logical unit number 7 into variable C, use the command:

```
READF, 7, C
```

Version History

Original	Introduced
Pre-6.2	Deprecated KEY_ID, KEY_MATCH, and KEY_VALUE keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

READS, READU, WRITEU

READ_ASCII

The READ_ASCII function reads data from an ASCII file into an IDL structure variable. READ_ASCII may be used with templates created by the ASCII_TEMPLATE function.

This routine handles ASCII files consisting of an optional header of a fixed number of lines, followed by columnar data. One or more rows of data constitute a *record*. Each data element within a record is considered to be in a different column, or *field*. The data in one field must be of, or promotable to, a single type (e.g., FLOAT). Adjacent fields may be collected into multi-column fields, called *groups*. Files may also contain comments, which exist between a user-specified comment string and the corresponding end-of-line.

READ_ASCII is designed to be used with templates created by the ASCII template function.

This routine is written in the IDL language. Its source code can be found in the file read_ascii.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = READ_ASCII([*Filename]* [, COMMENT_SYMBOL=*string*]
    [, COUNT=*variable*] [, DATA_START=*lines_to_skip*] [, DELIMITER=*string*]
    [, HEADER=*variable*] [, MISSING_VALUE=*value*] [, NUM_RECORDS=*value*]
    [, RECORD_START=*index*] [, TEMPLATE=*value*] [, /VERBOSE])

Return Value

The result is an IDL structure array containing the data. Each field in the structure corresponds to a different column of data and each element in the array corresponds to a different record (a row of data).

Arguments

Filename

A string containing the name of an ASCII file to read into an IDL variable. If *filename* is not specified, a dialog allows the user to choose a file.

Keywords

You can define the attributes of a field in two ways. If you use a template, you can either use a previously generated template, or create a template with ASCII_TEMPLATE. You can use COMMENT_SYMBOL, DATA_START, DELIMITER, or MISSING_VALUE to either override template attributes or to provide one-time attributes for the file to be read, without a template.

COMMENT_SYMBOL

Set this keyword to a string that identifies the character used to delineate comments in the ASCII file to be read. When READ_ASCII encounters the comment character, it discards data from that point until it reaches the end of the current line, identifying the rest of the line as a comment. The default character the null string, '', specifying that no comments will be recognized.

COUNT

Set this keyword equal to a named variable that will contain the number of records read.

DATA_START

Set this keyword equal to the number of header lines you want to skip. The default value is 0 if no template is specified.

DELIMITER

Set this keyword to a string that identifies the end of a field. If no delimiter is specified, READ_ASCII uses information provided by the template in use. The default is a space, ' ', specifying that an empty element constitutes the end of a field.

HEADER

Set this keyword equal to a named variable that will contain the header in a string array of length DATA_START. If no header exists, an empty string is returned.

MISSING_VALUE

Set this keyword equal to a value used to replace any missing or invalid data. The default value, if no template is supplied, is !VALUES.F_NAN. See "!VALUES" on page 5492 for details.

NUM_RECORDS

Set this keyword equal to the number of records to read. The default is to read up to and including the last record.

RECORD_START

Set this keyword equal to the index of the first record to read. The default is the first record of the file (record 0).

TEMPLATE

Use this keyword to specify the ASCII file template (generated by the function ASCII_TEMPLATE), that defines attributes of the file to be read. Specific attributes of the template may be overridden by the following keywords: COMMENT_SYMBOL, DATA_START, DELIMITER, MISSING_VALUE.

VERBOSE

Set this keyword to print runtime messages.

Examples

To read ASCII data using default file attributes, except for setting the number of skipped header lines to 10, type:

```
data = READ_ASCII(file, DATA_START=10)
```

To use a template to define file attributes, overriding the number of skipped header lines defined in the template, type:

```
data = READ_ASCII(file, TEMPLATE=template, DATA_START=10)
```

To use the ASCII_TEMPLATE GUI to generate a template within the function, type:

```
data = READ_ASCII(myfile, TEMPLATE=ASCII_TEMPLATE(myfile))
```

Working with a READ_ASCII Data Structure

READ_ASCII returns a structure containing ASCII data, which is formatted according to specified keywords or a template. The following example returns a structure containing the data in the sine_waves.txt file, found in the examples/data subdirectory of the IDL installation directory.

1. Enter the following statement at the IDL command line to open the **ASCII Template** dialog:

```
sTemplate = ASCII_TEMPLATE()
```

2. Complete the steps described in "Using the ASCII Template Dialog" on page 111 to define the format of the data.

3. Use READ_ASCII to access the data, defined by the template created in the previous step;

```
data = READ_ASCII(FILEPATH('sine_waves.txt', $
    SUBDIRECTORY=['examples', 'data']), TEMPLATE = sTemplate)
```

4. The variable data now contains the ASCII data. Use the format *structureName.fieldName* to access individual fields of data. The following lines plot each data field in an iPlot display:

```
iPLOT, data.SmoothSine
iPLOT, data.NoisySine, color = [255, 0, 0], /OVERPLOT
```

Note
The Variable Watch window contains the sTemplate and data structures. Expand these items for information about the structure fields.

Version History

5.0	Introduced

See Also

ASCII_TEMPLATE, QUERY_ASCII

READ_BINARY

The READ_BINARY function reads the contents of a binary file using a passed template or basic command line keywords. Data is read from the given filename or from the current file position in the open file pointed to by *FileUnit*. If no template is provided, keywords can be used to read a single IDL array of data.

Syntax

Result = READ_BINARY ([*Filename*] | *FileUnit* [, TEMPLATE=*template*] |
   [[, DATA_START=*value*] [, DATA_TYPE=*typecodes*] [, DATA_DIMS=*array*]
   [, ENDIAN=*string*]])

Return Value

The result is an array or anonymous structure containing all of the entities read from the file.

Arguments

Filename

A scalar string containing the name of the binary file to read. If *filename* and file unit are not specified, a dialog allows the user to choose a file.

FileUnit

A scalar containing an open IDL file unit number to read from.

Keywords

DATA_DIMS

Set this keyword to a scalar or array of up to eight elements specifying the size of the data to be read and returned. For example, DATA_DIMS=[512,512] specifies that a two-dimensional, 512 by 512 array be read and returned. DATA_DIMS=0 specifies that a single, scalar value be read and returned. Default is -1, which, if a TEMPLATE is not supplied that specifies otherwise, indicates that READ_BINARY will read to end-of-file and store the result in a 1-D array.

DATA_START

Set this keyword to specify where to begin reading in a file. This value is as an offset, in bytes, that will be applied to the initial position in the file. The default is 0.

DATA_TYPE

Set this keyword to an IDL typecode of the data to be read. See documentation for the SIZE function for a listing of typecodes. Default is 1 (IDL's BYTE typecode).

ENDIAN

Set this keyword to one of three string values: "big", "little" or "native" which specifies the byte ordering of the file to be read. If the computer running READ_BINARY uses byte ordering that is different than that of the file, READ_BINARY will swap the order of bytes in multi-byte data types read from the file. (Default: "native" = perform no byte swapping.) See "Files and I/O" (Chapter 9, *Application Programming*) for more information on byte order and cross-platform programming.

TEMPLATE

Set this keyword to a template structure (created using the BINARY_TEMPLATE function) describing the file to be read. The TEMPLATE keyword cannot be used simultaneously with keywords DATA_START, DATA_TYPE, DATA_DIMS, or ENDIAN.

When a template is used with READ_BINARY, the return value is a structure containing fields specified by the template. If a template is not used, the return value is an array.

Examples

The following reads the data in a binary file, head.data, and passes the data to an iVolume display:

```
vHeadData = READ_BINARY(FILEPATH('head.dat', $
   SUBDIRECTORY=['examples', 'data']), DATA_DIMS=[80,100,57])
IVOLUME, vHeadData
```

When the iVolume window appears, click **Render** on the Volume panel to display the data.

Also see the following examples:

-
-
-

Working with a READ_Binary Data Structure

READ_BINARY returns a structure containing binary data, which is formatted according to specified keywords or a template. The following example returns a structure containing the data in the `surface.dat` file, found in the `examples/data` subdirectory of the IDL installation directory.

1. Enter the following statement at the IDL command line to open the **Binary Template** dialog:

   ```
   sTemplate = BINARY_TEMPLATE()
   ```

2. Complete the steps described in "Using the BINARY_TEMPLATE Interface" on page 166 to define the format of the data.

3. Use READ_BINARY to access the data, defined by the template created in the previous step;

   ```
   data = READ_BINARY(FILEPATH('surface.dat', $
       SUBDIRECTORY=['examples', 'data']), TEMPLATE = sTemplate)
   ```

4. The variable `data` now contains the binary data. Use the format *structureName.fieldName* to access individual fields of data. The following lines display the data in an iSurface tool:

   ```
   ISURFACE, data.marbells
   ```

Note
The Variable Watch window contains the `sTemplate` and `data` structures. Expand these items for information about the structure fields.

Displaying Binary Images with Direct Graphics

Binary images are composed of pixels having one of two values, usually zero or one. With most color tables, pixels having values of zero or one are displayed with almost the same color, such as with a the default grayscale color table. Thus, a binary image is usually scaled to display the zeros as black and the ones as white.

The following example imports a binary image of the world from the `continent_mask.dat` binary file. In this image, the oceans are zeros (black) and

the continents are ones (white). This type of image can be used to mask out data over the oceans. The image contains byte data values and is 360 pixels by 360 pixels. Complete the following steps for a detailed description of the process.

Example Code

See `displaybinaryimage_direct.pro` in the `examples/doc/image` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `displaybinaryimage_direct` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT displaybinaryimage_direct.pro`.

1. Determine the path to the `continent_mask.dat` file:

   ```
   file = FILEPATH('continent_mask.dat', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Initialize the image size parameter:

   ```
   imageSize = [360, 360]
   ```

3. Use READ_BINARY to import the image from the file:

   ```
   image = READ_BINARY(file, DATA_DIMS = imageSize)
   ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program. This command implies a color table will be used.

   ```
   DEVICE, DECOMPOSED = 0
   ```

5. Load a grayscale color table:

   ```
   LOADCT, 0
   ```

6. Create a window and display the original image with the TV procedure:

   ```
   WINDOW, 0, XSIZE = imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'A Binary Image, Not Scaled'
   TV, image
   ```

   The resulting window should be all black (blank). The binary image contains zeros and ones, which are almost the same color (black). Binary images should be displayed with the TVSCL procedure in order to scale the ones to white.

7. Create another window and display the scaled binary image:

   ```
   WINDOW, 1, XSIZE = imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'A Binary Image, Scaled'
   TVSCL, image
   ```

The following figure shows the results of scaling this display.
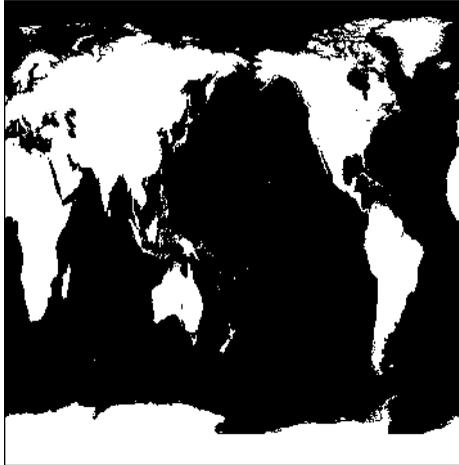
Figure 20-3: Binary Image in Direct Graphics

Displaying a Grayscale Binary Image

Features within grayscale images are created by pixels that have varying intensities. Pixel values range from least intense (black) to the most instance (white). Since a grayscale image is composed of pixels of varying intensities, it is best displayed with a color table that progresses linearly from black to white. Although IDL has several such predefined color tables, the grayscale color table (B-W LINEAR), is the most fitting choice when displaying grayscale images. IDL's B-W LINEAR color table is represented by an index value of 0. See "Loading a Default Color Table" (Chapter 5, *Using IDL*) for more information on IDL's predefined color tables.

The following example imports a grayscale image from the convec.dat binary file. This grayscale image shows the convection of the Earth's mantle. The image contains byte data values and is 248 pixels by 248 pixels. Since the data type is byte, this image does not need to be scaled before display. If the data was of any type other than byte and the data values were not within the range from 0 to 255, the image would need to be scaled prior to being displayed. (See the TVSCL description for more information.) Complete the following steps for a detailed description of the process.

Example Code _____

See displaygrayscaleimage_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example.

Run the example procedure by entering `displaygrayscaleimage_direct` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT displaygrayscaleimage_direct.pro`.

1. Determine the path to the `convec.dat` file:

   ```
   file = FILEPATH('convec.dat', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Initialize the image size parameter:

   ```
   imageSize = [248, 248]
   ```

3. Using READ_BINARY, import the image from the file:

   ```
   image = READ_BINARY(file, DATA_DIMS = imageSize)
   ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

   ```
   DEVICE, DECOMPOSED = 0
   ```

5. Load a grayscale color table:

   ```
   LOADCT, 0
   ```

6. Create a window and display the original image with the TV procedure:

   ```
   WINDOW, 0, XSIZE = imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'A Grayscale Image'
   TV, image
   ```

The following figure shows the resulting grayscale image display.
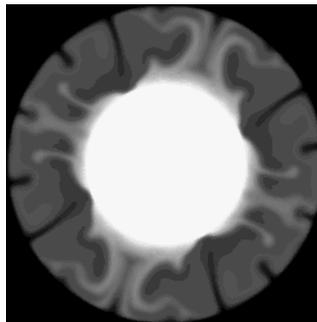
Figure 20-4: Grayscale Image in Direct Graphics

Version History

5.3	Introduced

See Also

BINARY_TEMPLATE

READ_BMP

The READ_BMP function reads a Microsoft Windows Version 3 device independent bitmap file (.BMP) and returns the image.

READ_BMP does not handle 1-bit-deep images or compressed images, and is not fast for 4-bit images. The algorithm works best on images where the number of bytes in each scan-line is evenly divisible by 4.

This routine is written in the IDL language. Its source code can be found in the file read_bmp.pro in the lib subdirectory of the IDL distribution.

Note
To find information about a potential BMP file before trying to read its data, use the QUERY_BMP function.

Syntax

Result = READ_BMP(*Filename*, [, *R*, *G*, *B*] [, *Ihdr*] [, /RGB])

Return Value

Returns a byte array containing the image. Dimensions are taken from the BITMAPINFOHEADER of the file. In the case of 4-bit or 8-bit images, the dimensions of the resulting array are (biWidth, biHeight).

For 24-bit images, the dimensions are (3, biWidth, biHeight). Color interleaving is blue, green, red; i.e., Result[*0,i,j*] = blue, Result[*1,i,j*] = green, etc.

Arguments

Filename

A scalar string specifying the full path name of the bitmap file to read.

R, G, B

Named variables that will contain the color tables from the file. There 16 elements each for 4 bit images, 256 elements each for 8 bit images. Color tables are not defined or used for 24 bit images.

Ihdr

A named variable that will contain a structure holding the BITMAPINFOHEADER from the file. Tag names are as defined in the MS Windows Programmer's Reference Manual.

Keywords

RGB

If this keyword is set, color interleaving of 16- and 24-bit images will be R, G, B, i.e., Result[*0,i,j*] = red, Result[*1,i,j*] = green, Result[2,*i,j*] = blue.

Examples

To open, read, and display the BMP file named `foo.bmp` in the current directory and store the color vectors in the variables R, G, and B, enter:

```
; Read and display an image:
TV, READ_BMP('foo.bmp', R, G, B)

; Load its colors:
TVLCT, R, G, B
```

Many applications that use 24-bit BMP files outside IDL expect BMP files to be stored as BGR. For example, enter the following commands.

```
; Make a red square image:
a = BYTARR(3, 200, 200, /NOZERO)
a[0, *, *] = 255

;View the image:
TV, a, /TRUE
WRITE_BMP, 'foo.bmp', a
```

If you open the `.bmp` file in certain bitmap editors, you may find that the square is blue.

```
image = READ_BMP('foo.bmp')

; IDL reads the image back in and interprets it as red:
TV, image, /TRUE

; Flip the order of the indices by adding the RGB keyword:
image = READ_BMP('foo.bmp', /RGB)

; Displays the image in blue:
TV, image, /TRUE
```

Version History

Pre-4.0	Introduced

See Also

WRITE_BMP, QUERY_BMP

READ_DICOM

The READ_DICOM function reads an image from a DICOM file along with any associated color table.The return array type depends on the DICOM image pixel type.

This routine is written in the IDL language. Its source code can be found in the file read_dicom.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = READ_DICOM (*Filename* [, *Red*, *Green*, *Blue*] [, IMAGE_INDEX=*index*] [, /DICOMEX])

Return Value

The return value can be a 2-D array for grayscale or a 3-D array for TrueColor images. TrueColor images are always returned in pixel interleave format.

Arguments

Filename

This argument is a scalar string that contains the full pathname of the file to read.

Red, Green, Blue

Named variables that will contain the red, green, and blue color vectors from the DICOM file if they exist.

Note ——————————————————————————————

DICOM color vectors contain 16- bit color values that may need to be converted for use with IDL graphics routines.

——

Keywords

IMAGE_INDEX

Set this keyword to the index of the image to read from the file.

DICOMEX

This keyword is set by default. When an additional cost DICOM Read/Write license or Read/Write runtime license is available, and an IDLffDicomEx object can be created, IDL uses the IDLffDicomEx object to read the DICOM file. If these conditions are not met, or if this keyword is set to 0, IDL uses the IDLffDICOM object to read the DICOM file instead.

Note

READ_DICOM always returns the image array in DICOM format where the first pixel in the returned array is the top left-hand pixel in the frame. By default, the IDLffDicomEx::GetPixelData method returns pixel data in standard IDL format where the first pixel in the returned array is the bottom left-hand pixel in the frame. Set the GetPixelData ORDER keyword to return the array in DICOM format.

Examples

```
TVSCL,READ_DICOM(FILEPATH('mr_knee.dcm',$
   SUBDIR=['examples','data']))
```

Version History

5.2	Introduced
6.2	Added DICOMEX keyword

See Also

QUERY_DICOM

READ_GIF

The READ_GIF procedure reads the contents of a GIF format image file and returns the image and color table vectors (if present) in the form of IDL variables. Only 8-bit images are supported.

Note ──

The GIF format uses compression technologies that may be subject to license restrictions. If you receive a warning when attempting to use this routine, contact ITT Visual Information Solutions for information about licensing options.

──

This routine is written in the IDL language. Its source code can be found in the file read_gif.pro in the lib subdirectory of the IDL distribution.

Note ──

To find information about a potential GIF file before trying to read its data, use the QUERY_GIF function.

──

Syntax

READ_GIF, *Filename*, *Image* [, *R*, *G*, *B*] [, BACKGROUND_COLOR=*variable*]
    [, /CLOSE] [, DELAY_TIME=*variable*] [, DISPOSAL_METHOD=*variable*]
    [, /MULTIPLE] [, REPEAT_COUNT=*variable*] [, TRANSPARENT=*value*]
    [, USER_INPUT=*variable*]

Arguments

Filename

A scalar string specifying the full path name of the image file to read.

Image

A named variable that will contain the image data read from the file.

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors, if the rasterfile contains colormaps. For GIF files with multiple images, when reading the second and subsequent images, R, G, and B are not returned unless there is a local color table for that image.

Keywords

BACKGROUND_COLOR

Set this keyword to a named variable that will contain the index of the background color within the global color table.

CLOSE

Set this keyword to close any open files. The CLOSE keyword is only useful if a file containing multiple images (as specified by the MULTIPLE keyword) is in use. Note that you do not need to specify the normal arguments to READ_GIF (*Filename*, *Image*, etc.) when using this keyword.

DELAY_TIME

Set this keyword to a named variable that will contain the delay in hundredths (1/100) of a second that the decoder should wait after displaying the current image. If the delay time is not defined in the file, a value of 0 will be returned. There can be a different value for each image within the file.

DISPOSAL_METHOD

Set this keyword to a named variable that will contain the disposal method that the decoder should use after displaying the current image. Possible values are:

0	No disposal specified. The decoder is not required to take any action.
1	Do not dispose. The graphic is to be left in place.
2	Restore to background color. The area used by the graphic must be restored to the background color.
3	Restore to previous. The decoder is required to restore the area overwritten by the graphic with what was there prior to rendering the graphic.

There can be a different value for each image within the file.

MULTIPLE

Set this keyword to read files that contain multiple images. Each call to READ_GIF returns the next image, with the file remaining open between calls. The *Filename* argument is ignored and may be omitted after the first call. Reading past the last image returns a scalar value of -1 in the variable specified in the *Image* argument, and closes the file.

REPEAT_COUNT

Set this keyword to a named variable that will contain the repeat count for the animation within the file. A repeat count of zero indicates an infinite repeat. If the repeat count is not defined within the file then a value of -1 is returned.

TRANSPARENT

Set this keyword to a named variable that will contain a byte value giving the index within the color table to be designated as the transparent color. If there is no transparency, then a value of -1 is returned. There can be a different value for each image within the file.

USER_INPUT

Set this keyword to a named variable that will contain the user input flag for the current image. A value of 0 indicates that no user input should be required, while a value of 1 indicates that the application should wait before continuing processing. The nature of the user input is determined by the application (carriage return, mouse button click, etc.). When both DELAY_TIME and USER_INPUT are present, the decoder should continue processing when user input is received or when the delay time expires, whichever occurs first. For multiple images there may be a different value for each image within the file.

Example

To open and read the GIF image file named `foo.gif` in the current directory, store the image in the variable `image1`.

```
; Store the color vectors in the variables R, G, and B:
READ_GIF, 'foo.gif', image1, R, G, B

; Load the new color table and display the image:
TVLCT, R, G, B
TV, image1
```

Version History

Pre-4.0	Introduced
6.4	Added BACKGROUND_COLOR, DELAY_TIME, DISPOSAL_METHOD, REPEAT_COUNT, TRANSPARENT, and USER_INPUT keywords

See Also

WRITE_GIF, QUERY_GIF

READ_IMAGE

The READ_IMAGE function reads the image contents of a file and returns the image in an IDL variable. If the image contains a palette it can be returned as well in three IDL variables. READ_IMAGE returns the image in the form of a two-dimensional array (for grayscale images) or a (3, n, m) array (for TrueColor images). READ_IMAGE can read most types of image files supported by IDL. See QUERY_IMAGE for a list of supported formats.

Syntax

Result = READ_IMAGE (*Filename* [, *Red*, *Green*, *Blue*] [, IMAGE_INDEX=*index*])

Return Value

Result is the image array read from the file or scalar value of -1 if the file could not be read.

Arguments

Filename

A scalar string containing the name of the file to read.

Red

An optional named variable to receive the red channel of the color table if a color table exists.

Green

An optional named variable to receive the green channel of the color table if a color table exists.

Blue

An optional named variable to receive the blue channel of the color table if a color table exists.

Keywords

IMAGE_INDEX

Set this keyword to the index of the image to read from the file. The default is 0, the first image.

Example

The following statements open and display a DICOM image file:

```
image = READ_IMAGE (FILEPATH('mr_knee.dcm',$
   SUBDIR=['examples', 'data']))
TV, image
```

Version History

5.3	Introduced

READ_INTERFILE

The READ_INTERFILE procedure reads image data stored in Interfile (v3.3) format.

READ_INTERFILE can only read a series of images if all images have the same height and width. It does not get additional keyword information beyond what is needed to read the image data. If any problems occur when reading the file, READ_INTERFILE prints a message and stops.

If the data is stored on a bigendian machine and read on a littleendian machine (or vice versa) the order of bytes in each pixel element may be reversed, requiring a call to BYTEORDER

This routine is written in the IDL language. Its source code can be found in the file read_interfile.pro in the lib subdirectory of the IDL distribution.

Syntax

READ_INTERFILE, *File*, *Data*

Return Value

Returns a 3-D array containing the image data.

Arguments

File

A scalar string containing the name of the Interfile to read. Note: if the Interfile has a header file and a data file, this should be the name of the header file (also called the administrative file).

Data

A named variable that will contain a 3-D array of data as read from the file. Assumed to be a series of 2-D images.

Keywords

None.

Examples

```
READ_INTERFILE, '0_11.hdr', X
```

Version History

Pre-4.0	Introduced

READ_JPEG

The READ_JPEG procedure reads JPEG (Joint Photographic Experts Group) format compressed images from files or memory. JPEG is a standardized compression method for full-color and gray-scale images. This procedure reads JFIF, the JPEG File Interchange Format, including those produced by WRITE_JPEG. Such files are usually simply called JPEG files

READ_JPEG can optionally quantize TrueColor images contained in files to a pseudo-color palette with a specified number of colors, and with optional color dithering.

This procedure is based in part on the work of the Independent JPEG Group. For a brief explanation of JPEG, see "WRITE_JPEG" on page 2950.

Note ──
All JPEG files consist of byte data. Input data is converted to bytes before being written to a JPEG file.
──

Note ──
To find information about a potential JPEG file before trying to read its data, use the QUERY_JPEG function.
──

Syntax

READ_JPEG [, *Filename*], *Image* [, *Colortable*] [, BUFFER=*variable*]
   [, COLORS=*value*{8 to 256}] [, DITHER={0 | 1 | 2}] [, /GRAYSCALE]
   [, /ORDER] [, TRUE={1 | 2 | 3}] [, UNIT=*lun*][, /TWO_PASS_QUANTIZE]

Arguments

Filename

A scalar string specifying the full pathname of the JFIF format (JPEG) file to be read. If this parameter is not present, the UNIT and/or the BUFFER keywords must be specified.

Image

A named variable that will contain the image data read from the file.

Colortable

A named variable that will contain a colormap created by color-quantizing the TrueColor image being read. On completion, this variable contains a byte array with dimensions (*nColors*, 3), where *nColors* is derived from the value of the COLORS keyword. If this argument is not present, or if the specified JPEG image is grayscale, no color-quantization is performed.

Keywords

BUFFER

Set this keyword to a named variable that is used for a buffer. A buffer variable need only be supplied when reading multiple images per file. Initialize the buffer variable to empty by setting it to 0.

COLORS

If the image file contains a TrueColor image that is to be displayed on an indexed color destination, set COLORS to the desired number of colors to be quantized. COLORS can be set to a value from 8 to 256. The DITHER and TWO_PASS_QUANTIZE keywords affect the method, speed, and quality of the color quantization. These keywords have no effect if the file contains a grayscale image.

DITHER

Set this keyword to use dithering with color quantization (i.e., if the COLORS keyword is in use). Dithering is a method that distributes the color quantization error to surrounding pixels, to achieve higher-quality results. Set the DITHER keyword to one of the following values:

- 0 = No dithering. Images are read quickly, but quality is low.

- 1 = Floyd-Steinberg dithering. This method is relatively slow, but produces the highest quality results. This is the default behavior.

- 2 = Ordered dithering. This method is faster than Floyd-Steinberg dithering, but produces lower quality results.

GRAYSCALE

Set this keyword to return a monochrome (grayscale) image, regardless of whether the file contains an RGB or grayscale image.

ORDER

JPEG/JFIF images are normally written in top-to-bottom order. If the image is to be stored into the *Image* array in the standard IDL order (from bottom-to-top) set ORDER to 0. This is the default. If the image array is to be top-to-bottom order, set ORDER to 1.

TRUE

Use this keyword to specify the index of the dimension for color interleaving when reading a TrueColor image. The default is 1, for pixel interleaving, (3, *m*, *n*). A value of 2 indicates line interleaving (*m*, 3, *n*), and 3 indicates band interleaving, (*m*, *n*, 3).

TWO_PASS_QUANTIZE

Set this keyword to use a two-pass color quantization method when quantization is in effect (i.e., the COLORS keyword is in use). This method requires more memory and time, but produces superior results to the default one-pass quantization method.

UNIT

This keyword can be used to designate the logical unit number of an already open JFIF file, allowing the reading of multiple images per file or the embedding of JFIF images in other data files. When using this keyword, *Filename* should not be specified.

Note

When opening a file intended for use with the UNIT keyword, if the filename does not end in .jpg, or .jpeg, you must specify the STDIO keyword to OPEN in order for the file to be compatible with READ_JPEG.

Examples

```
; Read a JPEG grayscale image:
READ_JPEG, 'test.jpg', a

; Display the image:
TV, a

; Read and display a JPEG TrueColor image on a TrueColor display:
READ_JPEG, 'test.jpg', a, TRUE=1
```

```
; Display the image returned with pixel interleaving
; (i.e., with dimensions 3, m, n):
TV, a, TRUE=1
```

Read the image, setting the number of colors to be quantized to the maximum number of available colors.

```
; Read a JPEG TrueColor image on an 8-bit pseudo-color display:
READ_JPEG, 'test.jpg', a, ctable, COLORS=!D.N_COLORS-1

; Display the image:
TV, a

; Load the quantized color table:
TVLCT, ctable
```

We could have also included the TWO_PASS_QUANTIZE and DITHER keywords to improve the image's appearance.

Using the BUFFER keyword.

```
; Initialize buffer:
buff = 0
OPENR, 1, 'images.jpg'

; Process each image:
FOR i=1, nimages DO BEGIN
   ; Read next image:
   READ_JPEG, UNIT=1, BUFFER=buff, a

   ; Display the image:
    TV, a
ENDFOR

; Done:
CLOSE, 1
```

Version History

Pre-4.0	Introduced

See Also

WRITE_JPEG, QUERY_JPEG

READ_JPEG2000

The READ_JPEG2000 function extracts and returns image data from a JPEG2000 file. This function is a wrapper around the IDLffJPEG2000 object interface that presents JPEG2000 image loading in a familiar way to users of the READ_* image routines. However this function is not as efficient as the object interface and the object interface should be used whenever possible. See "IDLffJPEG2000" (Chapter 30, *IDL Reference Guide*) for information about the object interface.

Syntax

Result = READ_JPEG2000(*Filename* [, *Red*, *Green*, *Blue*]
   [, DISCARD_LEVELS=*value*] [, MAX_LAYERS=*value*] [, /ORDER]
   [, REGION=[*StartX*, *StartY*, *Width*, *Height*]])

Return Value

The *Result* is a two or three-dimensional array containing the image data. The dimensions of the result are [*nComponents*, *Width*, *Height*], where *nComponents* is the number of components present in the file. Images with only one component will be returned as a two dimensional array [*Width*, *Height*].

The data type of the result is automatically determined using the bit-depth and signed properties of the returned components. For bit-depth = 8 the result will be of type byte. For bit-depths ≥ 9 and ≤ 16 the result will be of type integer or uint. For bit-depths > 16 the result will be long or ulong. Components with differing bit-depths will be returned using the largest bit-depth. Components which are a mix of signed and unsigned will be returned as signed.

Note
The returned image is automatically ordered from bottom-to-top, where the first pixel returned is located at the bottom-left corner of the image. The ORDER keyword may be used to override this behavior.

Arguments

Filename

A scalar string containing the full path and filename of the JPEG2000 file to read.

Red, Green, Blue

Set these arguments to named variables that will contain the Red, Green, and Blue color vectors of the color palette from the file.

Keywords

DISCARD_LEVELS

Set this keyword to an integer giving the number of highest resolution levels which will not appear in the result.

The resulting image dimensions are given by:

```
CEIL((Dimensions + Offset)/(2^DL)) - CEIL(Offset/(2^DL))
```

where *Dimensions* and *Offset* are the image dimensions and offset, and *DL* is the value of DISCARD_LEVELS.

For example, if the image in the file has dimensions of 1024 x 1026, and DISCARD_LEVELS is set to 3, the resulting image will have dimensions of 128 x 129, which is the ceiling of [1024, 1026] divided by 2^3. The number of resolution levels in a file may be determined by checking the value of the N_LEVELS field within the QUERY_JPEG2000 structure.

MAX_LAYERS

Set this keyword to an integer giving the maximum number of quality layers which will be returned in the result. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. A value of 0, the default, implies that all layers should be returned. For example, specifying MAX_LAYERS=4 processes only the first four quality layers. The number of quality layers in a file may be determined by checking the value of the N_LAYERS field within the QUERY_JPEG2000 structure.

ORDER

JPEG2000 images are assumed to be stored in top-to-bottom order, while IDL usually assumes images are in bottom-to-top order. By default (ORDER = 0), READ_JPEG2000 will automatically flip the result to match IDL's bottom-to-top order. Setting ORDER to a nonzero value will return the JPEG2000 image without doing the vertical flip.

REGION

Set this keyword to a four-element vector containing the rectangular region of the image to read, in the canvas coordinate system. The region is specified as [*StartX*, *StartY*, *Width*, *Height*], where *StartX* and *StartY* must be in the range $0...2^{32}$-2, and *Width* and *Height* must be in the range $1 ... 2^{32}$-1. The region must contain at least some portion of the image, or an error will occur. If the region is larger than the image, or extends outside of the image, then only that portion that lies within the image will be returned.

Note

The region parameters should be specified in the canvas coordinate system, taking into account the canvas offset and canvas dimensions. The dimensions and offset may be determined from the QUERY_JPEG2000 structure. See "The JPEG2000 Canvas Coordinate System" (Chapter 30, *IDL Reference Guide*) for more information.

Example

```
; Read in a 24-bit JPEG image.
input = FILEPATH('marsglobe.jpg', SUBDIR=['examples','data'])
READ_JPEG, input, image

; Create a JPEG2000 with 6 quality layers.
WRITE_JPEG2000, 'marsglobe.jp2', image, N_LAYERS=6

; Verify the file information.
success = QUERY_JPEG2000('marsglobe.jp2', info)
help, info, /STRUCT

WINDOW, 0, XSIZE=2*info.dimensions[0], YSIZE=info.dimensions[1]

; Use the DISCARD_LEVELS keyword.
for discard=0,5 do TV, /TRUE, $
    READ_JPEG2000('marsglobe.jp2', DISCARD_LEVELS=discard)

; Extract a region.
image = READ_JPEG2000('marsglobe.jp2', $
    REGION=[0,0,200,100])
TV, REBIN(image, 3, 400, 200), 400, 0, /TRUE

; Use the MAX_LAYERS keyword.
image = READ_JPEG2000('marsglobe.jp2', MAX_LAYERS=1, $
    REGION=[0,0,200,100])
TV, REBIN(image, 3, 400, 200), 400, 200, /TRUE
```

Figure 20-5: Varying Quality Images

In the previous figure, the left-hand side shows the full resolution image, plus the 5 lower resolution versions (DISCARD_LEVELS=1,2,3,4,5). The right-hand side shows a magnified portion of the full quality image (bottom), and a lower quality version (top, MAX_LAYERS=1).

Version History

6.1	Introduced

See Also

QUERY_JPEG2000, WRITE_JPEG2000

READ_MRSID

The READ_MRSID function extracts and returns image data from a MrSID file at the specified level and location. It is a wrapper around the object interface that presents MrSID image loading in a familiar way to users of the READ_* image routines. However this function is not as efficient as the object interface and the object interface should be used whenever possible. See "IDLffMrSID" on page 3367 for information about the object interface.

Note

This routine is only available under Microsoft Windows.

Syntax

Result = READ_MRSID (*Filename* [, LEVEL=*lvl*] [, SUB_RECT=*rect*])

Return Value

ImageData returns an *n*-by-*w*-by-*h* array containing the image data where *n* is 1 for grayscale or 3 for RGB images, *w* is the width and *h* is the height.

Note

The returned image is ordered bottom-up, the first pixel returned is located at the bottom-left of the image. This differs from how data is stored in the MrSID file where the image is top-down, meaning the pixel at the start of the file is located at the top-left of the image.

Arguments

Filename

A scalar string containing the full path and filename of the MrSID file to read.

Keywords

LEVEL

Set this keyword to an integer that specifies the level at which to read the image. If this keyword is not set, the maximum level (see QUERY_MRSID) is used which returns the minimum resolution.

SUB_RECT

Set this keyword to a four-element vector [x, y, xdim, ydim] specifying the position of the lower left-hand corner and the dimensions of the sub-rectangle of the MrSID image to return. This is useful for displaying only a portion of the high-resolution image. If this keyword is not set, the entire image will be returned. This may require significant memory if a high-resolution level is selected. If the sub-rectangle is greater than the bounds of the image at the selected level the area outside the image bounds will be set to black.

Note

The elements of SUB_RECT are measured in pixels at the current level. This means the point $x = 10$, $y = 10$ at level 1 will be located at $x = 20$, $y = 20$ at level 0 and $x = 5$, $y = 5$ at level 2.

Examples

```
; Query the file.
result = QUERY_MRSID(FILE_SEARCH(!DIR, 'test_gs.sid'), info)

; If result is not zero, read in an image from the file and
; display it.
IF (result NE 0) THEN BEGIN
   PRINT, info
   imageData = READ_MRSID(FILE_SEARCH(!DIR, 'test_gs.sid'), $
      SUB_RECT = [0, 0, 200, 200], LEVEL = 3)
   oImage = OBJ_NEW('IDLgrImage', imageData, ORDER = 0)
   XOBJVIEW, oImage, BACKGROUND = [255,255,0]
ENDIF

; Use the file access object to query the file.
oMrSID = OBJ_NEW('IDLffMrSID', FILE_SEARCH(!DIR, 'test_gs.sid'))
oMrSID->GetProperty, PIXEL_TYPE=pt, $
   CHANNELS = chan, DIMENSIONS = dims, $
   TYPE = type, LEVELS = lvls
PRINT, pt, chan, dims, type, lvls

; Use the object to read in an image from the file.
lvls = -3
dimsatlvl = oMrSID->GetDimsAtLevel(lvls)
PRINT, dimsatlvl
imageData = oMrSID->GetImageData(LEVEL = 3)
PRINT, size(imageData)
OBJ_DESTROY, oImage
```

Version History

5.5	Introduced

READ_PICT

The READ_PICT procedure reads the contents of a PICT (version 2) format image file and returns the image and color table vectors (if present) in the form of IDL variables. The PICT format is used by Apple Macintosh computers.

This routine is written in the IDL language. Its source code can be found in the file read_pict.pro in the lib subdirectory of the IDL distribution.

Note ───

To find information about a potential PICT file before trying to read its data, use the QUERY_PICT function.

──

Syntax

READ_PICT, *Filename*, *Image* [, *R*, *G*, *B*]

Arguments

Filename

A scalar string specifying the full pathname of the PICT file to read.

Image

A named variable that will contain the 2-D image read from *Filename*.

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors read from the PICT file.

Keywords

None.

Examples

To open and read the PICT image file named `foo.pict` in the current directory, store the image in the variable `image1`, and store the color vectors in the variables R, G, and B, enter:

```
READ_PICT, 'foo.pict', image1, R, G, B
```

To load the new color table and display the image, enter:

```
TVLCT, R, G, B
TV, image1
```

Version History

Pre-4.0	Introduced

See Also

WRITE_PICT, QUERY_PICT

READ_PNG

The READ_PNG routine reads the image contents of a Portable Network Graphics (PNG) file and returns the image in an IDL variable. If the image contains a palette (see QUERY_PNG), it can be returned as well in three IDL variables. READ_PNG supports 1, 2, 3 and 4 channel images with channel depths of 8 or 16 bits.

Note ───
IDL supports version 1.2.7 of the PNG Library.

Note ───
Only single channel 8-bit images may have palettes. If an 8-bit, single-channel image has index values marked as "transparent," these can be retrieved as well.

Note ───
To find information about a potential PNG file before trying to read its data, use the QUERY_PNG function.

Syntax

Result = READ_PNG (*Filename* [, *R*, *G*, *B*] [,/ORDER] [, /VERBOSE]
    [, TRANSPARENT=*variable*])

or

READ_PNG, *Filename, Image* [, *R*, *G*, *B*] [,/ORDER] [, /VERBOSE]
    [, TRANSPARENT=*variable*]

Return Value

For 8-bit images, *Result* will be a two- or three-dimensional array of type byte. For 16-bit images, *Result* will be of type unsigned integer (UINT).

Arguments

Filename

A scalar string containing the full pathname of the PNG file to read.

Image

A named variable in which the image array will be stored, if READ_PNG is called as a procedure. For 8-bit images, *Image* will be a two- or three-dimensional array of type byte. For 16-bit images, *Image* will be of type unsigned integer (UINT).

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors if a color table exists.

Keywords

ORDER

Set this keyword to indicate that the rows of the image should be read from bottom to top. The rows are read from top to bottom by default. ORDER provides compatibility with PNG files written using versions of IDL prior to IDL 5.4, which wrote PNG files from bottom to top.

VERBOSE

Set this keyword to produce additional diagnostic output during the read operation.

TRANSPARENT

Set this keyword equal to a named variable that will contain an array of pixel index values that are to be treated as "transparent" for the purposes of image display. If there are no transparent values then TRANSPARENT will be set to a long-integer scalar with the value 0.

Examples

Create an RGBA (16-bits/channel) and a Color Indexed (8-bit/channel) image with a palette:

```
rgbdata = UINDGEN(4,320,240)
cidata = BYTSCL(DIST(256))
red = indgen(256)
green = indgen(256)
blue = indgen(256)
WRITE_PNG,'rgb_image.png',rgbdata
WRITE_PNG,'ci_image.png',cidata,red,green,blue
;Query and read the data
names = ['rgb_image.png','ci_image.png','unknown.png']
```

```
FOR i=0,N_ELEMENTS(names)-1 DO BEGIN
   ok = QUERY_PNG(names[i],s)
   IF (ok) THEN BEGIN
      HELP,s,/STRUCTURE
      IF (s.HAS_PALETTE) THEN BEGIN
         img = READ_PNG(names[i],rpal,gpal,bpal)
         HELP,img,rpal,gpal,bpal
      ENDIF ELSE BEGIN
         img = READ_PNG(names[i])
         HELP,img
      ENDELSE
   ENDIF ELSE BEGIN
      PRINT,names[i],' is not a PNG file'
   ENDELSE
ENDFOR
END
```

Version History

5.2	Introduced

See Also

WRITE_PNG, QUERY_PNG

READ_PPM

The READ_PPM procedure reads the contents of a PGM (gray scale) or PPM (portable pixmap for color) format image file and returns the image in the form of a 2-D byte array (for grayscale images) or a (3, *n*, *m*) byte array (for TrueColor images).

Files to be read should adhere to the PGM/PPM standard. The following file types are supported: P2 (graymap ASCII), P5 (graymap RAWBITS), P3 (TrueColor ASCII pixmaps), and P6 (TrueColor RAWBITS pixmaps). Maximum pixel values are limited to 255. Images are always stored with the top row first.

PPM/PGM format is supported by the PBMPLUS toolkit for converting various image formats to and from portable formats, and by the Netpbm package.

This routine is written in the IDL language. Its source code can be found in the file read_ppm.pro in the lib subdirectory of the IDL distribution.

Note

To find information about a potential PPM file before trying to read its data, use the QUERY_PPM function.

Syntax

READ_PPM, *Filename*, *Image* [, MAXVAL=*variable*]

Arguments

Filename

A scalar string specifying the full path name of the PGM or PPM file to read.

Image

A named variable that will contain the image. For grayscale images, *Image* is a 2-D byte array. For TrueColor images, *Image* is a (3, *n*, *m*) byte array.

Keywords

MAXVAL

A named variable that will contain the maximum pixel value.

Examples

To open and read the PGM image file named "foo.pgm" in the current directory and store the image in the variable IMAGE1:

```
READ_PPM, 'foo.pgm', IMAGE1
```

Version History

4.0	Introduced

See Also

WRITE_PPM, QUERY_PPM

READ_SPR

The READ_SPR function reads a row-indexed sparse array. Row-indexed sparse arrays are created using the SPRSIN function and written to a file using the WRITE_SPR function.

This routine is written in the IDL language. Its source code can be found in the file read_spr.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = READ_SPR(*Filename*)

Return Value

Returns the row-indexed sparse array from the specified file.

Arguments

Filename

A scalar string specifying the name of the file containing a row-indexed sparse array.

Examples

Suppose we have already saved a row-indexed sparse array to a file named sprs.as, as described in the documentation for the WRITE_SPR routine. To read the sparse array from the file and store it in a variable sprs, use the following command:

```
sprs = READ_SPR('sprs.as')
```

Version History

Pre-4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAB, SPRSAX, SPRSIN, WRITE_SPR

READ_SRF

The READ_SRF procedure reads the contents of a Sun rasterfile and returns the image and color table vectors (if present) in the form of IDL variables.

READ_SRF only handles 1-, 8-, 24-, and 32-bit rasterfiles of type RT_OLD and RT_STANDARD. See the file /usr/include/rasterfile.h for the structure of Sun rasterfiles.

This routine is written in the IDL language. Its source code can be found in the file read_srf.pro in the lib subdirectory of the IDL distribution.

Note ───────────────────────────────────────

To find information about a potential SRF file before trying to read its data, use the QUERY_SRF function.

───

Syntax

READ_SRF, *Filename*, *Image* [, *R*, *G*, *B*]

Arguments

Filename

A scalar string containing the name of the rasterfile to read.

Image

A named variable that will contain the 2-D byte array (image).

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors, if the rasterfile contains colormaps.

Keywords

None

Examples

To open and read the Sun rasterfile named `sun.srf` in the current directory, store the image in the variable `image1`, and store the color vectors in the variables `R`, `G`, and `B`, enter:

```
READ_SRF, 'sun.srf', image1, R, G, B
```

To load the new color table and display the image, enter:

```
TVLCT, R, G, B
TV, image1
```

Version History

Original	Introduced

See Also

WRITE_SRF, QUERY_SRF

READ_SYLK

The READ_SYLK function reads the contents of a SYLK (Symbolic Link) format spreadsheet data file and returns the contents of the file, or of a cell data range, in an IDL variable.

Note

This routine reads only numeric and string SYLK data. It ignores all spreadsheet and cell formatting information (cell width, text justification, font type, date, time, and monetary notations, etc). Note also that the data in a given cell range must be of the same data type (all integers, for example) in order for the read operation to succeed. See the example below for further information.

This routine is written in the IDL language. Its source code can be found in the file `read_sylk.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = READ_SYLK(*File* [, /ARRAY] [, /COLMAJOR] [, NCOLS=*columns*]
  [, NROWS=*rows*] [, STARTCOL=*column*] [, STARTROW=*row*]
  [, /USEDOUBLES] [, /USELONGS])

Return Value

READ_SYLK returns either a vector of structures or a 2-D array containing the spreadsheet cell data. By default, READ_SYLK returns a vector of structures, each of which contains the data from one *row* of the table being read. In this case, the individual fields in the structures have the tag names "Col0", "Col1", ..., "Col*n*". If the COLMAJOR keyword is specified, each of the structures returned contains data from one *column* of the table, and the tag names are "Row0", "Row1", ..., "Row*n*".

Arguments

File

A scalar string specifying the full path name of the SYLK file to read.

Keywords

ARRAY

Set this keyword to return an IDL array rather than a vector of structures. Note that all the data in the cell range specified must be of the same data type to successfully return an array.

COLMAJOR

Set this keyword to create a vector of structures each containing data from a single *column* of the table being read. If you are creating an array rather than a vector of structures (the ARRAY keyword is set), setting COLMAJOR has the same effect as transposing the resulting array.

This keyword should be set when importing spreadsheet data which has column major organization (data stored in columns rather than rows).

NCOLS

Set this keyword to the number of spreadsheet columns to read. If not specified, all of the cell columns found in the file are read.

NROWS

Set this keyword to the number of spreadsheet rows to read. If not specified, all of the cell rows found in the file are read.

STARTCOL

Set this keyword to the first column of spreadsheet cells to read. If not specified, the read operation begins with the first column found in the file (column 0).

STARTROW

Set this keyword to the first row of spreadsheet cells to read. If not specified, the read operation begins with the first row of cells found in the file (row 0).

USEDOUBLES

Set this keyword to read any floating-point cell data as double-precision rather than the default single-precision.

USELONGS

Set this keyword to read any integer cell data as long integer type rather than the default integer type.

Examples

Suppose the following spreadsheet table, with the upper left cell (value = "Index") at location (0, 0), has been saved as the SYLK file "file.slk":

```
Index  Name  Gender  Platform
1      Beth  F       Windows
2      Lubos M       UNIX
3      Louis M       Windows
4      Thierry M      UNIX
```

Note that the data format of the title row (*string*, *string*, *string*, *string*) is inconsistent with the following four rows (*int*, *string*, *string*, *string*) in the table. Because of this, it is impossible to read all of the table into a single IDL variable. The following two commands, however, will read all of the data:

```
title = READ_SYLK("file.slk", NROWS = 1)
table = READ_SYLK("file.slk", STARTROW = 1)

;Display the top row of the table.
PRINT, title
```

IDL prints:

```
{ Index Name Gender Platform}
```

Print the table:

```
PRINT, table
```

IDL prints:

```
{1 Beth F Windows}{2 Lubos M UNIX}{3 Louis M Windows}{4 Thierry M
UNIX}
```

To retrieve only the "Name" column:

```
names = READ_SYLK("file.slk", /ARRAY, STARTROW = 1, $
    STARTCOL = 1, NCOLS = 1)
PRINT, names
```

IDL prints:

```
Beth Lubos Louis Thierry
```

To retrieve the "Name" column in column format:

```
namescol = READ_SYLK("file.slk", /ARRAY, /COLMAJOR, $
    STARTROW = 1, STARTCOL = 1, NCOLS = 1)
PRINT, namescol
```

IDL prints:

```
Beth
Lubos
Louis
Thierry
```

Version History

4.0	Introduced

See Also

WRITE_SYLK

READ_TIFF

The READ_TIFF function reads single or multi-channel images from TIFF format files and returns the image and color table vectors in the form of IDL variables.

Note ──

To find information about a potential TIFF file before trying to read its data, use the QUERY_TIFF function. The obsolete routine TIFF_DUMP may also be used to examine the structure and tags of a TIFF file.

──

Syntax

Result = READ_TIFF(*Filename* [, *R*, *G*, *B*] [, CHANNELS=*scalar or vector*]
   [, DOT_RANGE=*variable*] [, GEOTIFF=*variable*] [, ICC_PROFILE=*variable*]
   [, IMAGE_INDEX=*value*] [, INTERLEAVE={0 | 1 |2}]
   [, ORIENTATION=*variable*] [, PHOTOSHOP=*variable*]
   [, PLANARCONFIG=*variable*] [, SUB_RECT=*[x*, *y*, *width*, *height]*]
   [, /VERBOSE])

Return Value

READ_TIFF returns a byte, unsigned integer, long, or float array (based on the data format in the TIFF file) containing the image data. The dimensions of the *Result* are [*Columns*, *Rows*] for single-channel images, or [*Channels*, *Columns*, *Rows*] for multi-channel images, unless a different type of interleaving is specified with the INTERLEAVE keyword.

For 1-bit (bilevel) images, the image values are 0 or 1. For 4-bit grayscale images the image values are in the range 0 to 15.

RGB images are a special case of multi-channel images, and contain three channels. Most TIFF readers and writers can handle only images with one or three channels.

As a special case, for three-channel TIFF image files that are stored in planar interleave format, and if four parameters are provided, READ_TIFF returns the integer value zero, sets the variable defined by the PLANARCONFIG keyword to 2, and returns three separate images in the variables defined by the *R*, *G*, and *B* arguments.

Arguments

Filename

A scalar string specifying the full pathname of the TIFF file to read.

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors of the color table from the file if one exists. If the TIFF file is written as a three-channel image, interleaved by plane, and the R, G, and B parameters are present, the three channels of the image are returned in the R, G, and B variables.

Keywords

CHANNELS

Set this keyword to a scalar or vector giving the channel numbers to be returned for a multi-channel image, starting with zero. The default is to return all of the channels. This keyword is ignored for single-channel images, or for three-channel planar-interleaved images when the *R*, *G*, and *B* arguments are specified.

DOT_RANGE

Set this keyword to a named variable in which to return a two-element integer array containing the TIFF DotRange tag value. If DotRange is not defined in the TIFF file, then a scalar zero will be returned instead. The DotRange tag is typically only present in CMYK TIFF files. DOT_RANGE[0] gives the image value that corresponds to a 0% dot, while DOT_RANGE[1] gives the image value that corresponds to a 100% dot.

GEOTIFF

Returns an anonymous structure containing one field for each of the GeoTIFF tags and keys found in the file. If no GeoTIFF information is present in the file, the returned variable is undefined.

The GeoTIFF structure is formed using fields named from the following table.

Anonymous Structure Field Name	IDLDatatype
TAGS:	
"MODELPIXELSCALETAG"	DOUBLE[3]
"MODELTRANSFORMATIONTAG"	DOUBLE[4,4]
"MODELTIEPOINTTAG"	DOUBLE[6,*]
KEYS:	
"GTMODELTYPEGEOKEY"	INT
"GTRASTERTYPEGEOKEY"	INT
"GTCITATIONGEOKEY"	STRING
"GEOGRAPHICTYPEGEOKEY"	INT
"GEOGCITATIONGEOKEY"	STRING
"GEOGGEODETICDATUMGEOKEY"	INT
"GEOGPRIMEMERIDIANGEOKEY"	INT
"GEOGLINEARUNITSGEOKEY"	INT
"GEOGLINEARUNITSIZEGEOKEY"	DOUBLE
"GEOGANGULARUNITSGEOKEY"	INT
"GEOGANGULARUNITSIZEGEOKEY"	DOUBLE
"GEOGELLIPSOIDGEOKEY"	INT
"GEOGSEMIMAJORAXISGEOKEY"	DOUBLE
"GEOGSEMIMINORAXISGEOKEY"	DOUBLE
"GEOGINVFLATTENINGGEOKEY"	DOUBLE
"GEOGAZIMUTHUNITSGEOKEY"	INT
"GEOGPRIMEMERIDIANLONGGEOKEY"	DOUBLE
"PROJECTEDCSTYPEGEOKEY"	INT

Table 20-1: GEOTIFF Structures

Anonymous Structure Field Name	IDLDatatype
"PCSCITATIONGEOKEY"	STRING
"PROJECTIONGEOKEY"	INT
"PROJCOORDTRANSGEOKEY"	INT
"PROJLINEARUNITSGEOKEY"	INT
"PROJLINEARUNITSIZEGEOKEY"	DOUBLE
"PROJSTDPARALLEL1GEOKEY"	DOUBLE
"PROJSTDPARALLEL2GEOKEY"	DOUBLE
"PROJNATORIGINLONGGEOKEY"	DOUBLE
"PROJNATORIGINLATGEOKEY"	DOUBLE
"PROJFALSEEASTINGGEOKEY"	DOUBLE
"PROJFALSENORTHINGGEOKEY"	DOUBLE
"PROJFALSEORIGINLONGGEOKEY"	DOUBLE
"PROJFALSEORIGINLATGEOKEY"	DOUBLE
"PROJFALSEORIGINEASTINGGEOKEY"	DOUBLE
"PROJFALSEORIGINNORTHINGGEOKEY"	DOUBLE
"PROJCENTERLONGGEOKEY"	DOUBLE
"PROJCENTERLATGEOKEY"	DOUBLE
"PROJCENTEREASTINGGEOKEY"	DOUBLE
"PROJCENTERNORTHINGGEOKEY"	DOUBLE
"PROJSCALEATNATORIGINGEOKEY"	DOUBLE
"PROJSCALEATCENTERGEOKEY"	DOUBLE
"PROJAZIMUTHANGLEGEOKEY"	DOUBLE
"PROJSTRAIGHTVERTPOLELONGGEOKEY"	DOUBLE
"VERTICALCSTYPEGEOKEY"	INT

Table 20-1: GEOTIFF Structures (Continued)

Anonymous Structure Field Name	IDLDatatype
"VERTICALCITATIONGEOKEY"	STRING
"VERTICALDATUMGEOKEY"	INT
"VERTICALUNITSGEOKEY"	INT

Table 20-1: GEOTIFF Structures (Continued)

Note

If a GeoTIFF key appears multiple times in a file, only the value for the first instance of the key is returned.

IMAGE_INDEX

Selects the image number within the file to be read (see QUERY_TIFF to determine the number of images in the file).

ICC_PROFILE

Set this keyword to a named variable in which to return a byte array containing the TIFF ICC_PROFILE tag value. If the ICC_PROFILE tag is not contained in the TIFF file then a scalar zero will be returned instead. The ICC_PROFILE array is returned as an opaque array of byte values which the user can then pass to the WRITE_TIFF routine.

Note

The ICC_PROFILE tag is returned as an opaque array of byte values. It is assumed that the tag will be read from an existing file, and written out to a new file without modification.

INTERLEAVE

For multi-channel images, set this keyword to one of the following values to force the *Result* to have a specific interleaving, regardless of the type of interleaving in the file being read:

Value	Description
0	Pixel interleaved: *Result* will have dimensions [*Channels*, *Columns*, *Rows*].
1	Scanline (row) interleaved: *Result* will have dimensions [*Columns*, *Channels*, *Rows*].
2	Planar interleaved: *Result* will have dimensions [*Columns*, *Rows*, *Channels*].

Table 20-2: INTERLEAVE Keyword Values

If this keyword is not specified, the *Result* will always be pixel interleaved, regardless of the type of interleaving in the file being read. For files stored in planar-interleave format, this keyword is ignored if the *R*, *G*, and *B* arguments are specified.

ORIENTATION

Set this keyword to a named variable that will contain the orientation value from the TIFF file. Possible return values are:

Value	Description
0	Column 0 represents the left-hand side, and row 0 represents the bottom (same as 4)
1	Column 0 represents the left-hand side, and row 0 represents the top.
2	Column 0 represents the right-hand side, and row 0 represents the top.
3	Column 0 represents the right-hand side, and row 0 represents the bottom.

Table 20-3: ORIENTATION Keyword Values

Value	Description
4	Column 0 represents the left-hand side, and row 0 represents the bottom (same as 0)
5	Column 0 represents the top, and row 0 represents the left-hand side.
6	Column 0 represents the top, and row 0 represents the right-hand side.
7	Column 0 represents the bottom, and row 0 represents the right-hand side.
8	Column 0 represents the bottom, and row 0 represents the left-hand side.

Table 20-3: ORIENTATION Keyword Values (Continued)

If an orientation value does not appear in the TIFF file, an orientation of 0 is returned.

Note

The presentation of the image data is not modified based on the ORIENTATION keyword. You are responsible for configuring the display to present the image in accordance with the stored ORIENTATION value.

You can use the IDL ROTATE function to efficiently position the image data as specified by the file's ORIENTATION property. Set the ROTATE function DIRECTION value to one of the following based on the ORIENTATION value:

ORIENTATION Value	Rotate Function DIRECTION Value
0	0
1	7
2	2
3	5
4	0
5	1

ORIENTATION Value	Rotate Function DIRECTION Value
6	6
7	3
8	4

Note

You can also use the IDLgrModel::Rotate method to position the image data in the display.

PHOTOSHOP

Set this keyword to a named variable in which to return a byte array containing the TIFF PHOTOSHOP tag value. If the PHOTOSHOP tag is not contained in the TIFF file, then a scalar zero will be returned instead. The PHOTOSHOP array is returned as an opaque array of byte values which the user can then pass to the WRITE_TIFF routine.

Note

The PHOTOSHOP tag is returned as an opaque array of byte values. It is assumed that the tag will be read from an existing file, and written out to a new file without modification.

PLANARCONFIG

Set this keyword to a named variable that will contain the interleave parameter for the TIFF file. This parameter is returned as 1 for TIFF files that are GrayScale, Palette, or interleaved by pixel. This parameter is returned as 2 for multi-channel TIFF files interleaved by image.

SUB_RECT

Set this keyword to a four-element array, [*x*, *y*, *width*, *height*], that specifies a rectangular region within the file to extract. Only the rectangular portion of the image selected by this keyword is read and returned. The rectangle is measured in pixels from the lower left corner (right hand coordinate system).

Tip ───────────────────────────────────────

For tiled TIFF images, use the TILE_SIZE tag returned by QUERY_TIFF to determine the optimal sizes for the SUB_RECT keyword.

───

VERBOSE

Produce additional diagnostic output during the read.

Examples

Example 1

Read the file `my.tif` in the current directory into the variable `image`, and save the color tables in the variables, `R`, `G`, and `B` by entering:

```
image = READ_TIFF('my.tif', R, G, B)
```

To view the image, load the new color table and display the image by entering:

```
TVLCT, R, G, B
TV, image
```

Example 2

Write and read a multi-image TIFF file. The first image is a 16-bit single-channel image stored using compression. The second image is an RGB image stored using 32-bits/channel uncompressed.

```
; Write the image data:
data = FIX(DIST(256))
rgbdata = LONARR(3,320,240)
WRITE_TIFF,'multi.tif',data,COMPRESSION=1,/SHORT
WRITE_TIFF,'multi.tif',rgbdata,/LONG,/APPEND

; Read the image data back:
ok = QUERY_TIFF('multi.tif',s)
IF (ok) THEN BEGIN
FOR i=0,s.NUM_IMAGES-1 DO BEGIN
imp = QUERY_TIFF('multi.tif',t,IMAGE_INDEX=i)
img = READ_TIFF('multi.tif',IMAGE_INDEX=i)
HELP,t,/STRUCTURE
HELP,img
ENDFOR
ENDIF
```

Example 3

Write and read a multi-channel image:

```
data = LINDGEN(10, 256, 256)   ; 10 channels

; Write the image data:
WRITE_TIFF, 'multichannel.tif', data, /LONG

; Read back only channels [0,2,4,6,8], using planar-interleaving
img = READ_TIFF('multichannel.tif', CHANNELS=[0,2,4,6,8], $
   INTERLEAVE=2)

HELP, img
```

IDL prints:

```
IMG      LONG     = Array[256, 256, 5]
```

Version History

5.0	Introduced
5.5	Deprecated ORDER keyword.
6.1	Added DOT_RANGE, ICC_PROFILE, and PHOTOSHOP keywords
Pre-6.2	Deprecated ORDER and UNSIGNED keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

WRITE_TIFF, QUERY_TIFF

READ_WAV

The READ_WAV function reads the audio stream from the named .WAV file. Optionally, it can return the sampling rate of the audio stream.

Syntax

Result = READ_WAV (*Filename* [, *Rate*])

Return Value

In the case of a single channel stream, the returned variable is a BYTE or INT (depending on the number of bits per sample) one-dimensional array. In the case of a file with multiple channels, a similar two-dimensional array is returned, with the leading dimension being the channel number.

Arguments

Filename

A scalar string containing the full pathname of the .WAV file to read.

Rate

Returns an IDL long containing the sampling rate of the stream in samples per second.

Keywords

None.

Version History

5.3	Introduced

READ_WAVE

The READ_WAVE procedure reads a `.wave` or `.bwave` file created by the Wavefront Advanced Data Visualizer into a series of IDL variables.

Note ───

READ_WAVE only preserves the structure of the variables if they are regularly gridded.

───

This routine is written in the IDL language. Its source code can be found in the file `read_wave.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

READ_WAVE, *File*, *Variables*, *Names*, *Dimensions* [, MESHNAMES=*variable*]

Arguments

File

A scalar string containing the name of the Wavefront file to read.

Variables

A named variable that will contain a block of the variables contained in the wavefront file. Since each variable in a wavefront file can have more than one field (for instance, a vector variable has 3 fields), the fields of each variable make up the major index into the variable block. For instance, if a Wavefront file had one scalar variable and one vector variable, the scalar would be extracted as follows:

```
scalar_variable = variables[0,*,*,*]
```

and the vector variable would be extracted as follows:

```
vector_variable = variables[1:3,*,*,*]
```

To find the dimensions of the returned variable, see the description of the *Dimensions* argument.

Names

A named variable that will contain the string names of each variable contained in the file.

Dimensions

A named variable that will contain a long array describing how many fields in the large returned variable block each variable occupies. In the above example of one scalar variable followed by a vector variable, the dimension variable would be [1,3].

This indicates that the first field of the returned variable block would be the scalar variable and the following 3 fields would comprise the vector variable.

Keywords

MESHNAMES

Set this keyword to a named variable that will contain the name of the mesh used in the Wavefront file for each variable.

Version History

Pre-4.0	Introduced

See Also

WRITE_WAVE

READ_X11_BITMAP

The READ_X11_BITMAP procedure reads bitmaps stored in the X Windows X11 format. The X Windows `bitmap` program produces a C header file containing the definition of a bitmap produced by that program. This procedure reads such a file and creates an IDL byte array containing the bitmap. It is used primarily to read bitmaps to be used as IDL widget button labels.

This routine is written in the IDL language. Its source code can be found in the file `read_x11_bitmap.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

READ_X11_BITMAP, *File*, *Bitmap* [, *X*, *Y*] [, /EXPAND_TO_BYTES]

Arguments

File

A scalar string containing the name of the file containing the bitmap.

Bitmap

A named variable that will contain the bitmap. This variable is returned as a byte array.

X

A named variable that will contain the width of the bitmap.

Y

A named variable that will contain the height of the bitmap.

Keywords

EXPAND_TO_BYTES

Set this keyword to instruct READ_X11_BITMAP to return a 2-D array which has one bit per byte (0 for a 0 bit, 255 for a 1 bit) instead.

Examples

To open and read the X11 bitmap file named my.x11 in the current directory, store the bitmap in the variable bitmap1, and the width and height in the variables X and Y, enter:

```
READ_X11_BITMAP, 'my.x11', bitmap1, X, Y
```

To display the new bitmap, enter:

```
READ_X11_BITMAP, 'my.x11', image, /EXPAND_TO_BYTES
TV, image, /ORDER
```

Version History

Pre-4.0	Introduced

See Also

READ_XWD

READ_XWD

The READ_XWD function reads the contents of a file created by the xwd (X Windows Dump) command and returns the image and color table vectors in the form of IDL variables.

Note ————————————————————————————

This function is intended to be used only on files containing 8-bit pixmaps created with xwd version 6 or later.

————————————————————————————————

This routine is written in the IDL language. Its source code can be found in the file read_xwd.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = READ_XWD(*Filename*[, *R*, *G*, *B*])

Return Value

READ_XWD returns a 2-D byte array containing the image. If the file cannot be open or read, the return value is zero.

Arguments

Filename

A scalar string specifying the full pathname of the XWD file to read.

R, G, B

Named variables that will contain the Red, Green, and Blue color vectors, if the XWD file contains color tables.

Keywords

None

Examples

To open and read the X Windows Dump file named `my.xwd` in the current directory, store the image in the variable `image1`, and store the color vectors in the variables, `R`, `G`, and `B`, enter:

```
image1 = READ_XWD('my.xwd', R, G, B)
```

To load the new color table and display the image, enter:

```
TVLCT, R, G, B
TV, image1
```

Version History

Pre-4.0	Introduced

See Also

READ_X11_BITMAP

READS

The READS procedure performs formatted input from a string variable and writes the results into one or more output variables. This procedure differs from the READ procedure only in that the input comes from memory instead of a file.

This routine is useful when you need to examine the format of a data file before reading the information it contains. Each line of the file can be read into a string using READF. Then the components of that line can be read into variables using READS.

Syntax

READS, *Input*, *Var$_1$*, ..., *Var$_n$* [, AM_PM=*[string, string]*]
    [, DAYS_OF_WEEK=*string_array*{7 names}] [, FORMAT=*value*]
    [, MONTHS=*string_array*{12 names}]

Arguments

Input

The string variable from which the input is taken. If the supplied argument is not a string, it is automatically converted. The argument can be scalar or array. If *Input* is an array, the individual string elements are treated as successive lines of input.

Var$_i$

The named variables to receive the input.

Note

If the variable specified for the *Var$_i$* argument has not been previously defined, the input data is assumed to be of type float, and the variable will be cast as a float.

Keywords

AM_PM

Supplies a string array of 2 names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

DAYS_OF_WEEK

Supplies a string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

FORMAT

If FORMAT is not specified, IDL uses its default rules for formatting the input. FORMAT allows the format of the input to be specified in precise detail, using a FORTRAN-style specification. See "Using Explicitly Formatted Input/Output" (Chapter 18, *Application Programming*).

MONTHS

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

Version History

4.0	Introduced

See Also

READ/READF, READU

READU

The READU procedure reads unformatted binary data from a file into IDL variables. READU transfers data directly with no processing of any kind performed on the data.

Syntax

READU, *Unit*, *Var$_1$*, ..., *Var$_n$* [, TRANSFER_COUNT=*variable*]

Arguments

Unit

The IDL file unit from which input is taken.

Var*$_i$*

Named variables to receive the data. For non-string variables, the number of bytes required for *Var* are read. When READU is used with a variable of type string, IDL reads exactly the number of bytes contained in the existing string. For example, to read a 5-character string, enter:

```
temp = '12345'
READU, unit, temp
```

If the variable specified for the *Var$_i$* argument has not been previously defined, the input data is assumed to be of type float, and the variable will be created as a float.

Keywords

TRANSFER_COUNT

Set this keyword to a named variable in which to return the number of elements transferred by the input operation. Note that the number of elements is not the same as the number of bytes (except in the case where the data type being transferred is bytes). For example, transferring 256 floating-point numbers yields a transfer count of 256, not 1024 (the number of bytes transferred).

This keyword is useful with files opened with the RAWIO keyword to the OPEN routines. Normally, attempting to read more data than is available from a file causes the unfilled space to be zeroed and an error to be issued. This does not happen with files opened with the RAWIO keyword. Instead, the programmer must keep track of the transfer count.

Examples

The following commands can be used to open the IDL distribution file people.dat and read an image from that file:

```
; Open the file for reading as file unit 1:
OPENR, 1, FILEPATH('people.dat', SUBDIR = ['examples','data'])

; The image is a 192 by 192 byte array, so make B that size:
B = BYTARR(192, 192, NOZERO)

; Read the data into B:
READU, 1, B

; Close the file:
CLOSE, 1

; Display the image:
TV, B
```

Version History

Original	Introduced
Pre-6.2	Deprecated KEY_ID, KEY_MATCH, and KEY_VALUE keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

READ/READF, READS, WRITEU, Chapter 18, "Files and Input/Output" (*Application Programming*), "Unformatted Input/Output with Structures" (Chapter 16, *Application Programming*).

REAL_PART

The REAL_PART function returns the real part of its complex-valued argument.

Syntax

Result = REAL_PART(*Z*)

Return Value

If the complex-valued argument is double-precision, the result will be double-precision, otherwise the result will be single-precision floating-point. If the argument is not complex, then the result will be double-precision if the argument is double-precision, otherwise the result will be single-precision.

Arguments

Z

A scalar or array for which the real part is desired. Z may be of any numeric type.

Examples

The following example demonstrates how you can use REAL_PART to obtain the real parts of an array of complex variables.

```
; Create an array of complex values:
cValues = COMPLEX([1, 2, 3],[4, 5, 6])

; Print just the real parts of each element in cValues:
PRINT, REAL_PART(cValues)
```

IDL prints:

```
   1.00000    2.00000    3.00000
```

Version History

5.5	Introduced

See Also

COMPLEX, DCOMPLEX, IMAGINARY

REBIN

The REBIN function resizes a vector or array to dimensions given by the parameters D_i. The supplied dimensions must be integral multiples or factors of the original dimension. The expansion or compression of each dimension is independent of the others, so that each dimension can be expanded or compressed by a different value.

If the dimensions of the desired result are not integer multiples of the original dimensions, use the CONGRID function.

Syntax

Result = REBIN(*Array*, D_1 [, ..., D_8] [, /SAMPLE])

Return Value

Returns the resized array or vector of the specified dimensions.

Arguments

Array

The array to be resampled. *Array* can be of any basic type except complex or string.

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Note

The dimensions of the resulting resampled array must be integer multiples or factors of the corresponding original dimensions.

Keywords

SAMPLE

Normally, REBIN uses bilinear interpolation when magnifying and neighborhood averaging when minifying. Set the SAMPLE keyword to use nearest neighbor

sampling for both magnification and minification. Bilinear interpolation gives higher quality results but requires more time.

Rules Used by REBIN

Assume the original vector *X* has *n* elements and the result is to have *m* elements.

Let $f = n/m$, the ratio of the size of the original vector, *X* to the size of the result. $1/f$ must be an integer if $n < m$ (expansion). *f* must be an integer if compressing, $(n > m)$. The various resizing options can be described as:

- Expansion, $n < m$, SAMPLE = 0: $Y_i = F(X, f \cdot i)$ $i = 0, 1, \dots, m\text{-}1$

  The linear interpolation function, $F(X, p)$ that interpolates *X* at location *p*, is defined as:

$$F(X, p) = \begin{cases} X_{\lfloor p \rfloor} + (p - \lfloor p \rfloor) \cdot (X_{\lfloor p \rfloor + 1} - X_{\lfloor p \rfloor}) & \text{if } p < n - 1 \\ X_{\lfloor p \rfloor} & \text{if } p \geq n - 1 \end{cases}$$

- Expansion, $n < m$, SAMPLE = 1:

$$Y_i = X_{\lfloor fi \rfloor}$$

- Compression, $n > m$, SAMPLE = 0:

$$Y_i = (1/f) \sum_{j = fi}^{f(i + 1) - 1} X_j$$

- Compression, $n > m$, SAMPLE = 1:

$$Y_i = X_{\lfloor fi \rfloor}$$

- No change, $n = m$: $Y_i = X_i$

Endpoint Effects When Expanding

When expanding an array, REBIN *interpolates*, it never *extrapolates*. Each of the *n*-1 intervals in the *n*-element input array produces *m/n* interpolates in the *m*-element output array. The last *m/n* points of the result are obtained by duplicating element *n*-1 of the input array because their interpolates would lie outside the input array.

For example

```
; A four point vector:
A = [0, 10, 20, 30]

; Expand by a factor of 3:
B = REBIN(A, 12)

PRINT, B
```

IDL prints:

```
0 3 6 10 13 16 20 23 26 30 30 30
```

Note that the last element is repeated three times. If this effect is undesirable, use the INTERPOLATE function. For example, to produce 12 equally spaced interpolates from the interval 0 to 30:

```
B = INTERPOLATE(A, 3./11. * FINDGEN(12))
PRINT, B
```

IDL prints:

```
0 2 5 8 10 13 16 19 21 24 27 30
```

Here, the sampling ratio is $(n - 1)/(m - 1)$.

Examples

Create and display a simple image by entering:

```
D = SIN(DIST(50)/4) & TVSCL, D
```

Resize the image to be 5 times its original size and display the result by entering:

```
D = REBIN(D, 250, 250) & TVSCL, D
```

Version History

Original	Introduced

See Also

CONGRID

RECALL_COMMANDS

The RECALL_COMMANDS function returns a string array containing the entries in IDL's command recall buffer.

Syntax

Result = RECALL_COMMANDS()

Return Value

The size of the returned array is the size of recall buffer, even if fewer than commands have been entered (any "empty" buffer entries will contain null strings). The default size of the command recall buffer is 20 lines. (See "!EDIT_INPUT" on page 5502 for more information about the command recall buffer.)

Element zero of the returned array contains the most recent command.

Arguments

None.

Keywords

None.

Version History

5.0	Introduced

RECON3

The RECON3 function can reconstruct a three-dimensional data array from two or more images (or projections) of an object. For example, if you placed a dark object in front of a white background and then photographed it three times (each time rotating the object a known amount) then these three images could be used with RECON3 to approximate a 3-D volumetric representation of the object. RECON3 also works with translucent projections of an object. RECON3 returns a 3-D byte array.

This routine is written in the IDL language. Its source code can be found in the file `recon3.pro` in the `lib` subdirectory of the IDL distribution.

Using RECON3

Images used in reconstruction should show strong light/dark contrast between the object and the background. If the images contain low (dark) values where the object is and high (bright) values where the object isn't, the MODE keyword should be set to +1 and the returned volume will have low values where the object is, and high values where the object isn't. If the images contain high (bright) values where the object is and low (dark) values where the object isn't, the MODE keyword should be set to -1 and the returned volume will have high values where the object is, and low values where the object isn't.

In general, the object must be CONVEX for a good reconstruction to be possible. Concave regions are not easily reconstructed. An empty coffee cup, for example, would be reconstructed as if it were full.

The more images the better. Images from many different angles will improve the quality of the reconstruction. It is also important to supply images that are parallel and perpendicular to any axes of symmetry. Using the coffee cup as an example, at least one image should be looking through the opening in the handle. Telephoto images are also better for reconstruction purposes than wide angle images.

Syntax

Result = RECON3(*Images*, *Obj_Rot*, *Obj_Pos*, *Focal*, *Dist*,*Vol_Pos*, *Img_Ref*, *Img_Mag*, *Vol_Size* [, /CUBIC] [, MISSING=*value*] [, MODE=*value*] [, /QUIET])

Return Value

Returns a 3-D data array.

Arguments

Images

A 3-D array containing the images to use to reconstruct the volume. Execution time increases linearly with more images. *Images* must be an 8-bit (byte) array with dimensions (*x*, *y*, *n*) where *x* is the horizontal image dimension, *y* is the vertical image dimension, and *n* is the number of images. Note that *n* must be at least 2.

Obj_Rot

A 3 x *n* floating-point array specifying the amount the object is rotated to make it appear as it does in each image. The object is first rotated about the X axis, then about the Y axis, and finally about the Z axis (with the object's reference point at the origin). *Obj_Rot*[0, *] is the X rotation for each image, *Obj_Rot*[1, *] is the Y rotation, and *Obj_Rot*[2, *] is the Z rotation.

Obj_Pos

A 3 x *n* floating-point array specifying the position of the object's reference point relative to the camera lens. The camera lens is located at the coordinate origin and points in the negative Z direction (the view up vector points in the positive Y direction). *Obj_Pos* should be expressed in this coordinate system. *Obj_Pos*[0, *] is the X position for each image, *Obj_Pos*[1, *] is the Y position, and *Obj_Pos*[2, *] is the Z position. All the values in *Obj_Pos*[2, *] should be less than zero. Note that the values for *Obj_Pos*, *Focal*, *Dist*, and *Vol_Pos* should all be expressed in the same units (mm, cm, m, in, ft, etc.).

Focal

An *n*-element floating-point array specifying the focal length of the lens for each image. Focal may be set to zero to indicate a parallel image projection (infinite focal length).

Dist

An *n*-element floating-point array specifying the distance from the camera lens to the image plane (film) for each image. *Dist* should be greater than *Focal*.

Vol_Pos

A 3 x 2 floating-point array specifying the two opposite corners of a cube that surrounds the object. *Vol_Pos* should be expressed in the object's coordinate system relative to the object's reference point. *Vol_Pos*[*, 0] specifies one corner and *Vol_Pos*[*, 1] specifies the opposite corner.

Img_Ref

A 2 x *n* integer or floating-point array that specifies the pixel location at which the object's reference point appears in each of the images. *Img_Ref*[0, *] is the X coordinate for each image and *Img_Ref*[1, *] is the Y coordinate.

Img_Mag

A 2 x *n* integer or floating-point array that specifies the magnification factor for each image. This number is actually the length (in pixels) that a test object would appear in an image if it were *n* units long and *n* units distant from the camera lens. *Img_Mag*[0, *] is the X dimension (in pixels) of a test object for each image, and *Img_Mag*[1, *] is the Y dimension. All elements in *Img_Mag* should be greater than or equal to 1.

Vol_Size

A 3-element integer or floating-point array that specifies the size of the 3-D byte array to return. Execution time (and resolution) increases exponentially with larger values for *Vol_Size*. *Vol_Size*[0] specifies the X dimension of the volume, *Vol_Size*[1] specifies the Y dimension, and *Vol_Size*[2] specifies the Z dimension.

Keywords

CUBIC

Set this keyword to use cubic interpolation. The default is to use tri-linear interpolation, which is slightly faster.

MISSING

Set this keyword equal to a byte value for cells in the 3-D volume that do not map to any of the supplied images. The value of MISSING is passed to the INTERPOLATE function. The default value is zero.

MODE

Set this keyword to a value less than zero to define each cell in the 3-D volume as the *minimum* of the corresponding pixels in the images. Set MODE to a value greater than zero to define each cell in the 3-D volume as the *maximum* of the corresponding pixels in the images. If MODE is set equal to zero then each cell in the 3-D volume is defined as the *average* of the corresponding pixels in the images.

MODE should usually be set to -1 when the images contain a bright object in front of a dark background or to +1 when the images contain a dark object in front of a light background. Setting MODE=0 (the default) requires more memory since the volume array must temporarily be kept as an integer array instead of a byte array.

QUIET

Set this keyword to suppress the output of informational messages when the processing of each image is completed.

Examples

Assumptions for this example:

- The object's major axis is parallel to the Z axis.
- The object's reference point is at its center.
- The camera lens is pointed directly at this reference point.
- The reference point is 5000 mm in front of the camera lens.
- The focal length of the camera lens is 200 mm.

If the camera is focused on the reference point, then the distance from the lens to the camera's image plane must be:

dist = (d * f) / (d - f) = (5000 * 200) / (5000 - 200) = (1000000 / 4800) = 208.333 mm

The object is roughly 600 mm wide and 600 mm high. The reference point appears in the exact center of each image.

If the object is 600 mm high and 5000 mm distant from the camera lens, then the object image height must be:

hi = (h * f) / (d - f) = (600 * 200) / (5000 - 200) = (120000 / 4800) = 25.0 mm

The object image appears 200 pixels high so the final magnification factor is:

img_mag = (200 / 25) = 8.0

From these assumptions, we can set up the following reconstruction:

```
; First, define the variables:
imgx = 256
imgy = 256
frames = 3
images = BYTARR(imgx, imgy, frames)
obj_rot = Fltarr(3, frames)
obj_pos = Fltarr(3, frames)
focal = Fltarr(frames)
dist = Fltarr(frames)
vol_pos = Fltarr(3, 2)
img_ref = Fltarr(2, frames)
img_mag = Fltarr(2, frames)
vol_size = [40, 40, 40]

; The object is 5000 mm directly in front of the camera:
obj_pos[0, *] = 0.0
obj_pos[1, *] = 0.0
obj_pos[2, *] = -5000.0

; The focal length of the lens is constant for all the images:
focal[*] = 200.0

; The distance from the lens to the image plane is also constant:
dist[*] = 208.333

; The cube surrounding the object is 600 mm x 600 mm:
vol_pos[*, 0] = [-300.0, -300.0, -300.0]
vol_pos[*, 1] = [ 300.0, 300.0, 300.0]

; The image reference point appears at the center of all the
; images:
img_ref[0, *] = imgx / 2
img_ref[1, *] = imgy / 2

; The image magnification factor is constant for all images.
; (The images haven't been cropped or resized):
img_mag[*,*] = 8.0

; Only the object rotation changes from one image to the next.
; Note that the object is rotated about the X axis first, then Y,
; and then Z. Create some fake images for this example:
images[30:160, 20:230, 0] = 255
images[110:180, 160:180, 0] = 180
obj_rot[*, 0] = [-90.0, 0.0, 0.0]
images[70:140, 100:130, 1] = 255
obj_rot[*, 1] = [-70.0, 75.0, 0.0]
images[10:140, 70:170, 2] = 255
```

```
images[80:90, 170:240, 2] = 150
obj_rot[*, 2] = [-130.0, 215.0, 0.0]

; Reconstruct the volume:
vol = RECON3(images, obj_rot, obj_pos, focal, dist, $
   vol_pos, img_ref, img_mag, vol_size, Missing=255B, Mode=(-1))

; Display the volume:
shade_volume, vol, 8, v, p
scale3, xrange=[0,40], yrange=[0,40], zrange=[0,40]
image = polyshade(v, p, /t3d, xs=400, ys=400)
tvscl, image
```

Version History

Pre-4.0	Introduced

See Also

POLYSHADE, SHADE_VOLUME, VOXEL_PROJ

REDUCE_COLORS

The REDUCE_COLORS procedure reduces the number of colors used in an image by eliminating pixel values without members.

The pixel distribution histogram is obtained and the WHERE function is used to find bins with non-zero values. Next, a lookup table is made where table[old_pixel_value] contains new_pixel_value, and is then applied to the image.

This routine is written in the IDL language. Its source code can be found in the file reduce_colors.pro in the lib subdirectory of the IDL distribution.

Syntax

REDUCE_COLORS, *Image*, *Values*

Arguments

Image

On input, a variable that contains the original image array. On output, this variable contains the color-reduced image array, writing over the original.

Values

A named variable that, on output, contains a vector of non-zero pixel values. If *Image* contains pixel values from 0 to M, *Values* will be an M+1 element vector containing the mapping from the old values to the new. *Values[i]* contains the new color index of old pixel index *i*.

Keywords

None.

Examples

To reduce the number of colors and display an image with the original color tables R, G, B enter the commands:

```
REDUCE_COLORS, image, v
TVLCT, R[V], G[V], B[V]
```

Version History

Pre-4.0	Introduced

See Also

COLOR_QUAN

REFORM

The REFORM function changes the dimensions of an array without changing the total number of elements.

Syntax

Result = REFORM(*Array*, *D₁* *[, ..., D₈]* [, /OVERWRITE])

Return Value

If no dimensions are specified, REFORM returns a copy of *Array* with all dimensions of size 1 removed. If dimensions are specified, the result is given those dimensions. Only the dimensions of *Array* are changed – the actual data remains unmodified.

Arguments

Array

The array to have its dimensions modified.

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. *Array* must have the same number of elements as specified by the product of the new dimensions.

Keywords

OVERWRITE

Set this keyword to cause the specified dimensions to overwrite the present dimensions of the *Array* parameter. No data are copied, only the internal array descriptor is changed. The result of the function, in this case, is the *Array* parameter with its newly-modified dimensions. For example, to change the dimensions of the variable a, without moving data, enter:

```
a = REFORM(a, n1, n2, /OVERWRITE)
```

Examples

REFORM can be used to remove "degenerate" leading dimensions of size one. Such dimensions can appear when a subarray is extracted from an array with more dimensions. For example

```
; a is a 3-dimensional array:
a = INTARR(10,10,10)

; Extract a "slice" from a:
b = a[5,*,*]

; Use HELP to show what REFORM does:
HELP, b, REFORM(b)
```

Executing the above statements produces the output:

```
B            INT = Array[1, 10, 10]
<Expression> INT = Array[10, 10]
```

The statements:

```
b = REFORM(a,200,5)
b = REFORM(a,[200,5])
```

have identical effect. They create a new array, b, with dimensions of (200, 5), from a.

Note
For an additional example, see Displaying RGB Images and Converting to Grayscale in the TV procedure Examples section.

Version History

Original	Introduced

See Also

REVERSE, ROT, ROTATE, TRANSPOSE

REGION_GROW

The REGION_GROW function performs region growing for a given region within an N-dimensional array by finding all pixels within the array that are connected neighbors to the region pixels and that fall within provided constraints. The constraints are specified either as a threshold range (a minimum and maximum pixel value) or as a multiple of the standard deviation of the region pixel values. If the threshold is used (this is the default), the region is grown to include all connected neighboring pixels that fall within the given threshold range. If the standard deviation multiplier is used, the region is grown to include all connected neighboring pixels that fall within the range of the mean (of the region's pixel values) plus or minus the given multiplier times the sample standard deviation.

Syntax

Result = REGION_GROW(*Array*, *ROIPixels* [, /ALL_NEIGHBORS] [, /NAN]
[, STDDEV_MULTIPLIER=*value* | THRESHOLD=[*min*,*max*]])

Return Value

REGION_GROW returns the vector of array indices that represent pixels within the grown region. The grown region will not include pixels at the edges of the input array. If no pixels fall within the grown region, this function will return the value -1.

Arguments

Array

An N-dimensional array of data values. The region will be grown according to the data values within this array.

ROIPixels

A vector of indices into *Array* that represent the initial region that is to be grown.

Keywords

ALL_NEIGHBORS

Set this keyword to indicate that all adjacent neighbors to a given pixel should be considered during region growing (sometimes known as 8-neighbor searching when

the array is two-dimensional). The default is to search only the neighbors that are exactly one unit in distance from the current pixel (sometimes known as 4-neighbor searching when the array is two-dimensional).

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

STDDEV_MULTIPLIER

Set this keyword to a scalar value that serves as the multiplier of the sample standard deviation of the original region pixel values. The expanded region includes neighboring pixels that fall within the range of the mean of the region's pixel values plus or minus the given multiplier times the sample standard deviation as follows:

Mean +/- StdDevMultiplier * StdDev

This keyword is mutually exclusive of THRESHOLD. If both keywords are specified, a warning message will be issued and the THRESHOLD value will be used.

THRESHOLD

Set this keyword to a two-element vector, [*min*,*max*], of the inclusive range within which the pixel values of the grown region must fall. The default is the range of pixel values within the initial region. This keyword is mutually exclusive of STDDEV_MULTIPLIER. If both keywords are specified, a warning message will be issued and the THRESHOLD value will be used.

Note

If neither keyword is specified, THRESHOLD is used by default. The range of threshold values is based upon the pixel values within the original region and therefore does not have to be provided.

Examples

The following example demonstrates how you can grow a pre-defined region within an image of human red blood cells.

```
; Load an image.
fname = FILEPATH('rbcells.jpg', SUBDIR=['examples','data'])
READ_JPEG, fname, img
imgDims = SIZE(img, /DIMENSIONS)
```

```
; Define original region pixels.
x = FINDGEN(16*16) MOD 16 + 276.
y = LINDGEN(16*16) / 16 + 254.
roiPixels = x + y * imgDims[0]

; Grow the region.
newROIPixels = REGION_GROW(img, roiPixels)

; Load a grayscale color table.
DEVICE, DECOMPOSED = 0
LOADCT, 0

; Set the topmost color table entry to red.
topClr = !D.TABLE_SIZE-1
TVLCT, 255, 0, 0, topClr

; Show the results.
tmpImg = BYTSCL(img, TOP=(topClr-1))
tmpImg[roiPixels] = topClr
WINDOW, 0, XSIZE=imgDims[0], YSIZE=imgDims[1], $
   TITLE='Original Region'
TV, tmpImg

tmpImg = BYTSCL(img, TOP=(topClr-1))
tmpImg[newROIPixels] = topClr
WINDOW, 2, XSIZE=imgDims[0], YSIZE=imgDims[1], $
   TITLE='Grown Region'
TV, tmpImg
```

Note ———

Also see "Growing a Region" (Chapter 6, *Image Processing in IDL*).

——

Version History

5.5	Introduced
6.1	Added NAN keyword

REGISTER_CURSOR

The REGISTER_CURSOR procedure associates the given name with the given cursor information. This name can then be used with the IDLgrWindow::SetCurrentCursor method.

Tip ————————————————————————————————

You can use the CREATE_CURSOR function to translate a string array into an image array suitable for the *Image* argument. You can also return values for the MASK and HOTSPOT keywords using this function.

———

Syntax

REGISTER_CURSOR, *Name*, *Image*[, MASK=*value*] [, HOTSPOT=*value*]
   [, /OVERWRITE]

Arguments

Name

This argument sets the name to associate with this cursor. The name is case-insensitive. Once registered, the name can be used with the IDLgrWindow::SetCurrentCursor method.

Image

Set this argument to a 16 line by 16 column bitmap, contained in a 16-element short integer vector, specifying the cursor pattern. The offset from the upper-left pixel to the point that is considered the hot spot can be provided using the HOTSPOT keyword.

Keywords

MASK

This keyword can be used to simultaneously specify the mask that should be used. In the mask, bits that are set indicate bits in the IMAGE that should be seen and bits that are not are masked out.

HOTSPOT

Set this keyword to a two-element vector specifying the [*x*, *y*] pixel offset of the cursor "hot spot", the point which is considered to be the mouse position, from the lower-left corner of the cursor image. The cursor image is displayed top-down (the first row is displayed at the top).

OVERWRITE

By default, if the cursor already exists, the values are not changed. By setting this keyword to true, the current cursor value is updated with the values provided by this routine call.

Version History

5.6	Introduced

See Also

IDLgrWindow::SetCurrentCursor, CREATE_CURSOR

REGRESS

The REGRESS function performs a multiple linear regression fit and returns an *Nterm*-element column vector of coefficients.

REGRESS fits the function:

$$y_i = const + a_0 x_{0,\,i} + a_1 x_{1,\,i} + ... + a_{Nterms-1} x_{Nterms-1,\,i}$$

This routine is written in the IDL language. Its source code can be found in the file regress.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = REGRESS(*X*, *Y*, [, CHISQ=*variable*] [, CONST=*variable*]
   [, CORRELATION=*variable*] [, /DOUBLE] [, FTEST=*variable*]
   [, MCORRELATION=*variable*] [, MEASURE_ERRORS=*vector*]
   [, SIGMA=*variable*] [, STATUS=*variable*] [, YFIT=*variable*])

Return Value

REGRESS returns a 1 x *Nterm* array of coefficients. If the DOUBLE keyword is set, or if *X* or *Y* are double-precision, then the result will be double precision, otherwise the result will be single precision.

Arguments

X

An *Nterms* by *Npoints* array of independent variable data, where *Nterms* is the number of coefficients (independent variables) and *Npoints* is the number of samples.

Y

An *Npoints*-element vector of dependent variable points.

Keywords

CHISQ

Set this keyword equal to a named variable that will contain the value of the unreduced chi-square goodness-of-fit statistic.

CONST

Set this keyword to a named variable that will contain the constant term of the fit.

CORRELATION

Set this keyword to a named variable that will contain the vector of linear correlation coefficients.

DOUBLE

Set this keyword to force computations to be done in double-precision arithmetic.

FTEST

Set this keyword to a named variable that will contain the F-value for the goodness-of-fit test.

MCORRELATION

Set this keyword to a named variable that will contain the multiple linear correlation coefficient.

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point *Y*[*i*]. This vector must be the same length as *X* and *Y*.

Note

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in *Y*. For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(*Y*).

SIGMA

Set this keyword to a named variable that will contain the 1-sigma uncertainty estimates for the returned parameters.

Note

If MEASURE_ERRORS is omitted, then you are assuming that the regression model is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/(N–M)), where N is the number of points in X, and M is the number of coefficients. See section 15.2 of *Numerical Recipes in C* (Second Edition) for details.

STATUS

Set this keyword to a named variable that will contain the status of the operation. Possible status values are:

- 0 = successful completion

- 1 = singular array (which indicates that the inversion is invalid)

- 2 = warning that a small pivot element was used and that significant accuracy was probably lost.

Note

If STATUS is not specified, any error messages will be output to the screen.

YFIT

Set this keyword to a named variable that will contain the vector of calculated *Y* values.

Examples

```
; Create two vectors of independent variable data:
X1 = [1.0, 2.0, 4.0, 8.0, 16.0, 32.0]
X2 = [0.0, 1.0, 2.0, 3.0, 4.0, 5.0]
; Combine into a 2x6 array
X = [TRANSPOSE(X1), TRANSPOSE(X2)]

; Create a vector of dependent variable data:
Y = 5 + 3*X1 - 4*X2

; Assume Gaussian measurement errors for each point:
measure_errors = REPLICATE(0.5, N_ELEMENTS(Y))
```

```
; Compute the fit, and print the results:
result = REGRESS(X, Y, SIGMA=sigma, CONST=const, $
   MEASURE_ERRORS=measure_errors)
PRINT, 'Constant: ', const
PRINT, 'Coefficients: ', result[*]
PRINT, 'Standard errors: ', sigma
```

IDL prints:

```
Constant:     4.99999
Coefficients:    3.00000    -3.99999
Standard errors:     0.0444831     0.282038
```

Version History

Original	Introduced
5.4	Deprecated the *Weights*, *Yfit*, *Const*, *Sigma*, *Ftest*, *R*, *Rmul*, *Chisq*, and *Status* arguments, RELATIVE_WEIGHT keyword.

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

CURVEFIT, GAUSSFIT, LINFIT, LMFIT, POLY_FIT, SFIT, SVDFIT

REPEAT...UNTIL

The REPEAT...UNTIL statement repeats its subject statement(s) until an expression evaluates to true. The condition is checked after the subject statement is executed. Therefore, the subject statement is always executed at least once, even if the expression evaluates to true the first time.

Note

For information on using REPEAT_UNTIL and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

REPEAT *statement* UNTIL *expression*

or

REPEAT BEGIN

　statements

ENDREP UNTIL *expression*

Examples

This example shows that because the subject of a REPEAT statement is evaluated before the expression, it is always executed at least once:

```
i = 1

REPEAT BEGIN

    PRINT, i

ENDREP UNTIL (i EQ 1)
```

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, FOR, GOTO, IF...THEN...ELSE, SWITCH, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

REPLICATE

The REPLICATE function returns an array with the given dimensions, filled with the scalar value specified as the first parameter.

Syntax

Result = REPLICATE(*Value*, D_1 *[, ..., D_8]*)

Return Value

Returns the array of the given dimensions.

Arguments

Value

The scalar value with which to fill the resulting array. The type of the result is the same as that of *Value*. *Value* can be any single element expression such as a scalar or 1 element array. This includes structures.

D_i

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Create D, a 5-element by 5-element array with every element set to the string "IDL" by entering:

```
D = REPLICATE('IDL', 5, 5)
```

REPLICATE can also be used to create arrays of structures. For example, the following command creates a structure named "emp" that contains a string name field and a long integer employee ID field:

```
employee = {emp, NAME:' ', ID:0L}
```

To create a 10-element array of this structure, enter:

```
emps = REPLICATE(employee, 10)
```

Version History

Original	Introduced

See Also

MAKE_ARRAY

REPLICATE_INPLACE

The REPLICATE_INPLACE procedure updates an existing array by replacing all or selected parts of it with a specified value. REPLICATE_INPLACE can be faster and use less memory than the IDL function REPLICATE or the IDL array notation for large arrays that already exist.

Note —————————————————————————————————————
REPLICATE_INPLACE is much faster when operating on entire arrays and rows, than when used on columns or higher dimensions.

Syntax

REPLICATE_INPLACE, *X*, *Value* [, *D1*, *Loc1* [, *D2*, *Range*]]

Arguments

X

The array to be updated. *X* can be of any numeric type. REPLICATE_INPLACE does not change the size and type of *X*.

Value

The value which will fill all or part of *X*. *Value* may be any scalar or one-element array that IDL can convert to the type of *X*. REPLICATE_INPLACE does not change *Value*.

D1

An optional parameter indicating which dimension of *X* is to be updated.

Loc1

An array with the same number of elements as the number of dimensions of *X*. The *Loc1* and *D1* arguments together determine which one-dimensional subvector (or subvectors, if *D1* and *Range* are provided) of *X* is to be updated.

D2

An optional parameter, indicating in which dimension of *X* a group of one-dimensional subvectors are to be updated. *D2* should be different from *D1*.

Range

An array of indices of dimension *D2* of *X*, indicating where to put one-dimensional updates of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

```
; Create a multidimensional zero array:
A = FLTARR( 40, 90, 10)

; Populate it with the value 4.5. (i.e., A[*]= 4.5 ):
REPLICATE_INPLACE, A, 4.5
;Update a single subvector.(i.e., A[*,4,0]= 20. ):
REPLICATE_INPLACE, A, 20, 1, [0,4,0]

; Update a group of subvectors.(i.e., A[ 0, [0, 5,89], * ] = -8 ):
REPLICATE_INPLACE, A, -8, 3, [0,0,0], 2, [0,5,89]

; Update a 2-dimensional slice of A (i.e., A[9,*, *] = 0.):
REPLICATE_INPLACE, A, 0., 3, [9,0,0] , 2, LINDGEN(90)
```

Version History

5.1	Introduced

See Also

REPLICATE, BLAS_AXPY

RESOLVE_ALL

The RESOLVE_ALL procedure iteratively resolves (by compiling) any uncompiled procedures or functions that are called in any already-compiled procedure or function. The process ends when there are no unresolved routines left to compile. If an unresolved procedure or function is not in the IDL search path, RESOLVE_ALL exits with an error, and no additional routines are compiled.

RESOLVE_ALL is of special interest when using SAVE to construct an IDL SAVE file containing the compiled code for a package of routines. If you are constructing such a SAVE file and it contains calls to built-in IDL system functions that are not present under all operating systems (e.g., IOCTL), you must make sure to use FORWARD_FUNCTION to tell IDL that these names are functions. Otherwise, IDL may interpret them as arrays and generate unintended results. If you are creating a SAVE file that relies upon iTools components, you must use ITRESOLVE instead of RESOLVE_ALL to create a valid SAVE file.

Warning ———

RESOLVE_ALL does not resolve procedures or functions that are called via quoted strings such as CALL_PROCEDURE, CALL_FUNCTION, or EXECUTE, or in keywords that can contain procedure names such as TICKFORMAT or EVENT_PRO. You must manually compile these routines if they are not called normally elsewhere.

Similarly, RESOLVE_ALL does not resolve widget event handler procedures based on a call to the widget routine that uses the event handler. In general, it is best to include the event handling routine in the same program file as the widget creation routine—building widget programs in this way ensures that RESOLVE_ALL will "catch" the event handler for a widget application.

——

This routine is written in the IDL language. Its source code can be found in the file resolve_all.pro in the lib subdirectory of the IDL distribution.

Syntax

RESOLVE_ALL [, CLASS=*string*] [, /CONTINUE_ON_ERROR] [, /QUIET]
   [, RESOLVE_EITHER=*string*] [, RESOLVE_FUNCTION=*string*]
   [, RESOLVE_PROCEDURE=*string*] [, SKIP_ROUTINES=*string*]
   [, UNRESOLVED=*variable*]

Note ───

To properly resolve routines, make sure you run RESOLVE_ALL in an IDL session in which no compilation errors have occurred. This is important because if IDL has previously attempted (and failed) to compile a routine, that routine will be added to IDL's list of user-defined routines as an uncompiled routine. A subsequent call to RESOLVE_ALL will attempt to compile the uncompiled routine, potentially causing another error.

You can ensure that an IDL session is "clean" either by exiting and restarting IDL or by issuing the .RESET_SESSION executive command.

───

Arguments

None

Keywords

CLASS

Set this keyword to a string or string array containing object class names.

RESOLVE_ALL's rules for finding uncompiled functions and procedures are not able to find object definitions or methods, because those things are not known to IDL until the object classes are actually instantiated and the methods called. However, if the CLASS keyword is set, RESOLVE_ALL will ensure that the `*__define.pro` files for the specified classes and their superclasses are compiled and executed. RESOLVE_ALL then locates all methods for the specified classes and their superclasses, and makes sure they are also compiled.

CONTINUE_ON_ERROR

Set this keyword to allow continuation upon error.

QUIET

Set this keyword to suppress informational messages.

RESOLVE_EITHER

Set this keyword to a string or string array of routine names to resolve. Use this keyword instead of RESOLVE_FUNCTION or RESOLVE_PROCEDURE if you do not know the type of the routine being resolved. If the routines are already compiled, they are not recompiled.

RESOLVE_FUNCTION

Set this keyword to a string or string array of function names to resolve. If the functions are already compiled, they are not recompiled.

RESOLVE_PROCEDURE

Set this keyword to a string or string array of procedure names to resolve. If the procedures are already compiled, they are not recompiled.

SKIP_ROUTINES

Set this keyword to a string array containing the names of routines *not* to resolve. Using this keyword is useful when a library file containing the designated routines will be later included.

UNRESOLVED

Set this keyword to a variable that will contain the names of the unresolved procedures and functions if CONTINUE_ON_ERROR is set. Routines in the SKIP_ROUTINES list are also included in the result.

Version History

4.0	Introduced
6.0	Added CLASS keyword

See Also

.COMPILE, RESOLVE_ROUTINE, ROUTINE_INFO

RESOLVE_ROUTINE

The RESOLVE_ROUTINE procedure compiles user-written or library procedures or functions, given their names. Routines are compiled even if they are already defined. RESOLVE_ROUTINE looks for the given filename in IDL's search path. If the file is not found in the path, then the routine exits with an error.

Syntax

RESOLVE_ROUTINE, *Name* [, /COMPILE_FULL_FILE]
   [, /EITHER | , /IS_FUNCTION] [, /NO_RECOMPILE]

Arguments

Name

A scalar string or string array containing the name or names of the procedures to compile. If *Name* contains functions rather than procedures, set the IS_FUNCTION keyword. The *Name* argument cannot contain the path to the .pro file—it must contain only a .pro filename. If you want to specify a path to the .pro file, use the .COMPILE executive command.

Keywords

COMPILE_FULL_FILE

When compiling a file to find a specified routine, IDL normally stops compiling when the desired routine (*Name*) is found. If set, COMPILE_FULL_FILE compiles the entire file.

EITHER

If set, indicates that the caller does not know whether the supplied routine names are functions or procedures, and will accept either. This keyword overrides the IS_FUNCTION keyword.

IS_FUNCTION

Set this keyword to compile functions rather than procedures.

NO_RECOMPILE

Normally, RESOLVE_ROUTINE compiles all specified routines even if they have already been compiled. Setting NO_RECOMPILE indicates that such routines are not recompiled.

Version History

4.0	Introduced

See Also

.COMPILE, RESOLVE_ALL, ROUTINE_INFO

RESTORE

The RESTORE procedure restores the IDL variables and routines saved in a file by the SAVE procedure.

RESTORE provides a very simple interface that restores the entire contents of the specified SAVE file in a single atomic operation. If you wish to query the contents of a SAVE file without first restoring the data, or if you wish to restore only selected items, use the interface provided by the IDL_Savefile object class instead.

Warning ―――――――――――――――――――――――――――――――――――
While files containing IDL data variables can be restored by any version of IDL that supports the data types of the saved variables (in particular, by any version of IDL later than the version that created the SAVE file), files containing IDL routines and system variables can only be restored by versions of IDL that share the same internal code representation. Since the internal code representation changes regularly, you should always archive the IDL language source files (.pro files) for routines you are placing in IDL .sav files so you can recompile the code when a new version of IDL is released.

―――

Syntax

RESTORE [[, *Filename*] | [, FILENAME=*name*]] [, DESCRIPTION=*variable*]
   [, /RELAXED_STRUCTURE_ASSIGNMENT]
   [, RESTORED_OBJECTS=*variable*] [, /VERBOSE]

Arguments

Filename

A scalar string that contains the name of the SAVE file to be restored. If *Filename* is not an absolute path name, it is considered to be relative to the current working directory. If neither the *Filename* argument or the FILENAME keyword are present, IDL attempts to restore a file named idlsave.dat in the current working directory.

Keywords

DESCRIPTION

Set this keyword equal to a named variable that will contain the user-supplied *description string* for the specified save file. If no description was provided when the

save file was created (via the DESCRIPTION keyword to the SAVE routine), the variable specified by this keyword will contain a null string.

FILENAME

This keyword serves exactly the same purpose as the *Filename* argument—only one of them needs to be provided. If both the *Filename* argument and the FILENAME keyword are provided, the file specified by the *Filename* argument is restored.

RELAXED_STRUCTURE_ASSIGNMENT

Normally, RESTORE is unable to restore a structure variable if the definition of its type has changed since the SAVE file was written. A common case where this occurs is when objects are saved and the class structure of the objects change before they are restored in another IDL session. In such cases, RESTORE issues an error, skips the structure, and continues restoring the remainder of the SAVE file.

Setting the RELAXED_STRUCTURE_ASSIGNMENT keyword causes RESTORE to restore such incompatible values using "relaxed structure assignment," in which all possible data are restored using a field-by-field copy. (See the description of the STRUCT_ASSIGN procedure for additional details.)

RESTORED_OBJECTS

Set this keyword equal to a named variable that will contain an array of object references for any objects restored. The resulting list of objects is useful for programmatically calling the objects' restore methods. If no objects are restored, the variable will contain a null object reference.

VERBOSE

Set this keyword to have IDL print an informative message for each restored object.

Examples

Suppose that you have saved all the variables from a previous IDL session with the command:

```
SAVE, /VARIABLES, FILENAME = 'session1.sav'
```

If the file session1.sav is located in your current working directory, the variable associated with the file can be restored by entering:

```
RESTORE, 'session1.sav'
```

Note ————————————————————————————————————
> To restore a file that is not in your current working directory, you must specify the
> file path.

Version History

Original	Introduced
6.1	Added DESCRIPTION keyword

See Also

HEAP_NOSAVE, HEAP_SAVE, JOURNAL, SAVE, STRUCT_ASSIGN,
IDL_Savefile, Chapter 4, "Creating SAVE Files of Programs and Data" (*Application
Programming*)

RETALL

The RETALL command returns control to the main program level. The effect is the same as entering the RETURN command at the interactive command prompt until the main level is reached.

Syntax

RETALL

Arguments

None

Version History

Original	Introduced

See Also

RETURN

RETURN

The RETURN command causes the program context to revert to the next-higher program level. RETURN can be called at the interactive command prompt (see ".RETURN" on page 55), inside a procedure definition, or inside a function definition.

Calling RETURN from the main program level has no effect other than to print an informational message in the command log.

Calling RETURN inside a procedure definition returns control to the calling routine, or to the main level. Since the END statement in a procedure definition also returns control to the calling routine, it is only necessary to use RETURN in a procedure definition if you wish control to revert to the calling routine before the procedure reaches its END statement.

In a function definition, RETURN serves to define the value passed out of the function. Only a single value can be returned from a function.

Note

The value can be an array or structure containing multiple data items.

Syntax

RETURN [, *Return_value*]

Arguments

Return_value

In a function definition, the *Return_value* is the value passed out of the function when it completes its processing.

Return values are not allowed in procedure definitions, or when calling RETURN at the interactive command prompt.

Examples

You can use RETURN within a procedure definition to exit the procedure at some point other than the end. For example, note the following procedure:

```
PRO RET_EXAMPLE, value
   IF (value NE 0) THEN BEGIN
      PRINT, value, ' is nonzero'
      RETURN
      END
   PRINT, 'Input argument was zero.'
END
```

If the input argument is non-zero, the routine prints the value and exits back to the calling procedure or main level. If the input argument is zero, control proceeds until the END statement is reached.

When defining functions, use RETURN to specify the value returned from the function. For example, the following function:

```
FUNCTION RET_EXAMPLE2, value
   RETURN, value * 2
END
```

multiplies the input value by two and returns the result. If this function is defined at the main level, calling it from the IDL command prompt produces the following:

```
PRINT, RET_EXAMPLE2(4)
```

IDL prints:

```
8
```

Version History

Original	Introduced

See Also

RETALL

REVERSE

The REVERSE function reverses the order of one dimension of an array.

This routine is written in the IDL language. Its source code can be found in the file reverse.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = REVERSE(*Array* [, *Subscript_Index*] [, /OVERWRITE])

Return Value

Returns the reversed dimension of the array.

Arguments

Array

The array containing the original data.

Subscript_Index

An integer specifying the dimension index (1, 2, 3, etc.) that will be reversed. This argument must be less than or equal to the number of dimensions of *Array*. If this argument is omitted, the first subscript is reversed.

Keywords

OVERWRITE

Set this keyword to conserve memory by doing the transformation "in-place." The result overwrites the previous contents of the array. This keyword is ignored for one- or two-dimensional arrays.

Examples

Reverse the order of an array where each element is set to the value of its subscript:

```
; Create an array:
A = [[0,1,2],[3,4,5],[6,7,8]]
```

```
; Print the array:
PRINT, 'Original Array:'
PRINT, A

; Reverse the columns of A.
PRINT, 'Reversed Columns:'
PRINT, REVERSE(A)

; Reverse the rows of A:
PRINT, 'Reversed Rows:'
PRINT, REVERSE(A, 2)
```

IDL prints:

```
Original Array:
      0          1          2
      3          4          5
      6          7          8
Reversed Columns:
      2          1          0
      5          4          3
      8          7          6
Reversed Rows:
      6          7          8
      3          4          5
      0          1          2
```

Note ───

Also see "Reversing Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

──

Version History

Original	Introduced

See Also

INVERT, REFORM, ROT, ROTATE, SHIFT, TRANSPOSE

RK4

The RK4 function uses the fourth-order Runge-Kutta method to advance a solution to a system of ordinary differential equations one time-step *H*, given values for the variables *Y* and their derivatives *Dydx* known at *X*.

RK4 is based on the routine `rk4` described in section 16.1 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = RK4(*Y*, *Dydx*, *X*, *H*, *Derivs* [, /DOUBLE])

Return Value

Returns the integrations of the ordinary differential equations.

Arguments

Y

A vector of values for *Y* at *X*

Note ——

If RK4 is complex then only the real part is used for the computation.

——

Dydx

A vector of derivatives for *Y* at *X*.

X

A scalar value for the initial condition.

H

A scalar value giving interval length or step size.

Derivs

A scalar string specifying the name of a user-supplied IDL function that calculates the values of the derivatives *Dydx* at *X*. This function must accept two arguments: A

scalar floating value *X*, and one *n*-element vector *Y*. It must return an *n*-element vector result.

For example, suppose the values of the derivatives are defined by the following relations:

$$dy_0 / dx = -0.5y_0, \qquad dy_1 / dx = 4.0 - 0.3y_1 - 0.1y_0$$

We can write a function DIFFERENTIAL to express these relationships in the IDL language:

```
FUNCTION differential, X, Y
   RETURN, [-0.5 * Y[0], 4.0 - 0.3 * Y[1] - 0.1 * Y[0]]
END
```

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To integrate the example system of differential equations for one time step, H:

```
; Define the step size:
H = 0.5

; Define an initial X value:
X = 0.0

; Define initial Y values:
Y = [4.0, 6.0]

; Calculate the initial derivative values:
dydx = DIFFERENTIAL(X,Y)

; Integrate over the interval (0, 0.5):
result = RK4(Y, dydx, X, H, 'differential')

; Print the result:
PRINT, result
```

IDL prints:

```
   3.11523  6.85767
```

This is the exact solution vector to five-decimal precision.

Version History

4.0	Introduced

See Also

BROYDEN, NEWTON

ROBERTS

The ROBERTS function returns an approximation to the Roberts edge enhancement operator for images:

$$G_{jk} = \left| F_{jk} - F_{j+1, k+1} \right| + \left| F_{j, k+1} - F_{j+1, k} \right|$$

where (j, k) are the coordinates of each pixel F_{jk} in the *Image*. This is equivalent to a convolution using the masks,

$$\begin{bmatrix} 0 & -1 \\ \underline{1} & 0 \end{bmatrix} \text{and} \begin{bmatrix} 1 & 0 \\ \underline{0} & -1 \end{bmatrix}$$

where the underline indicates the current pixel F_{jk}. The last column and row are set to zero.

Syntax

Result = ROBERTS(*Image*)

Return Value

ROBERTS returns a two-dimensional array of the same size as *Image*. If *Image* is of type byte or integer, then the result is of integer type, otherwise the result is of the same type as *Image*.

Note

To avoid overflow for integer types, the computation is done using the next larger signed type and the result is transformed back to the correct type. Values larger than the maximum for that integer type are truncated. For example, for integers the function is computed using type long, and on output, values larger than 32767 are set equal to 32767.

Arguments

Image

The two-dimensional array containing the image to which edge enhancement is applied.

Keywords

None.

Examples

If the variable myimage contains a two-dimensional image array, a Roberts
sharpened version of myimage can be displayed with the command:

```
TVSCL, ROBERTS(myimage)
```

Note ———————————————————————————————

Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

Version History

4.0	Introduced

See Also

EDGE_DOG, EMBOSS, LAPLACIAN, PREWITT, SHIFT_DIFF, SOBEL

ROT

The ROT function rotates an image by an arbitrary amount. At the same time, it can magnify, demagnify, and/or translate an image.

Note ───

If you want to rotate an array by a multiple of 90 degrees, you should use the ROTATE function for faster results.

───

This routine is written in the IDL language. Its source code can be found in the file rot.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = ROT(*A*, *Angle*, [*Mag*, X_0, Y_0] [, /INTERP] [, CUBIC=*value*{-1 to 0}]
    [, MISSING=*value*] [, /PIVOT])

Return Value

Returns the rotated and optionally transformed image.

Arguments

A

The image array to be rotated. This array can be of any type, but must have two dimensions. The output image has the same dimensions and data type of the input image.

ANGLE

Angle of rotation in degrees *clockwise*.

MAG

An optional magnification factor. A value of 1.0 results in no change. A value greater than one performs magnification. A value less than one but greater than zero performs demagnification.

X$_0$

X subscript for the center of rotation. If omitted, X_0 equals the number of columns in the image divided by 2.

Y$_0$

Y subscript for the center of rotation. If omitted, Y_0 equals the number of rows in the image divided by 2.

Keywords

INTERP

Set this keyword to use bilinear interpolation. The default is to use nearest neighbor sampling.

CUBIC

Set this keyword to a value between -1 and 0 to use the cubic convolution interpolation method with the specified value as the interpolation parameter. Setting this keyword equal to a value greater than zero specifies a value of -1 for the interpolation parameter. Park and Schowengerdt (see reference below) suggest that a value of -0.5 significantly improves the reconstruction properties of this algorithm.

Cubic convolution is an interpolation method that closely approximates the theoretically optimum sinc interpolation function using cubic polynomials. According to sampling theory, details of which are beyond the scope of this document, if the original signal, *f*, is a band-limited signal, with no frequency component larger than ω_0, and *f* is sampled with spacing less than or equal to $1/(2\omega_0)$, then *f* can be reconstructed by convolving with a sinc function: $\mathrm{sinc}(x) = \sin(\pi x) / (\pi x)$.

In the one-dimensional case, four neighboring points are used, while in the two-dimensional case 16 points are used.

Note ───
  Cubic convolution interpolation is significantly slower than bilinear interpolation.
───

For further details see:

Rifman, S.S. and McKinnon, D.M., "Evaluation of Digital Correction Techniques for ERTS Images; Final Report", Report 20634-6003-TU-00, TRW Systems, Redondo Beach, CA, July 1974.

S. Park and R. Schowengerdt, 1983 "Image Reconstruction by Parametric Cubic Convolution", Computer Vision, Graphics & Image Processing 23, 256.

MISSING

Set this keyword to a value to be substituted for pixels in the output image that map outside the input image.

PIVOT

Set this keyword to cause the image to pivot around the point (X_0, Y_0) so that this point maps into the same point in the output image. By default, the point (X_0, Y_0) in the input image is mapped into the center of the output image.

Examples

```
; Create a byte image:
A = BYTSCL(DIST(256))

; Display it:
TV, A

; Rotate the image 33 degrees, magnify it 15 times, and use
; bilinear interpolation to make the output look nice:
B = ROT(A, 33, 1.5, /INTERP)

; Display the rotated image:
TV, B
```

Note

Also see "Rotating Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

Version History

Original	Introduced

See Also

ROTATE

ROTATE

The ROTATE function returns a rotated and/or transposed copy of *Array*. ROTATE can only rotate arrays in multiples of 90 degrees. To rotate by amounts other than multiples of 90 degrees, use the ROT function. Note, however, that ROTATE is more efficient.

ROTATE can also be used to reverse the order of elements in vectors. For example, to reverse the order of elements in the vector X, use the expression ROTATE(X,2). If X = [0,1,2,3] then ROTATE(X,2) yields the resulting array, [3,2,1,0].

Note ───

Transposition, if specified, is performed before rotation.

───

Syntax

Result = ROTATE(*Array*, *Direction*)

Return Value

Returns the rotated and/or transposed array.

Arguments

Array

The array to be rotated. *Array* can have only one or two dimensions. The result has the same type as *Array*. The dimensions of the result are the same as those of *Array* if *Direction* is equal to 0 or 2. The dimensions are transposed if the direction is 4 or greater.

Direction

Direction specifies the operation to be performed as follows:

Direction	Transpose?	Rotation Counterclockwise	X_1	Y_1
0	No	None	X_0	Y_0
1	No	90°	$-Y_0$	X_0

Table 20-4: Rotation Directions

Direction	Transpose?	Rotation Counterclockwise	X_1	Y_1
2	No	180°	$-X_0$	$-Y_0$
3	No	270°	Y_0	$-X_0$
4	Yes	None	Y_0	X_0
5	Yes	90°	$-X_0$	Y_0
6	Yes	180°	$-Y_0$	$-X_0$
7	Yes	270°	X_0	$-Y_0$

Table 20-4: Rotation Directions (Continued)

In the table above, (X_0, Y_0) are the original subscripts, and (X_1, Y_1) are the subscripts of the resulting array. The notation $-Y_0$ indicates a reversal of the Y axis, $Y_1 = N_y - Y_0 - 1$. *Direction* is taken modulo 8, so a rotation of -1 is the same as 7, 9 is the same as 1, etc.

Note

The assertion that *Array* is rotating counterclockwise may cause some confusion. Remember that when arrays are displayed on the screen (using TV or TVSCL, for example), the image is drawn by default with the origin (0,0) at the bottom left corner of the window. (This default can be changed by changing the value of the !ORDER system variable.) When arrays are printed on the console or command log window (using the PRINT command, for example), the (0,0) element is drawn in the upper left corner of the array. This means that while an image displayed in a graphics window appears to rotate counterclockwise, an array printed in the command log appears to rotate clockwise.

Examples

Create and display a wedge image by entering:

```
F = REPLICATE(1, 256) # FINDGEN(256) & TVSCL, F
```

To display the image rotated 90 degrees counterclockwise, enter:

```
TVSCL, ROTATE(F, 1)
```

Note ———————————————————————————————

Also see "Rotating Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

Version History

Original	Introduced

See Also

ROT, TRANSPOSE

ROUND

The ROUND function rounds the argument to its closest integer.

Syntax

Result = ROUND(*X* [, /L64])

Return Value

Returns the integer closest to its argument. If the input value *X* is integer type, *Result* has the same value and type as *X*. Otherwise, *Result* is returned as a 32-bit longword integer with the same structure as *X*.

Arguments

X

The value for which the ROUND function is to be evaluated. This value can be any numeric type (integer, floating, or complex). Note that only the real part of a complex argument is rounded and returned.

Keywords

L64

If set, the result type is 64-bit integer no matter what type the input has. This is useful for situations in which a floating point number contains a value too large to be represented in a 32-bit integer.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Print the rounded values of a 2-element vector:

```
PRINT, ROUND([5.1, 5.9])
```

IDL prints:

```
      5       6
```

Print the result of rounding 3000000000.1, a value that is too large to represent in a 32-bit integer:

```
PRINT, ROUND(3000000000.1D, /L64)
```

IDL prints:

```
3000000000
```

Version History

Pre-4.0	Introduced

See Also

CEIL, COMPLEXROUND, FLOOR

ROUTINE_INFO

The ROUTINE_INFO function provides information about currently-compiled procedures and functions.

Syntax

Result = ROUTINE_INFO([*Routine*] [, /PARAMETERS] [, /SOURCE]
   [, /UNRESOLVED] [, /VARIABLES] [, /SYSTEM] [, /DISABLED]
   [, /ENABLED] [, /FUNCTIONS])

Return Value

Returns a string array consisting of the names of defined procedures or functions, or of parameters or variables used by a single procedure or function.

Arguments

Routine

A scalar string containing the name of routine for which information will be returned. *Routine* can be either a procedure or a function. If *Routine* is not supplied, ROUTINE_INFO returns a list of all currently-compiled procedures.

Keywords

DISABLED

Set this keyword to get the names of currently disabled system procedures or functions (in conjunction with the FUNCTIONS keyword). Use of DISABLED implies use of the SYSTEM keyword, since user routines cannot be disabled.

ENABLED

Set this keyword to get the names of currently enabled system procedures or functions (in conjunction with the FUNCTIONS keyword). Use of ENABLED implies use of the SYSTEM keyword, since user routines cannot be disabled.

FUNCTIONS

Set this keyword to return a string array containing currently-compiled functions. By default, ROUTINE_INFO returns a list of compiled procedures. If the SYSTEM

keyword is also set, ROUTINE_INFO returns a list of all IDL built-in internal functions.

PARAMETERS

Set this keyword to return an anonymous structure with the following fields:

- **NUM_ARGS** — An integer containing the number of positional parameters used in *Routine*.

- **NUM_KW_ARGS** — An integer containing the number of keyword parameters used in *Routine*.

- **ARGS** — A string array containing the names of the positional parameters used in *Routine*.

- **KW_ARGS** — A string array containing the names of the keyword parameters used in *Routine*.

You must supply the *Routine* argument when using this keyword. If *Routine* is a function, you must specify the FUNCTIONS keyword as well. Note that specifying the SYSTEM keyword along with this keyword will generate an error.

If *Routine* does not take any arguments, the ARGS field is not included in the anonymous structure. Similarly, if *Routine* does not take any keywords, the KW_ARGS field is not included.

SOURCE

Set this keyword to return an array of anonymous structures with the following fields:

- **NAME** — A string containing the name of the procedure or function.

- **PATH** — A string containing the full path specification of the file that contains the definition of the procedure or function.

If *Routine* is specified, information for the specified procedure is returned. If *Routine* is not specified, information for all compiled procedures is returned. If the FUNCTIONS keyword is also set, ROUTINE_INFO returns information for the specified function or for all compiled functions.

If a routine is unresolved or its path information is unavailable, the PATH field will contain a null string. If a routine has been SAVEd and then RESTOREd, the PATH field will contain the path to the SAVE file.

Note
Specifying the SYSTEM keyword along with this keyword will generate an error.

SYSTEM

Set this keyword to return a string array listing all IDL built-in internal procedures. Built-in internal procedures are part of the IDL executable, and are *not* written in the IDL language. If the FUNCTIONS keyword is also set, ROUTINE_INFO returns a list of all IDL built-in internal functions.

UNRESOLVED

Set this keyword to return a string array listing procedures that are referenced in any currently-compiled procedure or function, but which are themselves not yet compiled. If the FUNCTIONS keyword is also set, ROUTINE_INFO returns a list of functions that are referenced but not yet compiled.

Note that specifying the SYSTEM keyword along with this keyword will generate an error.

VARIABLES

Set this keyword to return a string array listing variables defined in the procedure. If the FUNCTIONS keyword is also set, ROUTINE_INFO returns a string array listing variables defined in the function.

You must supply the *Routine* argument when using this keyword. Note that specifying the SYSTEM keyword along with this keyword will generate an error.

Version History

5.0	Introduced

See Also

RESOLVE_ALL, RESOLVE_ROUTINE

ROUTINE_FILEPATH

The ROUTINE_FILEPATH function returns the full path to a currently-compiled procedure or function (or a list of procedures and functions).

Syntax

Result = ROUTINE_FILEPATH(*Routine* [, /EITHER] [, /IS_FUNCTION])

Return Value

Returns a scalar string or string array containing the full path for each element of the *Routine* argument. If the routine is not in the list of currently-compiled routines, a null string is returned.

Arguments

Routine

Routine is a scalar string or string array containing routine names for which the file path is desired. If *Routine* contains functions rather than procedures, you must set the IS_FUNCTION or EITHER keyword.

Keywords

EITHER

If set, this keyword indicates that the caller does not know whether the supplied routine names are functions or procedures, and will accept paths for either. This keyword overrides the IS_FUNCTION keyword.

IS_FUNCTION

Set this keyword to search for functions rather than procedures.

Version History

7.0	Introduced

See Also

RESOLVE_ROUTINE, ROUTINE_INFO

RS_TEST

The RS_TEST function tests the hypothesis that two sample populations *X* and *Y* have the same mean of distribution against the hypothesis that they differ. *X* and *Y* may be of different lengths. This type of test is often referred to as the "Wilcoxon Rank-Sum Test" or the "Mann-Whitney U-Test."

The Mann-Whitney statistics for *X* and *Y* are defined as follows:

$$U_x = N_x N_y + \frac{N_x(N_x + 1)}{2} - W_x$$

$$U_y = N_x N_y + \frac{N_y(N_y + 1)}{2} - W_y$$

where *Nx* and *Ny* are the number of elements in *X* and *Y*, respectively, and *Wx* and *Wy* are the rank sums for *X* and *Y*, respectively. The test statistic Z, which closely follows a normal distribution for sample sizes exceeding 10 elements, is defined as follows:

$$Z = \frac{U_x - (N_x N_y)/2}{\sqrt{(N_x N_y(N_x + N_y + 1))/12}}$$

This routine is written in the IDL language. Its source code can be found in the file `rs_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = RS_TEST(*X*, *Y* [, UX=*variable*] [, UY=*variable*])

Return Value

The result is a two-element vector containing the nearly-normal test statistic Z and the one-tailed probability of obtaining a value of Z or greater.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *m*-element integer, single-, or double-precision floating-point vector.

Keywords

UX

Set this keyword to a named variable that will contain the Mann-Whitney statistic for *X*.

UY

Set this keyword to a named variable that will contain the Mann-Whitney statistic for *Y*.

Examples

```
; Define two sample populations:
X = [-14, 3, 1, -16, -21, 7, -7, -13, -22, -17, -14, -8, $
      7, -18, -13, -9, -22, -25, -24, -18, -13, -13, -18, -5]
Y = [-18, -9, -16, -14, -3, -9, -16, 10, -11, -3, -13, $
     -21, -2, -11, -16, -12, -13, -6, -9, -7, -11, -9]

; Test the hypothesis that two sample populations, {xi, yi}, have
; the same mean of distribution against the hypothesis in that they
; differ at the 0.05 significance level:
PRINT, RS_TEST(X, Y, UX = ux, UY = uy)

; Print the Mann-Whitney statistics:
PRINT, 'Mann-Whitney Statistics: Ux = ', ux, ', Uy = ', uy
```

IDL prints:

```
[1.45134, 0.0733429]
Mann-Whitney Statistics: Ux = 330.000, Uy = 198.000
```

The computed probability (0.0733429) is greater than the 0.05 significance level and therefore we do not reject the hypothesis that X and Y have the same mean of distribution.

Version History

4.0	Introduced

See Also

FV_TEST, KW_TEST, S_TEST, TM_TEST
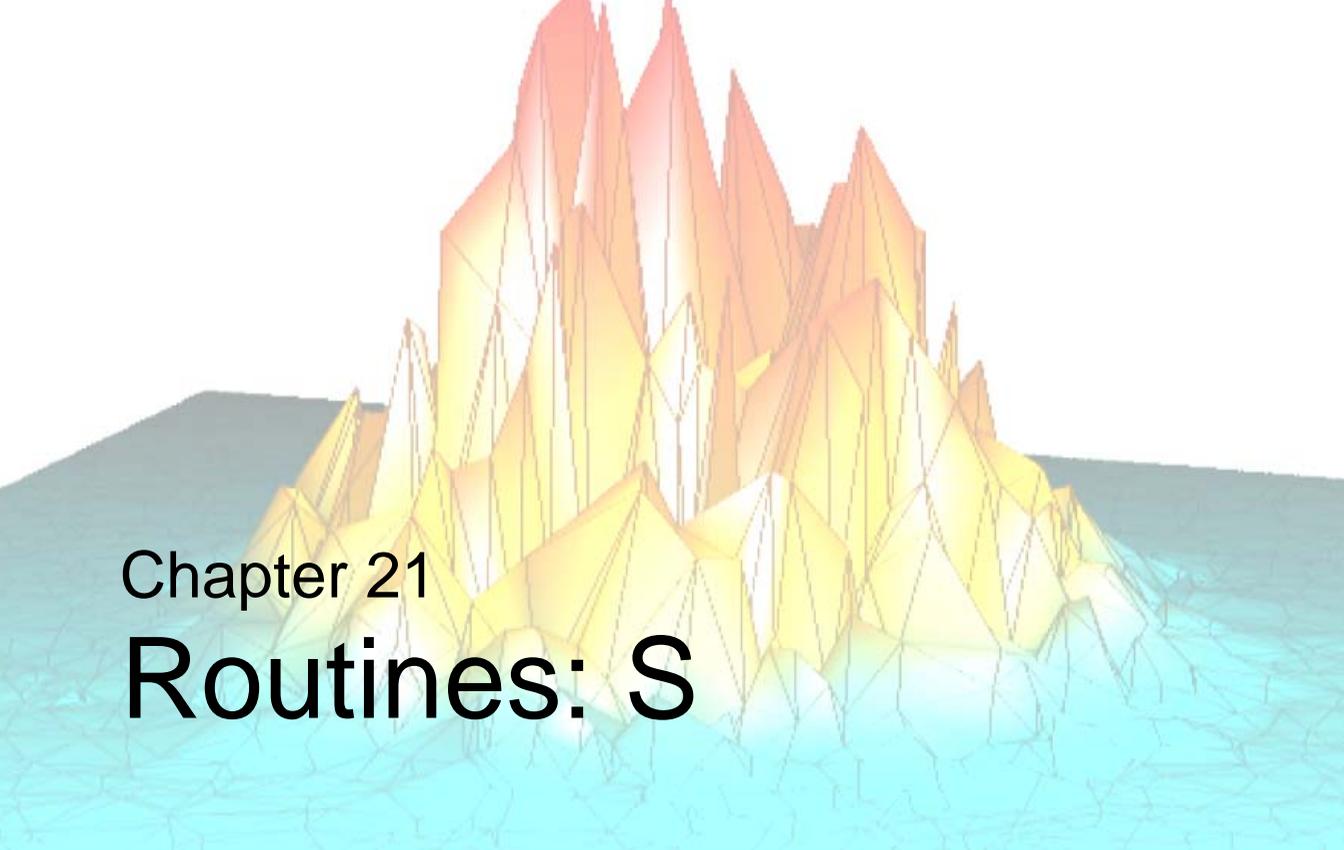
Chapter 21
Routines: S

S_TEST

The S_TEST function tests the hypothesis that two sample populations *X* and *Y* have the same mean of distribution against the hypothesis that they differ.

This routine is written in the IDL language. Its source code can be found in the file `s_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = S_TEST(*X*, *Y* [, ZDIFF=*variable*])

Return Value

The result is a two-element vector containing the maximum number of signed differences between corresponding pairs of *xi* and *yi* and its one-tailed significance. This type of test is often referred to as the "Sign Test."

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *n*-element integer, single-, or double-precision floating-point vector.

Keywords

ZDIFF

Set this keyword to a named variable that will contain the number of differences between corresponding pairs of *xi* and *yi* resulting in zero. Paired data resulting in a difference of zero are excluded from the ranking and the sample size is correspondingly reduced.

Examples

```
; Define two n-element sample populations:
X = [47, 56, 54, 49, 36, 48, 51, 38, 61, 49, 56, 52]
Y = [71, 63, 45, 64, 50, 55, 42, 46, 53, 57, 75, 60]
```

```
; Test the hypothesis that the two sample populations have the same
; mean of distribution against the hypothesis that they differ at
; the 0.05 significance level:
PRINT, S_TEST(X, Y, ZDIFF = zdiff)
```

IDL prints:

```
[9.00000, 0.0729981]
```

The computed probability (0.0729981) is greater than the 0.05 significance level and therefore we do not reject the hypothesis that *X* and *Y* have the same mean of distribution.

Version History

4.0	Introduced

See Also

FV_TEST, KW_TEST, MD_TEST, RS_TEST, TM_TEST

SAVE

The SAVE procedure saves variables, system variables, and IDL routines in a SAVE file using the XDR (eXternal Data Representation) format for later recovery by RESTORE. Note that variables and routines cannot be saved in the same file. Note also that SAVE files containing routines may not be compatible between different versions of IDL, but that files containing data are always backwards-compatible.

Note
While IDL routines or data can be saved in a file with any extension, it is common to use the extension `.sav` for SAVE files. Using the `.sav` extension has two benefits: it makes it clear to another IDL user that the file contains IDL routines or data that can be restored, and it allows IDL to locate routines with the same base name as the file in SAVE files located in IDL's path.

Note
Do not confuse the process of saving an *instance* of an object with saving its *definition*. A reference to an instantiated object is stored in an IDL variable, and must be saved in a SAVE file as a variable. An object definition, on the other hand, is an IDL routine, and must be saved in a SAVE file as a routine. *It is important to remember that restoring an instance of an object does not restore the object's definition.* If the object is defined in `.pro` code, you must save the object definition routine and the object instance variable in separate SAVE files, and restore both instance and definition in the target IDL session.

Warning
IDL cannot save data objects that rely on state information stored in an external library. Examples of such objects include IDLffXMLDOM, IDLffJPEG2000, and IDLffDICOMEX. These objects are *not* stored in a SAVE file.

Syntax

SAVE [, *Var₁*, ..., *Varₙ*] [, /ALL] [, /COMM, /VARIABLES] [, /COMPRESS]
   [, DESCRIPTION=*string*] [, /EMBEDDED] [, FILENAME=*string*]
   [, /ROUTINES] [, /SYSTEM_VARIABLES] [, /VERBOSE]

Arguments

Var*n*

The names of one or more variables that are to be saved. If the ROUTINES keyword is present, the *Var* arguments should be strings containing the names of the routines to be saved. If no *Var* arguments are provided, the items specified by the supplied keywords are saved.

Keywords

ALL

Set this keyword to save all common blocks, system variables, and local variables from the current IDL session.

Note ───

Routines and variables cannot be saved in the same file. Setting the ALL keyword does not save routines.

───

COMM

Set this keyword to save all main level common block definitions. Note that setting this keyword does not cause the contents of the common block to be saved unless the VARIABLES keyword is also set.

COMPRESS

If COMPRESS is set, IDL writes all data to the SAVE file using the ZLIB compression library to reduce its size. IDL's SAVE file compression support is based on the freely available ZLIB library by Mark Adler and Jean-loup Gailly.

Compressed SAVE files can be restored by the RESTORE procedure in exactly the same manner as any other SAVE file. The only visible differences are that the files will be smaller, and writing and reading them will be somewhat slower under typical conditions.

DESCRIPTION

Set this keyword equal to a string that will be saved in the SAVE file:

```
SAVE, data, $
   DESCRIPTION="Solar Obs: 2452884.9, 40 deg 0' N 105 deg 16' W"
```

This string can be later recovered using the RESTORE procedure or the IDL_Savefile object class. The ability to associate a descriptive string to a SAVE file can be used by IDL programs to identify data, and can also be used as an aid in managing large collections of data.

EMBEDDED

Set this keyword to request that the generated SAVE file contain an embedded license. The SAVE procedure will add an embedded license to the SAVE file if the IDL session has access to a Developer's Kit license. Use of this keyword is equivalent to selecting the **Licensed Save File (.sav)** option on the **IDL Project Properties** page of the **Project Properties** dialog. (See Running and Building IDL Projects for details.)

Note ───
Use this keyword with the ROUTINES keyword.
──

FILENAME

A string containing the name of the file into which the IDL objects should be saved. While there are no arbitrary limitations on the name of a file created with the SAVE procedure, use the .sav extension for your files for consistency. If this keyword is not specified, the file idlsave.dat is used.

ROUTINES

Set this keyword to save user defined procedures and functions in a machine independent, binary form. If parameters are present, they must be strings containing the names of the procedures and/or functions to be saved. If no parameters are present, all compiled routines are saved. Routines and variables cannot be saved in the same file.

Warning ───
SAVE (.sav) files containing routines are not guaranteed to be compatible between successive versions of IDL. You will not be able to RESTORE SAVE files containing routines if they are made with incompatible versions of IDL. In this case, you should recompile your original code with the newer version of IDL. A SAVE file containing data will always be restorable.
──

SYSTEM_VARIABLES

Set this keyword to save the current state of all system variables.

Warning

Saving system variables is not recommended, as the structure may change between versions of IDL.

VARIABLES

Set this keyword to save all variables in the current program unit. This option is the default.

VERBOSE

Set this keyword to print an informative message for each saved object.

Examples

Save the status of all currently-defined variables in the file variables1.sav by entering:

```
SAVE, /VARIABLES, FILENAME = 'variables1.sav'
```

The variables can be restored with the RESTORE procedure.

Save the user procedures MYPROC and MYFUN:

```
SAVE, /ROUTINES, 'MYPROC', 'MYFUN', FILENAME = 'myroutines.sav'
```

Version History

Original	Introduced
6.1	Added DESCRIPTION keyword
6.2	Added EMBEDDED keyword

See Also

HEAP_NOSAVE, HEAP_SAVE, JOURNAL, RESOLVE_ALL, RESTORE, IDL_Savefile, Chapter 4, "Creating SAVE Files of Programs and Data" (*Application Programming*)

SAVGOL

The SAVGOL function returns the coefficients of a Savitzky-Golay smoothing filter, which can then be applied using the CONVOL function. The Savitzky-Golay smoothing filter, also known as least squares or DISPO (digital smoothing polynomial), can be used to smooth a noisy signal.

The filter is defined as a weighted moving average with weighting given as a polynomial of a certain degree. The returned coefficients, when applied to a signal, perform a polynomial least-squares fit within the filter window. This polynomial is designed to preserve higher moments within the data and reduce the bias introduced by the filter. The filter can use any number of points for this weighted average.

This filter works especially well when the typical peaks of the signal are narrow. The heights and widths of the curves are generally preserved.

Tip

You can use this function in conjunction with the CONVOL function for smoothing and optionally for numeric differentiation.

This routine is written in the IDL language. Its source code can be found in the file savgol.pro in the lib subdirectory of the IDL distribution.

SAVGOL is based on the Savitzky-Golay Smoothing Filters described in section 14.8 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SAVGOL(*Nleft*, *Nright*, *Order*, *Degree* [, /DOUBLE])

Return Value

This function returns an array of floating-point numbers that are the coefficients of the smoothing filter.

Arguments

Nleft

An integer specifying the number of data points to the left of each point to include in the filter.

Nright

An integer specifying the number of data points to the right of each point to include in the filter.

Note ——————————————————————————————

Larger values of *Nleft* and *Nright* produce a smoother result at the expense of flattening sharp peaks.

Order

An integer specifying the order of the derivative desired. For smoothing, use order 0. To find the smoothed first derivative of the signal, use order 1, for the second derivative, use order 2, etc.

Note ——————————————————————————————

Order must be less than or equal to the value specified for *Degree*.

Note ——————————————————————————————

For ORDER > 0, SAVGOL returns unnormalized coefficients. To use the SAVGOL coefficients with CONVOL, you should multiple the returned coefficients by FACTORIAL(ORDER)/(dx^{ORDER}), where *dx* is the sampling interval between data points. See the example below.

Degree

An integer specifying the degree of smoothing polynomial. Typical values are 2 to 4. Lower values for *Degree* will produce smoother results but may introduce bias, higher values for *Degree* will reduce the filter bias, but may "over fit" the data and give a noisier result.

Note ——————————————————————————————

Degree must be less than the filter width (*Nleft* + *Nright* + 1).

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Tip ——
The DOUBLE keyword is recommended for *Degree* greater than 9.

——

Examples

The following example creates a noisy 400-point vector with 4 Gaussian peaks of decreasing width. It then plots the original vector, the vector smoothed with a 33-point Boxcar smoother (the SMOOTH function), and the vector smoothed with 33-point wide Savitzky-Golay filter of degree 4. The bottom plot shows the second derivative of the signal (without noise) and the second derivative of the noisy data using the Savitzky-Golay filter of degree 4:

```
PRO Savgol_example

n = 401 ; number of points
np = 4  ; number of peaks

; Form the baseline:
y = REPLICATE(0.5, n)

; Sampling interval:
dt = 0.1

; Index the array:
x = dt*FINDGEN(n)

; Add each Gaussian peak:
FOR i=0, np-1 DO BEGIN
   c = dt*(i + 0.5) * FLOAT(n)/np; Center of peak
   peak = 3 * (x-c) / (dt*(75. / 1.5 ^ i))
   ; Add Gaussian. Cutoff of -50 avoids underflow errors for
   ; tiny exponentials:
   y = y + EXP((-peak^2)>(-50))
ENDFOR

; Add noise:
y1 = y + 0.10 * RANDOMN(-121147, n)

; Display first plot
iPlot, x, y1, NAME='Signal+Noise', VIEW_GRID=[1,2]

; Get an object reference to the iTool and insert legend.
void = ITGETCURRENT(TOOL=oTool)
void = oTool->DoAction('Operations/Insert/Legend')
```

```
iPlot, x, SMOOTH(y1, 33, /EDGE_TRUNCATE), /OVERPLOT, $
   COLOR=[255, 0, 0], $
   NAME='Smooth (width 33)'
void = oTool->DoAction('Operations/Insert/LegendItem')

; Savitzky-Golay with 33, 4th degree polynomial:
savgolFilter = SAVGOL(16, 16, 0, 4)
iPlot, x, CONVOL(y1, savgolFilter, /EDGE_TRUNCATE), /OVERPLOT, $
   COLOR=[0, 0, 255], THICK=2, $
   NAME='Savitzky-Golay (width 33, 4th degree)'
void = oTool->DoAction('Operations/Insert/LegendItem')

iPlot, x, DERIV(x, DERIV(x, y)), YRANGE=[-4, 2], /VIEW_NEXT, $
   NAME='Second derivative'

void = oTool->DoAction('Operations/Insert/Legend')

order = 2
; Don't forget to normalize the coeficients.
savgolFilter = SAVGOL(16, 16, order, 4)*(FACTORIAL(order)/ $
   (dt^order))
iPlot, x, CONVOL(y1, savgolFilter, /EDGE_TRUNCATE), /OVERPLOT, $
   COLOR=[0, 0, 255], THICK=2, $
   NAME='Savitzky-Golay(width 33, 4th degree, order 2)'
void = oTool->DoAction('Operations/Insert/LegendItem')

END
```
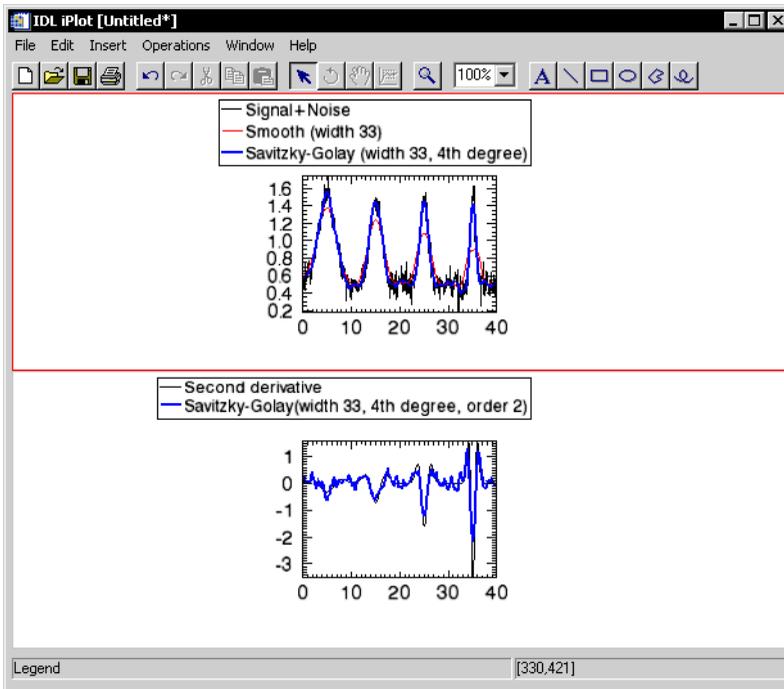
Figure 21-1: SAVGOL Example

Version History

5.4	Introduced

See Also

CONVOL, DIGITAL_FILTER, SMOOTH

SCALE3

The SCALE3 procedure sets up transformation and scaling parameters for basic 3-D viewing. This procedure is similar to SURFR and SCALE3D, except that the data ranges must be specified and the scaling does not vary with rotation. Results are stored in the system variables !P.T, !X.S, !Y.S, and !Z.S.

This routine is written in the IDL language. Its source code can be found in the file scale3.pro in the lib subdirectory of the IDL distribution.

Syntax

SCALE3 [, XRANGE=*vector*] [, YRANGE=*vector*] [, ZRANGE=*vector*]
   [, AX=*degrees*] [, AZ=*degrees*]

Arguments

None.

Keywords

XRANGE

A two-element vector containing the minimum and maximum X values. If omitted, the X-axis scaling remains unchanged.

YRANGE

A two-element vector containing the minimum and maximum Y values. If omitted, the Y-axis scaling remains unchanged.

ZRANGE

A two-element vector containing the minimum and maximum Z values. If omitted, the Z-axis scaling remains unchanged.

AX

Angle of rotation about the X axis. The default is 30 degrees.

AZ

Angle of rotation about the Z axis. The default is 30 degrees.

Examples

Set up a 3-D transformation where the data range is 0 to 20 for each of the 3 axes and the viewing area is rotated 20 degrees about the X axis and 55 degrees about the Z axis:

```
SCALE3, XRANGE=[0, 20], YRANGE=[0, 20], ZRANGE=[0, 20], AX=20,
    AZ=55
```

SCALE3 and More Complicated Transformations

The figure below illustrates the application of three-dimensional transforms to the output of CONTOUR and PLOT. Using the two-dimensional Gaussian array **z** defined in "Surface of a Gaussian Function" on page 2418, it draws a three-dimensional contour plot with the contours stacked above the axes in the *z* direction. It then plots the sum of the columns, also a Gaussian, in the *xz*-plane, and the sum of the rows in the *yz* plane.
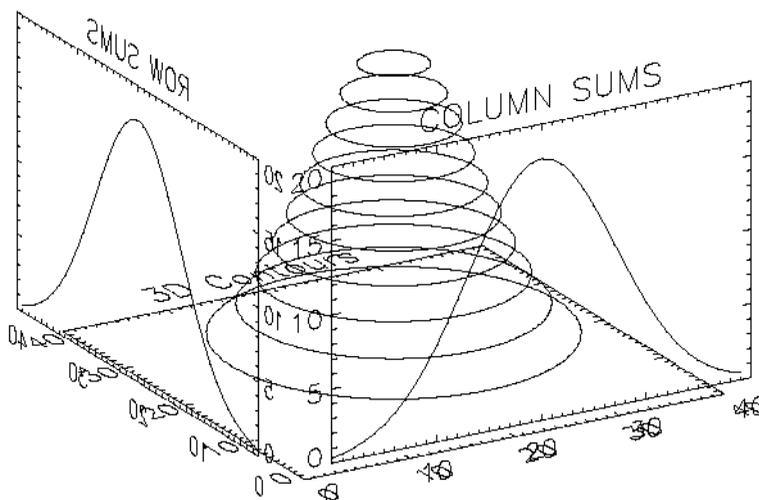
Figure 21-2: PLOT and CONTOUR with a Three-dimensional Transform

It was constructed as follows:

- First, the SCALE3 procedure is called to establish the default three- to two-dimensional transformation used by SURFACE, as explained in "Transformation Created by SURFACE" on page 2421. The default rotations are 30 degrees about both the *x*- and *z*-axes.

- Next, a vector, POS, defining the cube containing the plot window is defined in normalized coordinates. The cube extends from 0.1 to 1.0 in the *x* and *y* directions and from 0 to 1 in the *z* direction. Each call to CONTOUR and PLOT must explicitly specify this window to align the plots. This is necessary because the default margins around the plot window are different in each direction.

- CONTOUR is called to draw the stacked contours with the axes at $z = 0$. Clipping is disabled to allow drawing outside the default plot window, which is only two-dimensional.

- The procedure T3D is called to exchange the *y*- and *z*-axes. The original *xyz* coordinate system is now *xzy.*

- PLOT is called to draw the column sums which appear in front of the contour plot. The expression Z#REPLICATE(1., N_y) creates a row vector containing the sum of each row in the two-dimensional array *z*. The NOERASE and NOCLIP keywords are specified to prevent erasure and clipping. This plot appears in the *xz*-plane because of the previous axis exchange.

- T3D is called again to exchange the *x*- and *z*-axes. This makes the original *xyz* coordinate system, which was converted to *xzy*, now correspond to *yzx*.

- PLOT is called to produce the column sums in the *yz*-plane in the same manner as the first plot. The original *x*-axis is drawn in the *y*-plane, and the *y*-axis is in the *z*-plane. One unavoidable side effect of this method is that the annotation of this plot is backwards. If the plot is transformed so the letters read correctly, the *x*-axis of the plot would be reversed in relation to the *y*-axis of the contour plot.

The IDL code used to draw the figure is as follows:

```
; Create the Z variable:
Z = SHIFT(DIST(40), 20, 20)
Z = EXP(-(Z/10)^2)
; NX and NY are the X and Y dimensions of the Z array:
NX = (SIZE(Z))(1)
NY = (SIZE(Z))(2)
; Set up !P.T with default SURFACE transformation.
SCALE3
; Define the three-dimensional plot
; window: x = 0.1 to 1, Y=0.1 to 1, and z = 0 to 1.
POS=[.1, .1, 1, 1, 0, 1]
; Make the stacked contours. Use 10 contour levels.
CONTOUR, Z, /T3D, NLEVELS=10, /NOCLIP, POSIT=POS, CHARSIZE=2
; Swap y and z axes. The original xyz system is now xzy:
T3D, /YZEXCH
```

```
; Plot the column sums in front of the contour plot:
PLOT, Z#REPLICATE(1., NY), /NOERASE, /NOCLIP, /T3D, $
   TITLE='COLUMN SUMS', POSITION = POS, CHARSIZE = 2
; Swap x and z—original xyz is now yzx:
T3D, /XZEXCH
; Plot the row sums along the right side of the contour plot:
PLOT, REPLICATE(1., NX)#Z, /NOERASE, /T3D, /NOCLIP, $
   TITLE = 'ROW SUMS', POSITION = POS, CHARSIZE = 2
```

Example Code

If you prefer not to enter the IDL code by hand, run the batch file `cntour06` with
the following command at the IDL prompt:

```
@cntour06
```

See if IDL does not find the batch file.

Version History

Pre-4.0	Introduced

See Also

SCALE3D, SURFACE, SURFR, T3D

SCALE3D

The SCALE3D procedure scales the 3-D unit cube (a cube with the length of each side equal to 1) into the viewing area. Eight data points are created at the vertices of the 3-D unit cube. The vertices are then transformed by the value of the system variable !P.T. The system is translated to bring the minimum (x,y,z) point to the origin, and then scaled to make each coordinate's maximum value equal to 1. The !P.T system variable is modified as a result.

This routine is written in the IDL language. Its source code can be found in the file scale3D.pro in the lib subdirectory of the IDL distribution.

Syntax

SCALE3D

Arguments

None.

Keywords

None.

Version History

Original	Introduced

See Also

SCALE3, SURFR, T3D

SCOPE_LEVEL

The SCOPE_LEVEL function returns the scope level of the currently running procedure or function.

Note ————————————————————————————————————

For more information, see "Interpreter Frames, Level, and Variable Scope" on page 2172.

——

Syntax

Result = SCOPE_LEVEL()

Return Value

Returns an integer specifying the level of the currently running procedure or function.

Arguments

None

Keywords

None

Version History

6.1	Introduced

See Also

HELP, SCOPE_VARFETCH, SCOPE_TRACEBACK, SCOPE_VARNAME, ROUTINE_INFO

SCOPE_TRACEBACK

The SCOPE_TRACEBACK function is used to obtain an array containing the current interpreter call stack, which is a list describing the sequence of routine calls that have brought IDL execution to the current point. Each element of the array describes the routine as well as the source file and line number at which it was running at a given interpreter level. See "Interpreter Frames, Level, and Variable Scope" on page 2172 for more information.

In general, you should strive to write routines that execute properly no matter how they are called or by which routines. As such, your programs should rarely require call-stack information. Code that looks at what routine called it and alters its behavior accordingly can quickly become difficult to understand and maintain, and is generally considered to represent poor programming style. For this reason, avoid using the SCOPE functions.

Syntax

Result = SCOPE_TRACEBACK([/STRUCTURE] [, /SYSTEM])

Return Value

Returns an array containing the current interpreter call stack. Each element of this result corresponds to one routine. Element 0 of the result contains information about the outer main program ($MAIN$), and each subsequent element contains information about the following routine. The final element of the result describes the currently executing caller of SCOPE_TRACEBACK.

If the STRUCTURE keyword is set, the array contains one IDL_TRACEBACK structure per stack frame containing detailed information about that invocation. Otherwise, a string array is returned, each element of which contains the name of the program module, source file name, and line number.

Keywords

STRUCTURE

Set this keyword to return an array of IDL_TRACEBACK structures containing detailed information about the call stack. Each IDL_TRACEBACK structure contains the following fields:

Field	Description
ROUTINE	Name of the routine.
FILENAME	If the routine was compiled from an IDL program file, FILENAME gives the name of the file. If it was restored from an IDL SAVE file, it gives the name of the SAVE file. FILENAME is a null string if the routine is a built-in system routine.
LINE	If the routine was compiled from an IDL program file, LINE contains the current line number within the file given by FILENAME. It is 0 if the routine is from an IDL SAVE file or is a built-in system routine.
LEVEL	For user-level IDL language routines, the interpreter level of this frame of execution. See the documentation of the SCOPE_LEVEL function for more information on interpreter level. Interpreter levels only apply to routines written in the IDL language and are 0 (zero) or greater. This field is set to -1 for system routines.
IS_FUNCTION	This field is 1 if the routine is a function and 0 (zero) if it is a procedure.
METHOD	This field is 1 if the routine is an object method and 0 (zero) if it is a regular routine.
RESTORED	This field is 1 if the routine was restored from an IDL SAVE file and 0 (zero) otherwise.
SYSTEM	This field is 1 if the routine is a built-in system routine and 0 (zero) if it is a user-level routine written in the IDL language.

Table 21-1: IDL_TRACEBACK Structure Fields

SYSTEM

By default, SCOPE_TRACEBACK shows the call stack of IDL routines. Set the SYSTEM keyword to have the function also include any IDL system routines that are currently active within the call chain. Such system routines are present whenever an IDL system routine makes a nested call to the IDL interpreter to run a routine written in the IDL language. For example, WIDGET_CONTROL, WIDGET_EVENT, and any call to an IDL object method all involve such interpreter callbacks.

Version History

6.2	Introduced

See Also

HELP, SAVE, SCOPE_LEVEL, SCOPE_VARFETCH, SCOPE_VARNAME

SCOPE_VARFETCH

The SCOPE_VARFETCH function returns variables outside the local scope of the currently running procedure or function. You can use it to examine or alter variables that are not otherwise visible, or to create new variables in other scopes.

In normal IDL operation, routines are not allowed to see variables outside their own scope. This restriction is a fundamental and important property of structured modular programming. Code that accesses non-local scope to alter variables within other active routines can quickly become extremely difficult to understand and maintain. For this reason, avoid using the IDL scope routines.

Despite this warning, there is an important class of application that requires the functionality provided by these routines. Programs, usually with graphical user interfaces, that import and export data from the callers' scope need to be able to access the user's data variables directly, and without requiring them to explicitly pass those variables to the application as parameters. The SCOPE_VARFETCH function is used to access those variables, and SCOPE_VARNAME is used to obtain the correct names with which to refer to them. SCOPE_LEVEL returns the scope level of the currently executing routine. The IDL iTools and the ENVI image processing software are examples of programs that need to be able to perform these operations.

Note ───

To use this routine successfully, you need to understand the information in "Altering Accessed Variables and Avoiding Unwanted Copies" on page 2175.

───

Interpreter Frames, Level, and Variable Scope

When IDL starts, it is implicitly running within a main program named $MAIN$. You can call procedures or functions from $MAIN$, and those routines can in turn call other routines. Each such routine invocation is represented internally by IDL using an *interpreter frame*, which IDL uses to maintain access to all variables known to that invocation of that routine. These variables can be local to the routine, parameters passed into the routine by its caller, or global variables (such as common block variables or heap variables). The set of variables visible within a given interpreter frame forms the *variable scope* of the corresponding routine. As routines are called, IDL pushes interpreter frames onto a call stack, and as those routines return, their frames are removed from the call stack. In the case of a recursive routine (a routine that calls itself), each invocation of the routine is given its own distinct and unshared frame.

The frames on the interpreter stack are numbered starting at 1 and increasing by 1 for each routine. This number is the *level* of the frame and, by implication, the scope that the frame accesses. The call stack always contains the frame for $MAIN$, which is the routine in which IDL execution starts and the only routine in IDL from which you cannot return. $MAIN$ is therefore always level 1. Any routine called from $MAIN$ will be at level 2, routines called from there will be level 3, and so forth.

Syntax

Result = SCOPE_VARFETCH(*VarName* [, COMMON=*string*] [, /ENTER]
   [, LEVEL=*value*] [, /REF_EXTRA])

Return Value

Returns the variable specified by *VarName* relative to the scope specified by the LEVEL keyword. The value returned by SCOPE_VARFETCH can be used by the caller to directly access, or alter, that variable.

Arguments

VarName

If the COMMON keyword is not set: *VarName* is the name of the variable to be returned from scope specified by the LEVEL keyword.

If the COMMON keyword is set: If *VarName* is of non-string type, it is the positional index of the variable to be returned within the specified common block. If *VarName* is a string, it is the name of the variable to be returned within the common block. In this case, the name corresponds to the name used for that common block variable in the first routine that defined the common block.

Note
   For more information, see "COMMON Variable Names" on page 2182.

Keywords

COMMON

Set this keyword to a string containing the name of a common block to cause SCOPE_VARFETCH to return a variable contained within the specified block. The variable to return is determined by the value of *VarName*, as discussed above.

The COMMON keyword cannot be used in conjunction with ENTER, LEVEL, or REF_EXTRA.

ENTER

By default, SCOPE_VARFETCH will return only variables that already exist in the specified scope. Attempts to access a nonexistent variable will cause IDL to issue an error and halt execution of the program. Set this keyword to alter this behavior. If ENTER is set and the desired variable does not exist in the specified scope, SCOPE_VARFETCH will create a new variable within that scope and return the new variable. This keyword can be used to export data into other scopes. Generally, the scope of the calling routine and that of $MAIN$ are most likely to be useful destinations.

The ENTER keyword cannot be used in conjunction with either COMMON or REF_EXTRA.

LEVEL

Set this keyword to an integer that specifies the scope within which the desired variable should be found. The level can be either an absolute value or relative to the current scope, as shown in the following table:

Value	Meaning
0	Level 0 always refers to the frame for the currently executing routine. This is the default value.
< 0	Negative levels are a relative specification and refer to the frames of active routines relative to the currently executing routine. Level -1 is the direct caller of the current routine, -2 is the caller of the caller of the current routine, and so forth. If you specify a level that is deeper than the current call stack, SCOPE_VARFETCH clips the value not to go past $MAIN$.
> 0	Positive levels are an absolute specification and refer directly to the specified frame. Level 1 is $MAIN$, level 2 is the routine called from $MAIN$, and so forth. If you specify a level that is past the currently executing routine, SCOPE_VARFETCH clips the value to the level of the current routine.

Table 21-2: LEVEL Values

The LEVEL keyword cannot be used in conjunction with the COMMON keyword.

REF_EXTRA

Set this keyword to cause SCOPE_VARFETCH to return the variable with the keyword name given by *VarName* from the _REF_EXTRA keywords within the specified level. Normally, a routine is not able to access the _REF_EXTRA keywords passed to it, and can pass them on only to other routines it calls. However, the SCOPE_VARFETCH REF_EXTRA keyword provides a mechanism by which a routine can examine its own _REF_EXTRA keywords.

Note ───

See "Keyword Inheritance" (Chapter 5, *Application Programming*) for more information.

───

The REF_EXTRA keyword cannot be used in conjunction with either COMMON or ENTER.

Altering Accessed Variables and Avoiding Unwanted Copies

The variable returned by SCOPE_VARFETCH can be used directly in IDL expressions to access the value of a variable from another scope. For example, the following statements access the value of a variable named mydata within the scope of the main program, $MAIN$:

```
PRINT, SCOPE_VARFETCH('mydata', LEVEL=1)
local_data = SCOPE_VARFETCH('mydata', LEVEL=1) + 100
```

Note that local_data contains only a copy of mydata, not a reference, so you can change local_data without affecting mydata.

If you do want to alter the value of a variable such as mydata, you must surround the call to SCOPE_VARFETCH with parentheses. For example, the following statements set mydata to a FINDGEN vector, and then increment it and add a constant to it. Finally, the value of the 5th element of the array is changed to 1000:

```
(SCOPE_VARFETCH('mydata', LEVEL=1)) = FINDGEN(100)
(SCOPE_VARFETCH('mydata', LEVEL=1))++
(SCOPE_VARFETCH('mydata', LEVEL=1)) += 57
(SCOPE_VARFETCH('mydata', LEVEL=1))[4] = 1000
```

To prevent IDL from making unwanted copies of the variable returned from SCOPE_VARFETCH, you should operate on the result of the SCOPE_VARFETCH function directly and not assign it to other variables.

For example, consider the following code, which prints the value of a variable `mydata` from the main program, $MAIN$:

```
temp = SCOPE_VARFETCH('mydata', LEVEL=1)
PRINT, temp
```

This code will produce the desired result, but at a higher than necessary cost. Assigning the variable returned by SCOPE_VARFETCH to the variable `temp` causes IDL to allocate new memory for `temp` and to make a copy of the `mydata` variable from $MAIN$ into `temp`. This process is slower, and will use twice as much memory as necessary, which can be a significant problem if the original `mydata` variable is very large. Instead, you should write the code this way:

```
PRINT, SCOPE_VARFETCH('mydata', LEVEL=1)
```

In cases where your code simply needs the value of a variable from another scope, assigning the result of SCOPE_VARFETCH to a local variable will use more memory and time, but is otherwise equivalent to using the direct result of the function. However, if your code wants to alter the original variable, using a local variable will produce the wrong answer. Consider the assignment code from above, modified to use a local variable:

```
temp = SCOPE_VARFETCH('mydata', LEVEL=1)
temp = FINDGEN(100)
temp++
temp += 57
temp[4] = 1000
```

This code alters the value of the local variable `temp`, but the original variable `mydata` remains unaltered. The first line makes a copy of `mydata`, the second line discards that copy, and the remaining lines operate on the local variable.

SCOPE_VARFETCH allows transparent access to variables from other scopes as long as you call it in every place where the variable is needed. Any assignment of the result from SCOPE_VARFETCH to another variable will create a copy. Altering the value of this copy will not alter the original.

Examples

Example 1: Creating a New Variable in the Main Level

The following creates a variable in the main program scope, named `newdata`. It sets the value using the DIST function, and then uses SURFACE to display it:

```
(SCOPE_VARFETCH('newdata', /ENTER, LEVEL=1)) = DIST(128)
SURFACE, SCOPE_VARFETCH('newdata', LEVEL=1)
```

Example 2: Using the REF_EXTRA Keyword

The following procedure will print the values of all keywords passed to it via the by-reference _REF_EXTRA keyword inheritance mechanism. In addition, it displays the name or names by which that variable is known in all currently active interpreter frames:

```
PRO example, _REF_EXTRA=ref
   FOR ridx = 0, N_ELEMENTS(ref)-1 DO BEGIN
      kw = ref[ridx]
      PRINT, 'Value of _REF_EXTRA keyword ', kw, ':'
      HELP, SCOPE_VARFETCH( kw, /REF_EXTRA )

      calls = SCOPE_TRACEBACK()
      FOR i=N_ELEMENTS(calls)-1, 0, -1 DO BEGIN
         name = SCOPE_VARNAME( SCOPE_VARFETCH(kw, /REF_EXTRA), $
            LEVEL=-i )
         cname = STREGEX( calls[i], '[^ ]*', /EXTRACT )
         PRINT, FORMAT='(%" _REF_EXTRA %s name in level %s: %s")', $
            kw, cname, name ? name : ''
      ENDFOR
   ENDFOR
END
```

Using this procedure, consider the output from the following IDL statements:

```
IDL> a = 1
IDL> b = 2
IDL> example, k_a=a, k_b=b
Value of _REF_EXTRA keyword K_A:
<No name>      INT      =      1
_REF_EXTRA K_A name in level EXAMPLE:
_REF_EXTRA K_A name in level $MAIN$: A
Value of _REF_EXTRA keyword K_B:
<No name>      INT      =      2
_REF_EXTRA K_B name in level EXAMPLE:
_REF_EXTRA K_B name in level $MAIN$: B
```

Version History

6.1	Introduced

See Also

HELP, SCOPE_LEVEL, SCOPE_TRACEBACK, SCOPE_VARNAME,
ROUTINE_INFO

SCOPE_VARNAME

The SCOPE_VARNAME function returns the names of variables outside the local scope of the currently running procedure or function. Given a variable within the local scope of the currently running routine, SCOPE_VARNAME can supply the name under which it is known in an earlier routine in the current chain of active routines. Similarly, given the positional index of a common block variable, SCOPE_VARNAME can report the name that the variable was given in the routine that first defined that common block within the current IDL session.

In normal IDL operation, routines are not allowed to see variables outside their own scope. This restriction is a fundamental and important property of structured modular programming. Code that accesses non-local scope to alter variables within other active routines can quickly become extremely difficult to understand and maintain. For this reason, avoid using the IDL scope routines.

Despite this warning, there is an important class of application that requires the functionality provided by these routines. Programs, usually with graphical user interfaces, that import and export data from the callers' scope need to be able to access the user's data variables directly, and without requiring them to explicitly pass those variables to the application as parameters. The SCOPE_VARFETCH function is used to access those variables, and SCOPE_VARNAME is used to obtain the correct names with which to refer to them. SCOPE_LEVEL returns the scope level of the currently executing routine. The IDL iTools and the ENVI image processing software are examples of programs that need to be able to perform these operations.

Note ───

For more information, see "Interpreter Frames, Level, and Variable Scope" on page 2172.

───

Syntax

Result = SCOPE_VARNAME([*Var₁*[, *...*, *Varₙ*]] [, COMMON=*string*]
 [, COUNT=*variable*] [, LEVEL=*value*])

Return Value

The value returned by SCOPE_VARNAME depends on whether or not the COMMON keyword is set, and whether or not plain arguments are provided in the call. In all cases, the result is of a scalar string or a string array of variable names.

COMMON Keyword Not Set

Arguments Present

The result is a string array, with each element giving the name of the corresponding argument variable within the scope of the routine specified by the LEVEL keyword. If an argument does not exist within the target scope, a scalar null string is returned.

Arguments Not Present

The result is a string array containing the names of all known variables within the scope of the routine specified by the LEVEL keyword. If the specified scope has no variables, a scalar null string is returned.

See the description of the LEVEL keyword for additional information.

COMMON Keyword Set

Arguments Present

Each argument supplies the positional index of a variable within the common block. The result is a string array, with each element giving the name of the corresponding variable with that index within that common block.

Arguments Not Present

The result is a string array containing the names of all known variables defined within a specified common block, given in the order in which they exist in the block.

Arguments

Var$_i$

If the COMMON keyword is not set, the arguments to SCOPE_VARNAME are variables for which names are to be returned relative to the scope specified by the LEVEL keyword.

If the COMMON keyword is set, the arguments to SCOPE_VARNAME are integers, giving the positional index of variables within the specified common block for which names are to be returned.

Keywords

COMMON

Set this keyword to a string containing the name of a common block to cause SCOPE_VARNAME to return the names of variables contained within the specified block. If COMMON is set, the arguments to SCOPE_VARNAME are integers that give the positional index of variables within the specified common block for which names are to be returned.

Note ───

See "COMMON Variable Names" on page 2182 for more information on the names returned.

───

The COMMON keyword cannot be used in conjunction with the LEVEL keyword.

COUNT

Set this keyword to a named variable that will contain the number of elements returned in the array value returned by SCOPE_VARNAME. If SCOPE_VARNAME returns a null string, a 0 is returned. This circumstance will occur if there are no arguments, the COMMON keyword is not set, and the specified scope has no variables.

LEVEL

Set this keyword to an integer that specifies the scope within which the desired variable should be found. The level can be either an absolute value or relative to the current scope, as shown in the following table:

Value	Meaning
0	Level 0 always refers to the frame for the currently executing routine. This is the default value.

Table 21-3: LEVEL Values

Value	Meaning
< 0	Negative levels are a relative specification and refer to the frames of active routines relative to the currently executing routine. Level -1 is the direct caller of the current routine, -2 is the caller of the caller of the current routine, and so forth. If you specify a level that is deeper than the current call stack, SCOPE_VARNAME clips the value not to go past $MAIN$.
> 0	Positive levels are an absolute specification and refer directly to the specified frame. Level 1 is $MAIN$, level 2 is the routine called from $MAIN$, and so forth. If you specify a level that is past the currently executing routine, SCOPE_VARNAME clips the value to the level of the current routine.

Table 21-3: LEVEL Values (Continued)

The LEVEL keyword cannot be used in conjunction with the COMMON keyword.

COMMON Variable Names

Variables in IDL common blocks do not actually have names. Rather, IDL represents common blocks internally as an array of variables, and these variables are referenced by their positional index. Hence, the first variable is at position 0, the second at position 1, and so forth. When you specify a COMMON declaration in an IDL routine, you specify names to be used for these variables *within the scope of that routine*. In fact, different routines are allowed to use entirely different names to refer to a given variable. However, this can quickly become confusing, and most programmers use the same names in every case.

The first routine in which a COMMON block is defined is remembered by IDL as part of the state of that block. When another routine defines the same common block, it is allowed to omit the variable names. In this case, IDL uses the same names used in the original defining routine.

When the COMMON keyword is specified to the SCOPE_VARNAME function, the names returned are the names that were defined by the originally defining routine. Because good programming practice dictates that the same names be used everywhere, this result usually causes no confusion. However, in an environment where different names are in use in different scopes, you should be aware of the difference. For example, execute the following COMMON statement at the IDL prompt:

```
COMMON DOGS, poodle, spaniel, retriever
```

Now execute the following IDL routine:

```
PRO dogs

   COMMON DOGS, breed1, breed2, breed3

   PRINT, 'In this scope: ', SCOPE_VARNAME(breed1, breed2, breed3)
   PRINT, 'In $MAIN$: ', SCOPE_VARNAME(breed1, breed2, breed3, $
      LEVEL=-1)
   PRINT, 'In COMMON: ', SCOPE_VARNAME(COMMON='dogs', 0, 1, 2)
END
```

The following output is produced when procedure DOGS is called:

```
In this scope:  BREED1 BREED2 BREED3
In $MAIN$:  POODLE SPANIEL RETRIEVER
In COMMON:  POODLE SPANIEL RETRIEVER
```

If you do not specify the COMMON keyword, SCOPE_VARNAME translates the names of all variables, common or regular, relative to the specified scope. Hence, the variables in the DOGS common block appear as POODLE, SPANIEL, and RETRIEVER in $MAIN$, and as BREED1, BREED2, and BREED3 within procedure DOGS, despite the fact that they refer to the same variables. When you direct SCOPE_VARNAME to work from the common block instead of from an interpreter frame, the function uses the names from the scope of the routine that defined the common block, which in this example is $MAIN$.

Following this advice can minimize confusion:

- Use the same names for common block variables in all definitions. A convenient way to do so is to take advantage of the abbreviated form of the COMMON declaration, in which second and following declarations can leave off the variable names, and IDL will substitute the names from the initial definition.

- When possible, routines that use SCOPE_VARNAME should not specify the COMMON keyword. Instead, translate their names relative to the caller's scope.

Example

The following procedure outputs the names of all variables currently defined in the IDL main program, $MAIN$. It also prints the name of its argument, in its own scope, in that of its caller, and in that of $MAIN$.

```
PRO test_scope_varname, arg
```

```
PRINT, 'All variables in $MAIN$: ', SCOPE_VARNAME(LEVEL=1)
PRINT, 'Argument name in local scope: ', SCOPE_VARNAME(arg)
PRINT, 'Argument name in caller scope: ', SCOPE_VARNAME(arg, $
   LEVEL=-1)
PRINT, 'Argument name in $MAIN$ scope: ', SCOPE_VARNAME(arg, $
   LEVEL=1)
END
```

Version History

6.1	Introduced

See Also

HELP, SCOPE_LEVEL, SCOPE_TRACEBACK, SCOPE_VARFETCH,
ROUTINE_INFO

SEARCH2D

The SEARCH2D function finds "objects" or regions of similar data values within a two-dimensional array. Given a starting location and a range of values to search for, SEARCH2D finds all the cells within the array that are within the specified range and have some path of connectivity through these cells to the starting location. In addition to searching for cells within a global range of data values, SEARCH2D can also search for adjacent cells whose values deviate from their neighbors within specified tolerances.

This routine is written in the IDL language. Its source code can be found in the file search2d.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = SEARCH2D(*Array*, *Xpos*, *Ypos*, *Min_Val*, *Max_Val* [, DECREASE=*value*, INCREASE=*value*[, LPF_BAND=*integer*{≥3}]] [, /DIAGONAL])

Return Value

SEARCH2D returns a longword array that contains a list of the array subscripts that define the located object or region. The original X and Y indices of the array subscripts returned by SEARCH2D can be found with the following IDL code:

```
index_y = Result / (SIZE(Array))[1]
index_x = Result - (index_y * (SIZE(Array))[1])
```

where *Result* is the array returned by SEARCH2D and *Array* is the original input array. The object within *Array* can be subscripted as *Array*(*Region*) or *Array*(index_x, index_y).

Arguments

Array

A two-dimensional array, of any data type, to be searched.

Xpos

The X coordinate (dimension 0 of *Array*) of the starting location.

Ypos

The Y coordinate (dimension 1 of *Array*) of the starting location.

Min_Val

The minimum data value for which to search. All array subscripts of all cells that are connected to the starting cell, and have a value between *Min_Val* and *Max_Val* (inclusive) are returned.

Max_Val

The maximum data value for which to search.

Keywords

DECREASE

This keyword and the INCREASE keyword allow you to compensate for changing intensities of data values within an object. An edge-enhanced copy of *Array* is made and compared to the orginal array if this keyword is set. The search is limited to pixels for which the edge-enhanced gradient value lies between the DECREASE and INCREASE values. When DECREASE or INCREASE is set, any adjacent cells are found if their corresponding data values in the edge enhanced array are greater than DECREASE and less than INCREASE. In any case, the adjacent cells will never be selected if their data values are not between *Min_Val* and *Max_Val*. The default for this keyword is 0.0 if INCREASE is specified.

INCREASE

This keyword and the DECREASE keyword allow you to compensate for changing intensities of data values within an object. An edge-enhanced copy of *Array* is made and compared to the orginal array if this keyword is set. The search is limited to pixels for which the edge-enhanced gradient value lies between the DECREASE and INCREASE values. When DECREASE or INCREASE is set, any adjacent cells are found if their corresponding data values in the edge enhanced array are greater than DECREASE and less than INCREASE. In any case, the adjacent cells will never be selected if their data values are not between *Min_Val* and *Max_Val*. The default for this keyword is 0.0 if DECREASE is specified.

LPF_BAND

Set this keyword to an integer value of 3 or greater to perform low-pass filtering on the edge-enhanced array. The value of LPF_BAND is used as the width of the smoothing window. This keyword is only effective when the DECREASE or INCREASE keywords are also specified. The default is no smoothing.

DIAGONAL

Set this keyword to cause SEARCH2D to find cells meeting the search criteria whose surrounding squares share a common corner. Normally, cells are considered adjacent only when squares surrounding the cells share a common edge. Setting this option requires more memory and execution time.

Examples

Find all the indices corresponding to an object in an image:

```
; Create an image with different valued regions:
img = FLTARR(512, 512)
img[3:503, 9:488] = 0.7
img[37:455, 18:438] = 0.5
img[144:388, 90:400] = 0.7
img[200:301, 1:255] = 1.0
img[155:193, 333:387] = 0.3
TVSCL, img    ;Display the image.

; Search for an object starting at (175, 300) whose data values are
; between (0.6) and (0.8):
region = SEARCH2D(img, 175, 300, 0.6, 0.8, /DIAGONAL)

; Scale the background cells into the range 0 to 127:
img = BYTSCL(img, TOP=127B)

; Highlight the object region by setting it to 255:
img[region] = 255B

; Display the array with the highlighted object in it:
TVSCL, img
```

Version History

Pre-4.0	Introduced

See Also

SEARCH3D

SEARCH3D

The SEARCH3D function finds "objects" or regions of similar data values within a 3-D array of data. Given a starting location and a range of values to search for, SEARCH3D finds all the cells within the volume that are within the specified range of values and have some path of connectivity through these cells to the starting location. In addition to searching for cells within a global range of data values, SEARCH3D can also search for adjacent cells whose values deviate from their neighbors within specified tolerances.

This routine is written in the IDL language. Its source code can be found in the file `search3d.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = SEARCH3D(*Array*, *Xpos*, *Ypos*, *Zpos*, *Min_Val*, *Max_Val* [, /DECREASE , /INCREASE [, LPF_BAND=*integer*{≥3}]] [, /DIAGONAL])

Return Value

SEARCH3D returns a longword array that contains a list of the array subscripts that define the selected object or region. The original X and Y indices of the array subscripts returned by SEARCH3D can be found with the following IDL code:

```
S = SIZE(Array)
index_z = Result / (S[1] * S[2])
index_y = (Result - (index_z * S[1] * S[2])) / S[1]
index_x = (Result - (index_z * S[1] * S[2])) - (index_y * S[1])
```

where *Result* is the array returned by SEARCH3D and *Array* is the original input volume. The object within *Array* can be subscripted as `Array[Region]` or `Array[index_x, index_y, index_z]`.

Arguments

Array

The three-dimensional array, of any data type except string, to be searched.

Xpos

The X coordinate (dimension 0 or *Array*) of the starting location.

Ypos

The Y coordinate (dimension 1 of *Array*) of the starting location.

Zpos

The Z coordinate (dimension 2 of *Array*) of the starting location.

Min_Val

The minimum data value for which to search. All array subscripts of all the cells that are connected to the starting cell, and have a value between *Min_Val* and *Max_Val* (inclusive) are returned.

Max_Val

The maximum data value for which to search.

Keywords

DECREASE

This keyword and the INCREASE keyword allow you to compensate for changing intensities of data values within an object. An edge-enhanced copy of *Array* is made and compared to the orginal array if this keyword is set. When DECREASE or INCREASE is set, any adjacent cells are found if their corresponding data values in the edge enhanced array are greater than DECREASE and less than INCREASE. In any case, the adjacent cells will never be selected if their data values are not between *Min_Val* and *Max_Val*. The default for this keyword is 0.0 if INCREASE is specified.

INCREASE

This keyword and the DECREASE keyword allow you to compensate for changing intensities of data values within an object. An edge-enhanced copy of *Array* is made and compared to the orginal array if this keyword is set. When DECREASE or INCREASE is set, any adjacent cells are found if their corresponding data values in the edge enhanced array are greater than DECREASE and less than INCREASE. In any case, the adjacent cells will never be selected if their data values are not between *Min_Val* and *Max_Val*. The default for this keyword is 0.0 if DECREASE is specified.

LPF_BAND

Set this keyword to an integer value of 3 or greater to perform low-pass filtering on the edge-enhanced array. The value of LPF_BAND is used as the width of the smoothing window. This keyword is only effective when the DECREASE or INCREASE keywords are also specified. The default is no smoothing.

DIAGONAL

Set this keyword to cause SEARCH3D to find cells meeting the search criteria whose surrounding cubes share a common corner or edge. Normally, cells are considered adjacent only when cubes surrounding the cells share a common edge. Setting this option requires more memory and execution time.

Examples

Find all the indices corresponding to an object contained in a 3-D array:

```
; Create some data.
vol = RANDOMU(s, 40, 40, 40)
vol[3:13, 1:15, 17:33] = 1.3
vol[15:25, 5:25, 15:25] = 0.2
vol[5:30,17:38,7:28] = 1.3
vol[9:23, 16:27, 7:33] = 1.5

; Search for an object starting at (6, 22, 16) whose data values
; are between (1.2) and (1.4):
region = SEARCH3D(vol, 6, 22, 16, 1.2, 1.4, /DIAGONAL)

; Scale the background cells into the range 0 to 127:
vol = BYTSCL(vol, TOP=127B)

; Highlight the object region by setting it to 255:
vol[Region] = 255B
WINDOW, 0, XSIZE=640, YSIZE=512, RETAIN=2

; Set up a 3-D view:
CREATE_VIEW, XMAX=39, YMAX=39, ZMAX=39, AX=(-30), AZ=30, ZOOM=0.8

; Display the volume with the highlighted object in it:
TVSCL, PROJECT_VOL(vol, 64, 64, 40, DEPTH_Q=0.4)
```

Version History

Pre-4.0	Introduced

See Also

SEARCH2D

SEM_CREATE

A *semaphore* is a software mechanism used to provide synchronization between multiple processes or between different threads of a single process. Often, semaphores are used to protect or restrict access to shared or key resources, such as shared memory segments.

The SEM_CREATE function creates a reference to a semaphore in the current IDL process. If the specified semaphore already exists in the system, a reference to the existing semaphore is created. If the semaphore does not exist, a new semaphore is created in the system and a reference to it is created in the current IDL process.

It is important to note that the semaphore itself is independent of any IDL process, but that the *reference* to the semaphore is unique to the IDL process that calls SEM_CREATE.

Syntax

Result = SEM_CREATE(*strName* [, /DESTROY_SEMAPHORE])

Return Value

The result is 1 (one) if the semaphore was created successfully or already exists in the system, or 0 (zero) if the semaphore does not exist but an error occurred during creation.

Arguments

strName

A scalar string containing the name associated with the semaphore. *strName* must conform to the rules for a valid file name on the target operating system.

Note
Semaphore names must be 24 characters or less on Macintosh platforms.

Tip
Use the IDL_VALIDNAME function to ensure that *strName* will be a valid semaphore name on all supported platforms.

Keywords

DESTROY_SEMAPHORE

Note

This keyword is ignored on Windows systems.

On Windows systems, a semaphore will be destroyed by a call to SEM_DELETE (in any IDL process) if no other processes have a reference to the semaphore.

Set the DESTROY_SEMAPHORE keyword to allow a call to SEM_DELETE in the current IDL process to destroy the semaphore, even if it was created in a different IDL process.

SEM_CREATE creates semaphores that persist in the operating system kernel until they are explicitly destroyed using the SEM_DELETE routine, or until the system is rebooted. A client program can access a semaphore, obtain or remove a lock, and then disconnect at any time. This is convenient in situations where the need for the semaphore is long lived, and programs that need it come and go. This behavior can create a problem, however, in that semaphores that are not explicitly destroyed can cause resource leaks in the operating system. It is important to properly destroy semaphores when they are no longer required.

The default behavior on UNIX systems is for IDL to destroy a semaphore when the SEM_DELETE routine is called *only* if the semaphore was created by the same IDL process — that is, if the call to SEM_CREATE in that IDL process created the semaphore itself and not just a reference to an existing semaphore. If the semaphore was created by another process, the call to SEM_DELETE destroys the *reference* to the semaphore within the current IDL process, but does not destroy the semaphore itself. This keyword alters the default behavior in the following way:

Value	Behavior
not set	The semaphore will only be destroyed by a call to SEM_DELETE in the same IDL process that *created* it. This is the default behavior.

Table 21-4: Behavior of the DESTROY_SEMAPHORE Keyword on UNIX Systems

Value	Behavior
1	The semaphore will be destroyed by a call to SEM_DELETE in the current IDL process, even if the call to SEM_CREATE only created a *reference* to the semaphore.
0	The semaphore will not be destroyed by a call to SEM_DELETE in the current IDL process, even if it was created by the current process.

*Table 21-4: Behavior of the DESTROY_SEMAPHORE Keyword
on UNIX Systems (Continued)*

Example

See SEM_LOCK for an example using this function.

Version History

6.3	Introduced

See Also

SEM_DELETE, SEM_LOCK, SEM_RELEASE, SHMMAP

SEM_DELETE

The SEM_DELETE procedure destroys the reference to the specified semaphore within the current IDL process. (Semaphores themselves are independent of any IDL process.)

SEM_DELETE behaves differently on UNIX and Windows systems:

UNIX Systems

On UNIX systems, a semaphore can exist even if no process has a reference to it. In addition to destroying the reference to the specified semaphore within the current IDL process, SEM_DELETE will schedule the semaphore itself for destruction in the following situations:

- If the semaphore itself was created by the current IDL process, and the DESTROY_SEMAPHORE keyword was *not* explicitly set equal to zero.

- If the reference to the semaphore was created in the current IDL process with the DESTROY_SEMAPHORE keyword set equal to one.

    See "DESTROY_SEMAPHORE" on page 2193 for additional information.

A semaphore that has been scheduled for destruction will be destroyed when the last process that has a reference to it destroys its reference.

Windows Systems

On Windows systems, a semaphore only exists as long as some process has a reference to it. SEM_DELETE simply destroys the reference to the specified semaphore.

Syntax

SEM_DELETE, *strName*

Arguments

strName

A scalar string containing the name associated with the semaphore. This is the name used when creating the semaphore with SEM_CREATE.

Note ───

Semaphore names must be 24 characters or less on Macintosh platforms.

───

Keywords

None

Example

See SEM_LOCK for an example using this function.

Version History

6.3	Introduced

See Also

SEM_CREATE, SEM_LOCK, SEM_RELEASE

SEM_LOCK

The SEM_LOCK function attempts to gain the lock on an existing semaphore (created by a call to the SEM_CREATE function) for the current IDL process. Once the lock has been obtained by one IDL process, other IDL processes will not be able to gain the lock until the SEM_RELEASE process is called within the IDL process that owns the lock.

Syntax

Result = SEM_LOCK(*strName*)

Return Value

The result is 1 (one) if the lock on the specified semaphore was successfully obtained, or 0 (zero) if the lock could not be obtained.

Arguments

strName

A scalar string containing the name associated with the semaphore. This is the name used when creating the semaphore with SEM_CREATE.

Note
Semaphore names must be 24 characters or less on Macintosh platforms.

Keywords

None

Example

This example illustrates the way semaphores operate using two independent IDL sessions on the same machine.

1. The user starts IDL session 1.

2. The user creates a semaphore using the following command:

```
status = SEM_CREATE('semaphore1')
```

This creates a semaphore called "semaphore1".

3. The user sets a lock on the semaphore using the following command:

    ```
    status = SEM_LOCK('semaphore1')
    ```

    If the lock is obtained, status is set equal to 1.

4. The user starts IDL session 2.

5. In session 2, the user creates a reference to the same semaphore created in session 1:

    ```
    status = SEM_CREATE('semaphore1')
    ```

6. In session 2, the user attempts to gain the lock on the semaphore with the following command:

    ```
    status = SEM_LOCK('semaphore1')
    ```

    Since the lock is owned by session 1, status is set equal to 0 (the lock was not obtained).

7. In session 1, the lock on the semaphore is released using the following command:

    ```
    SEM_RELEASE, 'semaphore1'
    ```

8. Once the lock has been released in session 1, the user once again attempts to gain the lock on the semaphore in session 2:

    ```
    status = SEM_LOCK('semaphore1')
    ```

    In this case, status is set equal to 1, indicating session 2 now has the lock

9. In session 1, attempting to retrieve the lock will result in failure, since session 2 has the lock on the semaphore.

10. In session 2, the user executes the following command:

    ```
    SEM_DELETE, 'semaphore1'
    ```

    This removes the reference to the semaphore in session 2, but does not destroy the actual semaphore in the operating system.

11. In session 1, the user executes the following command:

    ```
    SEM_DELETE, 'semaphore1'
    ```

    This removes both the reference to the semaphore in session 1 and the actual semaphore in the operating system, because:

    •   If the user is on a UNIX system, the semaphore itself is destroyed because it was created in session 1 and there are no other references it.

- If the user is on a Windows system, the semaphore itself is destroyed because session 1 has the last reference to it.

Version History

6.3	Introduced

See Also

SEM_CREATE, SEM_DELETE, SEM_RELEASE

SEM_RELEASE

The SEM_RELEASE procedure releases the lock on the specified semaphore held by the current IDL process. If the current IDL process does not own the lock on the specified semaphore, this routine returns quietly.

Syntax

SEM_RELEASE, *strName*

Arguments

strName

The name associated with the semaphore. This is the name used when creating the semaphore (SEM_CREATE).

Note ───

Semaphore names must be 24 characters or less on Macintosh platforms.

──

Keywords

None

Example

See SEM_LOCK for an example using this function.

Version History

6.3	Introduced

See Also

SEM_CREATE, SEM_DELETE, SEM_LOCK

SET_PLOT

The SET_PLOT procedure sets the output device used by the IDL Direct Graphics procedures. Keyword parameters control how the color tables are transferred to the newly selected graphics device. SET_PLOT performs the following actions:

- It sets the read-only system variable !D to reflect the configuration of the new device.

- It sets the default color !P.COLOR to the maximum color index minus one or, in the case of devices with white backgrounds, such as PostScript, to 0 (black).

- If the COPY keyword is set, the device color tables are copied directly from IDL's internal color tables. If the new device's color tables contain more indices than those of the old device, the new device's tables are not completely filled.

- If the INTERPOLATE keyword is set, the internal color tables are interpolated to fill the range of the new device.

- It sets the clipping rectangle to the entire device surface.

Warning

After calling SET_PLOT to change graphics devices, the scaling contained in the axis structures !X, !Y, and !Z is invalid. Any routines that rely on data coordinates should not be called until a new data coordinate system has been established. Be careful when switching devices as the number of color indices frequently differs between devices. When in doubt, reload the color table of the new device explicitly.

Syntax

SET_PLOT, *Device* [, /COPY] [, /INTERPOLATE]

Arguments

Device

A scalar string containing the name of the device to use. The case of *Device* is ignored by IDL. See Appendix A, "IDL Direct Graphics Devices" for a list of device names.

Keywords

COPY

Set this keyword to copy the device's color table from the internal color table, preserving the current color mapping. The default is not to load the color table upon selection.

Warning ───

Unless this keyword is set, IDL's internal color tables will incorrectly reflect the state of the device's color tables until they are reloaded by TVLCT or the LOADCT procedure. Assuming that the previously-selected device's color table contains *M* elements, and the new device's color table contains *N* elements, then the minimum of *M* and *N* elements are loaded.

───

INTERPOLATE

Set this keyword to indicate that the current contents of the internal color table should be interpolated to cover the range of the newly-selected device. Otherwise, the internal color tables are not changed.

Examples

Change the IDL graphics device to PostScript by entering:

```
SET_PLOT, 'PS'
```

After changing the plotting device, all graphics commands are sent to that device until changed again by another use of the SET_PLOT routine.

Color Tables—Switching Between Devices

Use the SET_PLOT procedure to direct the graphics output to different devices. Because devices have differing capabilities and not all are capable of representing the same number of colors, the treatment of color tables when switching devices is somewhat tricky.

After selecting a new graphics output device, SET_PLOT will perform one of the following color-table actions depending upon which keyword parameters are specified:

- The default is to do nothing. The problem with this treatment is that the internal color tables incorrectly reflect the state of the device's color tables until TVLCT is called (usually via LOADCT).

- If the COPY keyword parameter is set, the internal color tables are copied into the device. This is straightforward if both devices have the same number of color indices. If the new device has more colors than the old device, some color indices will be invalid. If the new device has less colors than the old, not all the colors are saved. This is the preferred method if you are displaying graphics and each color index is explicitly loaded.

- When the INTERPOLATE keyword is set, the new device's table is loaded by interpolating the old color table to span the new number of color indices. This method works best when displaying images with continuous color ranges.

Version History

Original	Introduced

SET_SHADING

The SET_SHADING procedure modifies the light source shading parameters that affect the output of SHADE_SURF and POLYSHADE. Parameters can be changed to control the light-source direction, shading method, and the rejection of hidden surfaces. SET_SHADING first resets the shading parameters to their default values. (Defaults are Gouraud interpolation, light-source direction [0, 0, 1], and rejection of hidden faces enabled.) The parameter values specified in the call then overwrite the default values. To reset all parameters to their default values, simply call this procedure with no parameters.

Syntax

SET_SHADING [, /GOURAUD] [, LIGHT=*[x, y, z]*] [, /REJECT]
   [, VALUES=*[darkest, brightest]*]

Arguments

None.

Keywords

GOURAUD

This keyword controls the method of shading the surface polygons by the POLYSHADE procedure. The SHADE_SURF procedure always uses the Gouraud method. Set this keyword to a nonzero value (the default), to use Gouraud shading. Set this keyword to zero to shade each polygon with a constant intensity.

Gouraud shading interpolates intensities from each vertex along each edge. Then, when scan converting the polygons, the shading is interpolated along each scan line from the edge intensities. Gouraud shading is slower than constant shading but usually results in a more realistic appearance.

LIGHT

A three-element vector that specifies the direction of the light source. The default light source vector is [0,0,1], with the light rays parallel to the Z axis.

REJECT

Set this keyword (the default) to reject polygons as being hidden if their vertices are ordered in a clockwise direction as seen by the viewer. This keyword should always be set when rendering enclosed solids whose original vertex lists are in counterclockwise order. When rendering surfaces that are not closed or are not in counterclockwise order this keyword can be set to zero although shading anomalies at boundaries between visible and hidden surfaces may occur.

Note —————————————————————————————

The REJECT keyword has no effect on the output of SHADE_SURF—it is used only with solids.

VALUES

A two-element array that specifies the range of pixel values (color indices) to use. The first element is the color index for the darkest pixel. The second element is the color index for the brightest pixel. For example, to render a shaded surface with the darkest shade set to pixel value 100 and the brightest value set to 150, use the commands:

```
SET_SHADING, VALUES=[100, 150]
SHADE_SURF, dataset
```

Examples

Change the light source so that the light rays are parallel to the X axis:

```
SET_SHADING, LIGHT = [1, 0, 0]
```

Note —————————————————————————————

Also see "Mapping an Image onto a Sphere Using Direct Graphics" (Chapter 3, *Image Processing in IDL*).

Version History

| Pre-4.0 | Introduced |

See Also

POLYSHADE, SHADE_SURF

SETENV

The SETENV procedure adds or changes an environment string in the process environment.

Syntax

SETENV, *Environment_Expression*

Arguments

Environment_Expression

A scalar string or string array containing one or more environment expressions to be added to the environment.

Keywords

None.

Examples

Change the current shell variable by entering:

```
SETENV,'SHELL=/bin/sh'
```

Make sure to eliminate any whitespace around the equal sign:

```
; This is an incorrect usage--there are spaces around the equal
; sign:
SETENV, 'VAR = H:\itt'

; This is correct--VAR is set to H:\itt:
SETENV, 'VAR=H:\itt'
```

Version History

Original	Introduced

See Also

GETENV

SFIT

The SFIT function determines a polynomial fit to a surface and returns a fitted array. The function fitted is:

$$f(x, y) = \sum kx_{j, i} \cdot x^i \cdot y^j$$

This routine is written in the IDL language. Its source code can be found in the file `sfit.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = SFIT(*Data*, *Degree* [, /IRREGULAR, KX=*variable*, /MAX_DEGREE])

Arguments

Data

The two-dimensional array of data to fit. The sizes of the dimensions might be unequal, as indicated by the IRREGULAR keyword.

Degree

The maximum degree of fit (in one dimension).

Keywords

IRREGULAR

If set, *Data* is a 3-by-*n* array containing the *x*, *y*, and *z* locations of n points sampled on the surface. If not set, *Data* is assumed to be sampled over a regular 2D grid, and should be in an *n*-by-*n* array, where the column and row subscripts implicitly contain the *x* and *y* location of the point.

KX

Set this keyword to a named variable that will contain the array of coefficients for a polynomial function of *x* and *y* to fit data. If MAX_DEGREE is not set, this parameter is returned as a *Degree*+1 by *Degree*+1 array. If MAX_DEGREE is set, this parameter is returned as a *Degree*+1 by (*Degree*+2)/2 element vector.

MAX_DEGREE

If set, *Degree* represents the maximum degree of the fitting polynomial of all dimensions combined, rather than the maximum degree of the polynomial in a single variable.

For example, if *Degree* is 2 and MAX_DEGREE is not set, then the terms returned are $[[k, y, y^2], [x, xy, xy^2], [x^2, x^2y, x^2y^2]]$. If MAX_DEGREE is set, the terms returned are in a vector, $[k, y, y^2, x, xy, x^2]$, in which no terms has a power higher than two in x and y combined, and the powers of y vary the fastest.

Examples

```
; Create a grid from zero to six radians in the X and Y directions:
X = (FINDGEN(61)/10) # REPLICATE(1,61)
Y = TRANSPOSE(X)

; Evaluate a function at each point:
F = -SIN(2*X) + COS(Y/2)

; Compute a sixth-degree polynomial fit to the function data:
result = SFIT(F, 6)

; Display the original function on the left and the fitted function
; on the right, using identical axis scaling:
WINDOW, XSIZE = 800, YSIZE = 400

; Set up side-by-side plots:
!P.MULTI = [0, 2, 1]

; Set background color to white:
!P.BACKGROUND = 255

; Set plot color to black:
!P.COLOR = 0

SURFACE, F, X, Y, ZRANGE = [-3, 3], ZSTYLE = 1
SURFACE, result, X, Y
```

The following figure shows the result of this example:
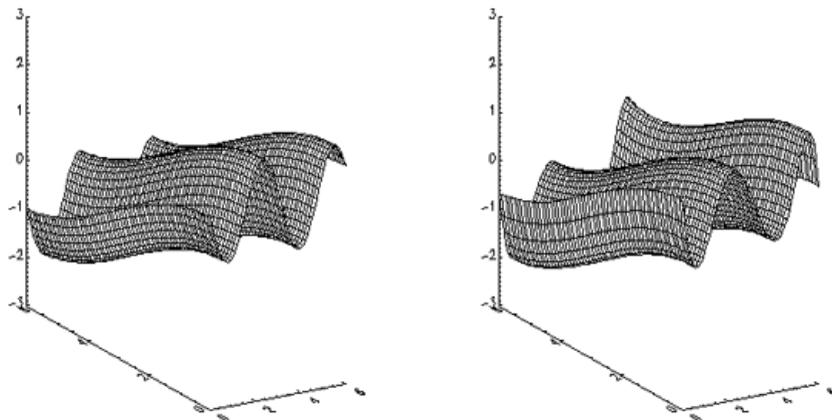
Figure 21-3: The Original Function (Left) and the Fitted Function (Right)

Version History

Pre-4.0	Introduced

See Also

CURVEFIT, GAUSSFIT, LINFIT, LMFIT, POLY_FIT, REGRESS, SVDFIT

SHADE_SURF

The SHADE_SURF procedure creates a shaded-surface representation of a regular or nearly-regular gridded surface with shading from either a light source model or from a user-specified array of intensities. Displays are easily constructed depicting the surface elevation of a variable shaded as a function of itself or another variable. This procedure and its parameters are similar to SURFACE, but it renders the visible surface as a shaded image rather than a mesh. Given a regular or near-regular grid of elevations it produces a shaded-surface representation of the data with hidden surfaces removed.

The SET_SHADING procedure can be used to control the direction of the light source and other shading parameters.

If the graphics output device has scalable pixels (e.g., PostScript), the output image is scaled so that its largest dimension is less than or equal to 512 (unless the PIXELS keyword is set to some other value). This default resolution may not be high enough for some datasets. If your output looks jagged or "stair-stepped", try specifying a larger value with the PIXELS keyword.

When outputting to a device that prints black on a white background, (e.g., PostScript), pixels that contain the background color index of 0 are set to white.

Note
See "Polygon Shading Method" (Chapter 5, *Using IDL*) for information on how polygon shading is computed.

Restrictions

If the *(X, Y)* grid is not regular or nearly regular, errors in hidden line removal will occur. If the T3D keyword is set, the 3-D to 2-D transformation matrix contained in !P.T must project the Z axis to a line parallel to the device Y axis, or errors will occur. The SHADE_SURF_IRR procedure can be used to render many datasets that do not meet these requirements. Irregularly-gridded data can also be made interpolated to a regular grid using the TRIGRID and TRIANGULATE routines.

Syntax

SHADE_SURF, *Z* [, *X*, *Y*] [, AX=*degrees*] [, AZ=*degrees*] [, IMAGE=*variable*]
   [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, PIXELS=*pixels*] [, /SAVE]
   [, SHADES=*array*] [, /XLOG] [, /YLOG]

Graphics Keywords: [, CHARSIZE=*value*] [, CHARTHICK=*integer*]
[, COLOR=*value*][, /DATA | , /DEVICE | , /NORMAL] [, FONT=*integer*]
[, /NODATA] [, POSITION=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, SUBTITLE=*string*] [, /T3D]
[, THICK=*value*] [, TICKLEN=*value*] [, TITLE=*string*]
[, {X | Y | Z}CHARSIZE=*value*]
[, {X | Y | Z}GRIDSTYLE=*integer*{0 to 5}]
[, {X | Y | Z}MARGIN=*[left, right]*]
[, {X | Y | Z}MINOR=*integer*]
[, {X | Y | Z}RANGE=*[min, max]*]
[, {X | Y | Z}STYLE=*value*]
[, {X | Y | Z}THICK=*value*]
[, {X | Y | Z}TICKFORMAT=*string*]
[, {X | Y | Z}TICKINTERVAL= *value*]
[, {X | Y | Z}TICKLAYOUT=*scalar*]
[, {X | Y | Z}TICKLEN=*value*]
[, {X | Y | Z}TICKNAME=*string_array*]
[, {X | Y | Z}TICKS=*integer*]
[, {X | Y | Z}TICKUNITS=*string*]
[, {X | Y | Z}TICKV=*array*]
[, {X | Y | Z}TICK_GET=*variable*]
[, {X | Y | Z}TITLE=*string*]
[, ZVALUE=*value*{0 to 1}]

Arguments

Z

The two-dimensional array to be displayed. If *X* and *Y* are provided, the surface is plotted as a function of the (*X*, *Y*) locations specified by their contents. Otherwise, the surface is generated as a function of the array index of each element of *Z*.

This argument is converted to double-precision floating-point before plotting. Plots created with SHADE_SURF are limited to the range and precision of double-precision floating-point values.

X

A vector or two-dimensional array specifying the X coordinates of the grid. If this argument is a vector, each element of *X* specifies the X coordinate for a column of *Z* (e.g., X[0] specifies the X coordinate for Z[0,*]). If *X* is a two-dimensional array, each element of *X* specifies the X coordinate of the corresponding point in *Z* (X_{ij} specifies the X coordinate for Z_{ij}).

This argument is converted to double-precision floating-point before plotting.

Y

A vector or two-dimensional array specifying the Y coordinates of the grid. If this argument is a vector, each element of *Y* specifies the Y coordinate for a row of *Z* (e.g., Y[0] specifies the Y coordinate for Z[*,0]). If *Y* is a two-dimensional array, each element of *Y* specifies the Y coordinate of the corresponding point in *Z* (Y_{ij} specifies the Y coordinate for Z_{ij}).

This argument is converted to double-precision floating-point before plotting.

Keywords

AX

This keyword specifies the angle of rotation, about the X axis, in degrees towards the viewer. This keyword is effective only if !P.T3D and the T3D keyword are not set. If !P.T3D is set, the three-dimensional to two-dimensional transformation used by SURFACE is contained in the 4 by 4 array !P.T.

The surface represented by the two-dimensional array is first rotated, AZ (see below) degrees about the Z axis, then by AX degrees about the X axis, tilting the surface towards the viewer (AX > 0), or away from the viewer.

The AX and AZ keyword parameters default to +30 degrees if omitted.

The three-dimensional to two-dimensional transformation represented by AX and AZ, can be saved in !P.T by including the SAVE keyword.

AZ

This keyword specifies the counterclockwise angle of rotation about the Z axis. This keyword is effective only if !P.T3D is not set. The order of rotation is AZ first, then AX.

IMAGE

A named variable into which an image containing the shaded surface is stored. If this keyword is omitted, the image is displayed but not saved.

MAX_VALUE

The maximum value to be plotted. If this keyword is present, data values greater than the value of MAX_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special

Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

MIN_VALUE

The minimum value to be plotted. If this keyword is present, data values less than the value of MIN_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

PIXELS

Set this keyword to a scalar value that specifies the maximum size of the image dimensions, in pixels. PIXELS only applies when the output device uses scalable pixels (e.g., the PostScript device). Use this keyword to increase the resolution of the output image if the default looks jagged or "stair-stepped".

SAVE

Set this keyword to save the 3-D to 2-D transformation matrix established by SHADE_SURF in the system variable field !P.T. Use this keyword when combining the output of SHADE_SURF with the output of other routines in the same plot.

SHADES

An array expression, of the same dimensions as *Z*, that contains the color index at each point. The shading of each pixel is interpolated from the surrounding SHADE values. If this parameter is omitted, light-source shading is used. For most displays, this parameter should be scaled into the range of bytes.

Warning

When using the SHADES keyword on True Color devices, we recommend that decomposed color support be turned off, by setting DECOMPOSED=0 for DEVICE.

XLOG

Set this keyword to specify a logarithmic X axis.

YLOG

Set this keyword to specify a logarithmic Y axis.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CHARSIZE, CHARTHICK, COLOR, DATA, DEVICE, FONT, NODATA, NORMAL, POSITION, SUBTITLE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Examples

Note

Also see "Mapping an Image onto Elevation Data" (Chapter 3, *Image Processing in IDL*) for additional examples.

```
; Create a simple dataset:
D = DIST(40)
; Display the dataset as a light-source shaded surface:
SHADE_SURF, D, TITLE = 'Shaded Surface'
```

Instead of light-source shading, an array of the same size as the elevation dataset can be used to color the surface. This technique creates four-dimensional displays.

```
; Create an array of shades to use:
S = SIN(D)

; Now create a new shaded surface that uses the array of shading
; values instead of the light source:
SHADE_SURF, D, SHADES = BYTSCL(S)
```

Note that the BYTSCL function is used to scale S into the range of bytes.

The following figure illustrates the application of SHADE_SURF, with light-source shading, to the two-dimensional Gaussian (also drawn as a mesh in Figure 21-19). This figure was produced by the following statements.

```
; Create a 40-by-40 array in which each element
; is equal to the Euclidean distance from the center.
Z = SHIFT(DIST(40), 20, 20)
; Make Gaussian with a 1/e width of 10:
Z = EXP(-(Z/10)^2)
SHADE_SURF, Z
```

The right half of the following figure shows the use of an array of shades, which in this case is simply the surface elevation scaled into the range of bytes.
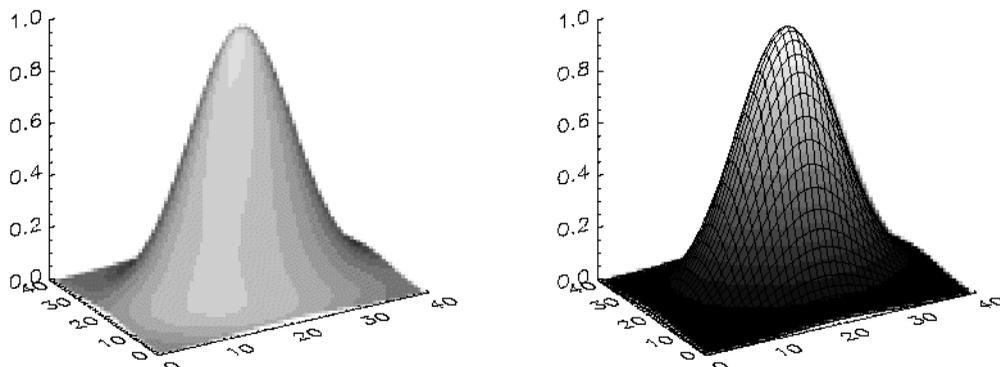
Figure 21-4: Shaded Representations of a Two-Dimensional Gaussian

The output of SURFACE is superimposed over the shaded image with the statements below.

```
; Show Gaussian with shades created by scaling
; elevation into the range of bytes.
SHADE_SURF, Z, SHADES=BYTSCL(Z, TOP = !D.TABLE_SIZE)
; Draw the mesh surface over the shaded figure.
; Suppress the axes:
SURFACE, Z, XST = 4, YST = 4, ZST = 4, /NOERASE
```

The next figure shows the Maroon Bells data as a light-source shaded surface (this data is also shown in the right half of Figure 21-20). It was produced by the following statements:

```
; Restore variables.
@cntour01
SHADE_SURF, elev, AZ=210, AX=45, XST=4, YST=4, ZST=4
```

The AX and AZ keywords specify the orientation. The axes are suppressed by the axis-style keyword parameters; as in this orientation, the axes are behind the surface.

Figure 21-5: Maroon Bells Data Shown as a Shaded Surface

Version History

Original	Introduced

See Also

ISURFACE, POLYSHADE, SET_SHADING, SHADE_VOLUME, SURFACE

SHADE_SURF_IRR

The SHADE_SURF_IRR procedure creates a shaded surface representation of an irregularly gridded elevation dataset.

The data must be representable as an array of quadrilaterals. This routine should be used when the (*X, Y, Z*) arrays are too irregular to be drawn by SHADE_SURF, but are still semi-regular.

This routine is written in the IDL language. Its source code can be found in the file `shade_surf_irr.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

SHADE_SURF_IRR, *Z*, *X*, *Y* [, AX=*degrees*] [, AZ=*degrees*] [, IMAGE=*variable*]
    [, PLIST=*variable*] [, /T3D]

Arguments

Z

An *n* x *m* array of elevations.

X

An *n* x *m* array containing the *X* location of each *Z* value.

Y

An *n* x *m* array containing the *Y* location of each *Z* value.

The grid described by *X* and *Y* must consist of quadrilaterals, must be semi-regular, and must be in "clockwise" order. Clockwise ordering means that:

```
;for all j
x[i,j] <= x[i+1, j]
```

and

```
;for all i
y[i,j] <= y[i, j+1]
```

Keywords

AX

The angle of rotation about the X axis. The default is 30 degrees.

AZ

The angle of rotation about the Z axis. The default is 30 degrees.

IMAGE

Set this keyword to a named variable that will contain the resulting shaded surface image. The variable is returned as a byte array of the same size as the currently selected graphics device.

PLIST

Set this keyword to a named variable that will contain the polygon list on return. This feature is useful when you want to make a number of images from the same set of vertices and polygons.

T3D

Set this keyword to indicate that the generalized transformation matrix in !P.T is to be used (in which case the keyword values for AX and AZ are ignored)

Examples

The following example creates a semi-regular data set in the proper format at displays the resulting irregular surface.

```
; Create some elevation data:
z = DIST(10,10)*100.0
; Create arrays to hold X and Y data:
x = FLTARR(10,10) & y = FLTARR(10,10)
; Ensure that X and Y arrays are in "clockwise" order:
FOR i = 0,9 do x[0:9,i] = FINDGEN(10)
FOR j = 0,9 DO y[j,0:9] = FINDGEN(10)
; Make X and Y arrays irregular:
x = x + RANDOMU(seed,10,10)*0.49
y = y + RANDOMU(seed,10,10)*0.49
; Display the irregular surface:
SHADE_SURF_IRR, z, x, y
```

Version History

Pre-4.0	Introduced

See Also

SHADE_SURF, TRIGRID

SHADE_VOLUME

Given a 3-D volume and a contour value, SHADE_VOLUME produces a list of vertices and polygons describing the contour surface. The polygons are described by a (3, *n*) array of vertices and a polygon list array that contains the vertices belonging to each polygon. Given a volume array with dimensions of (D_0, D_1, D_2), the resulting vertex coordinates range between 0 and $D_0 - 1$ in *x*, 0 and $D_1 - 1$ in y, and 0 and $D_2 - 1$ in *z*. This surface can then be displayed as a shaded surface by the POLYSHADE procedure. Shading is obtained from either a single light-source model or from user-specified values.

SHADE_VOLUME computes the polygons that describe a three dimensional contour surface. Each volume element (voxel) is visited to find the polygons formed by the intersections of the contour surface and the voxel edges. The method used by SHADE VOLUME is that of Klemp, McIrvin and Boyd, 1990: "PolyPaint—A Three-Dimensional Rendering Package," *American Meteorology Society Proceedings, Sixth International Conference on Interactive Information and Processing Systems*. This method is similar to the marching cubes algorithm described by Lorenson and Cline, 1987: "Marching Cubes: A High Resolution 3D Surface Construction Algorithm," *Computer Graphics 21*, 163-169.

This routine is limited to processing datasets that will fit in memory.

Syntax

SHADE_VOLUME, *Volume*, *Value*, *Vertex*, *Poly* [, /LOW] [, SHADES=*array*] [, /VERBOSE] [, XRANGE=*vector*] [, YRANGE=*vector*] [, ZRANGE=*vector*]

Arguments

Volume

A three-dimensional array that contains the dataset to be contoured. If the *Volume* array is dimensioned (D_0, D_1, D_2), the resulting vertex coordinates are as follows:

$0 < X < D_0 - 1; 0 < Y < D_1 - 1; 0 < Z < D_2 - 1.$

If floating-point NaN values are present in *Volume*, then SHADE_VOLUME may generate inconsistent surfaces and may return NaN values in the *Vertex* argument. The surfaces generated by SHADE_VOLUME may also vary across platforms if NaN data is present in the *Volume* parameter.

Value

The scalar contour value. This value specifies the constant-density surface (also called an isosurface) to be rendered.

Vertex

The name of a variable to receive the vertex array. On output, this variable is set to a (3, *n*) floating-point array, suitable for input to POLYSHADE.

Note ────────────────────────

If SHADE_VOLUME does not generate a surface because the surface defined by the *Value* argument does not cross any voxel edges in the *Volume* argument, SHADE_VOLUME sets the *Vertex* and *Poly* arguments to undefined variables.

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Poly

A named variable to receive the polygon list, an *n*-element, longword array. This list describes the vertices of each polygon and is suitable for input to POLYSHADE. The vertices of each polygon are listed in counterclockwise order when observed from outside the surface. The vertex description of each polygon is a vector of the form: [*n*, i_0, i_1, ..., i_{n-1}] and the *Poly* array is the concatenation of the lists of each polygon. For example, when rendering a pyramid consisting of four triangles, *Poly* would contain 16 elements, made by concatenating four, four-element vectors of the form [3, V_0, V_1, V_2]. V_0, V_1, and V_2 are the indices of the vertices describing each triangle.

Note ────────────────────────

If SHADE_VOLUME does not generate a surface because the surface defined by the *Value* argument does not cross any voxel edges in the *Volume* argument, SHADE_VOLUME sets the *Vertex* and *Poly* arguments to undefined variables.

────────────────────────────

Keywords

LOW

Set this keyword to display the low side of the contour surface (i.e., the contour surfaces enclose high data values). If this keyword is omitted or is 0, the high side of the contour surface is displayed and the contour encloses low data values. If this parameter is incorrectly specified, errors in shading will result.

SHADES

An optional array, converted to byte type before use, that contains the user-specified shading color index for each voxel. This array must have the same dimensions as *Volume*. On completion, SHADE_VOLUME replaces this array with the interpolated shading for each vertex of the surface, contained in *Vertex*.

Warning

When using the SHADES keyword on True Color devices, we recommend that decomposed color support be turned off, by setting DECOMPOSED=0 for DEVICE.

VERBOSE

Set this keyword to print a message indicating the number of polygons and vertices that are produced.

XRANGE

An optional two-element vector that contains the limits, over the first dimension, of the sub-volume to be considered.

YRANGE

An optional two-element vector that contains the limits, over the second dimension, of the sub-volume to be considered.

ZRANGE

An optional two-element vector containing the limits, over the third dimension, of the sub-volume to be considered.

Examples

The following procedure shades a volume passed as a parameter. It uses the SCALE3 procedure to establish the viewing transformation. It then calls SHADE_VOLUME to produce the vertex and polygon lists, and POLYSHADE to draw the contour surface.

```
PRO SHOWVOLUME, vol, thresh, LOW = low
   ; Get the dimensions of the volume:
   s = SIZE(vol)
   ; Error, must be a 3-D array:
   IF s[0] NE 3 THEN MESSAGE, 'Error: vol must be a 3-D array'
   ; Establish the 3-D transformation and coordinate ranges:
```

```
       SCALE3, XRANGE=[0, S[1]], YRANGE=[0, S[2]], ZRANGE=[0, S[3]]
       ; Default = view high side of contour surface:
       IF N_ELEMENTS(low) EQ 0 THEN low = 0
       ; Produce vertices and polygons:
       SHADE_VOLUME, vol, thresh, v, p, LOW = low
       ; Produce image of surface and display:
       TV, POLYSHADE(v, p, /T3D)
    END
```

Creating an Isosurface Display

A common problem in data visualization is how to display a constant density surface
(also known as an isosurface), given a three-dimensional grid of density
measurements. In medical imaging, stacking a series of two-dimensional images
created by computed tomography or magnetic resonance creates a grid of density
measurements that can be contoured to display the surfaces of anatomical structures.
Atmospheric scientists create three-dimensional grids of water densities that can be
contoured at the proper density level to show the surface of clouds. It is relatively
easy to produce these surfaces using the SHADE_VOLUME procedure in
conjunction with the POLYSHADE function.

Cloud Example

This next figure, produced by the following IDL code, shows the three-dimensional contour surface of the precipitating region of a thunderstorm simulated by a three-dimensional cloud model.

Figure 21-6: A 3-dimensional Contour Surface of a Cloud's Precipitating Region

The data were provided by the National Center for Atmospheric Research. The original data are contained in an array called clouds, a (55, 55, 32) element floating-point array. Each array element contains the amount of water contained in the corresponding volume of air.

```
; Restore the data:
RESTORE, FILEPATH('clouds3d.dat', SUBDIR=['examples','data'])
; Create the contour surface polygons (v and p)
; at density 0.1, from clouds. Show the low side:
SHADE_VOLUME, clouds, 0.1, v, p, /LOW
; Obtain the dimensions of the volume.
; Variables S[1], S[2], and S[3] now contain
; the number of columns, rows, and slices in the volume:
s = SIZE(clouds)
```

```
; Use SCALE3 to establish the three-dimensional
; transformation matrix. Rotate 45 degrees about the z-axis:
SCALE3, XRANGE=[0,S[1]], YRANGE=[0,S[2]], $
   ZRANGE=[0,S[3]], AX=0, AZ=45
; Render and display the polygons:
TV, POLYSHADE(v, p, /T3D)
```

Example Code

If you prefer not to enter the IDL code by hand, run the batch file `clouds` with the following command at the IDL prompt:

```
@clouds
```

See if IDL does not find the referenced batch file.

Rotating the Shaded Volume

The shaded volume can be viewed from different rotations by changing the three-dimensional transformation matrix, !P.T, and calling POLYSHADE for each view. The following code displays 20 views of the volume, each separated by 18 degrees.

```
; Define number of views:
nframes = 20
FOR i = 0, nframes - 1 DO BEGIN & $
   ; Translate the center of the (0, 1) unit cube
   ; to (0,0) and rotate about the x-axis:
   T3D, TR=[-.5, -.5, -.5], ROT=[0, 360./NFRAMES, 0] & $
   ; Translate the center back to (0.5, 0.5, 0.5):
   T3D, TR = [.5, .5, .5] & $
   ; Show the surface:
   TV, POLYSHADE(v, p, /T3D) & $
ENDFOR
```

The animation rate of the above loop will not be very fast, especially with a larger number of polygons. Each image could be saved for rapid replay by writing it to a disk file. Given enough memory and/or display resources, the XINTERANIMATE procedure could be used to animate the views.

Version History

Pre-4.0	Introduced

See Also

INTERVAL_VOLUME, IVOLUME, POLYSHADE, SHADE_SURF, XVOLUME

SHIFT

The SHIFT function shifts elements of vectors or arrays along any dimension by any number of elements. Positive shifts are to the right while left shifts are expressed as a negative number. All shifts are circular.

Elements shifted off one end wrap around and are shifted onto the other end. In the case of vectors the action of SHIFT can be expressed:

$$\text{Result}_{(i + s) \text{ modulation}} = \text{Array}_i \text{ for } (0 \le 1 < n)$$

where *s* is the amount of the shift, and *n* is the number of elements in the array.

Syntax

Result = SHIFT(*Array*, S_1, ..., S_n)

Return Value

The result is a vector or array of the same structure and type as *Array*.

Arguments

Array

The array to be shifted.

S_i

The shift parameters. The S_i arguments can be either a single array containing the shift parameters for each dimension, or a sequence of up to eight scalar shift values. For arrays of more than one dimension, the parameter S_n specifies the shift applied to the *n*-th dimension. S_1 specifies the shift along the first dimension and so on. If only one shift parameter is present and the parameter is an array, the array is treated as a vector (i.e., the array is treated as having one-dimensional subscripts).

A shift specification of 0 means that no shift is to be performed along that dimension.

Keywords

None

Examples

The following example demonstrates using SHIFT with a vector. by entering:

```
A = INDGEN(5)

; Print the original vector, the vector shifted one position to the
; right, and the vector shifted one position to the left:
PRINT, A, SHIFT(A, 1), SHIFT(A, -1)
```

IDL prints:

```
0   1   2   3   4
4   0   1   2   3
1   2   3   4   0
```

Notice how elements of the vector that shift off the end wrap around to the other end. This "wrap around" occurs when shifting arrays of any dimension.

Note

Also see "Shifting Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

Version History

Original	Introduced

See Also

ISHFT

SHIFT_DIFF

The SHIFT_DIFF function applies a shift-difference filter to an image array to generate an array containing differences representing edges in the image.

Syntax

Result = SHIFT_DIFF (*Array* [, /ADD_BACK] [, BIAS=*value*] [, /CENTER]
 [, DIRECTION={0 | 1 | 2 | 3 | 4 | 5 | 6 | 7}] [, /EDGE_TRUNCATE]
 [, /EDGE_WRAP] [, /EDGE_ZERO] [, INVALID=*value*] [, MISSING=*value*]
 [, /NAN] [, /NORMALIZE])

Return Value

Returns the filtered array of the same dimensions as the input array. The input type is converted to an output type as follows:

Input	Output
BYTE	INT
INT	LONG
UINT	LONG
ULONG	LONG64
ULONG64	LONG64
Non-numeric types: not allowed	
All other types	Same as input type

Arguments

Array

A two-dimensional array of any numeric type containing the image.

Keywords

ADD_BACK

Set this keyword to cause the original input array to be added back to the difference array generated by the shift-difference operator. This is often useful for sharpening the image.

If the ADD_BACK keyword is set, the function returns an array of the same type and dimensions as the input array.

BIAS

Set this keyword to the bias offset to be added to each result value. If you have negative kernel values and a byte or unsigned integer input array, you can use this keyword to ensure that the result values are within the range of your data type.

Note

The same BIAS is added to each result value, regardless of any missing data as specified by the INVALID or NAN keywords. It is usually not appropriate to add the full BIAS if portions of the kernel were not applied due to missing data. In this case, you might want to use the NORMALIZE keyword instead.

CENTER

Set or omit this keyword to center the kernel over each array point. If CENTER is explicitly set to zero, the SHIFT_DIFF function works in the conventional mathematical sense.

Note

For the kernel to be centered, it must be symmetric about the point K[FLOOR(m/2)], where m is the number of elements in the kernel. In many signal and image processing applications, it is useful to center a symmetric kernel over the data, thereby aligning the result with the original array.

DIRECTION

An integer between 0 and 7 to specify the direction of the shift:

0	1	2
3	x	4
5	6	7

EDGE_TRUNCATE

Set this keyword to make SHIFT_DIFF compute the values of elements at the edge of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor) by repeating the subscripts of *Array* at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k} A_{((t-i)>0<(n-1))} K_i$$

where *n* is the number of elements in *Array*.

If none of the EDGE_* keywords are set, SHIFT_DIFF sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_WRAP

Set this keyword to make SHIFT_DIFF compute the values of elements at the edge of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor) by "wrapping" the subscripts of *Array* at the edge. For example, if CENTER is set to zero:

$$R_t = \frac{1}{S} \sum_{i=0}^{k-1} A_{((t-i)\mod(n))} K_i$$

where n is the number of elements in *Array*.

If none of the EDGE_* keywords are set, SHIFT_DIFF sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

EDGE_ZERO

Set this keyword to make SHIFT_DIFF compute the values of elements at the edge of *Array* (where *A* is an *n*-element vector, *K* is an *k*-element vector ($k \leq n$), and *S* is the scale factor) as if the array were padded with zeroes. For example, if CENTER is set to zero:

$$
R_t = \begin{cases} \dfrac{1}{S} \displaystyle\sum_{i=0}^{k-1} A_{t-i}K_i & \text{if} \qquad t \geq k-1 \\[3ex] \dfrac{1}{S} \displaystyle\sum_{i=0}^{t} A_{t-i}K_i & \text{otherwise} \end{cases}
$$

If none of the EDGE_* keywords are set, SHIFT_DIFF sets the values of *Result* to zero (or the value of BIAS) where the kernel extends beyond the edge.

INVALID

Set this keyword to a scalar value of the same type as *Array* that should be used to indicate missing or invalid data within *Array*. Missing data are ignored when computing the convolution for neighboring elements. In *Result*, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, the result at that point is given by the value of the MISSING keyword.

Tip ───

The INVALID keyword has the same effect as the NAN keyword, but is useful for byte or integer data which have missing values.

───

Note ──

The INVALID keyword uses a simple comparison to ignore values and should not be set to *NaN*. For floating-point data, you can use the INVALID and NAN keywords simultaneously to filter out both user-defined values and *NaN* or *Infinity* values.

───

MISSING

Set this keyword to the numeric value to return for elements that contain no valid points within the kernel. The default is zero for byte or integer input, and NaN for

floating-point input. This keyword is only used if the INVALID or NAN keyword is set.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.) Missing data are ignored when computing the convolution for neighboring elements. In the Result, missing elements are replaced by the convolution of all other valid points within the kernel. If all points within the kernel are missing, then the result at that point is given by the MISSING keyword.

Note ──

SHIFT_DIFF should never be called without the NAN keyword if the input array may possibly contain *NaN* or *Infinity* values.

──

NORMALIZE

Set this keyword to automatically compute a bias and apply it to the result values. If this keyword is set, the BIAS keyword is ignored.

For BYTE or UINT, the bias is defined as the sum of the absolute values of the negative *Kernel* values, multiplied by either (255/Scale) for BYTE or (65535/*Scale*) for UINT, where *Scale* is the computed scale factor. For all other types, the bias is zero.

Tip ───

If NORMALIZE is set and your input array has missing data (the INVALID or NAN keywords are set), for each result value the scale factor and bias are computed using only those kernel values that contributed to that result value. This ensures that all result values are comparable in magnitude, regardless of any missing data.

──

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS,

TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

This example produces an image with black gradients on the left and white gradients on the right.

```
TVSCL, SHIFT_DIFF(DIST(200), DIRECTION=4)
```

Note ──

Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

──

Version History

6.4	Introduced

See Also

CONVOL, EDGE_DOG, EMBOSS, LAPLACIAN, PREWITT, ROBERTS, SOBEL

SHMDEBUG

The SHMDEBUG function enables a debugging mode in which IDL prints an informational message (including a traceback) every time a variable created with the SHMVAR function loses its reference to the underlying memory segment created by. There are many reasons why a such a variable might lose its reference; some reasons have to do with the internal implementation of the IDL interpreter and are not obvious or visible to the IDL user.

Note

The SHMDEBUG debugging mode should be used for problem solving only, and should not be part of production code.

Syntax

Result = SHMDEBUG(*Enable*)

Return Value

SHMDEBUG returns the previous setting of the debugging state.

Arguments

Enable

Set this argument equal to a non-zero value to enable debugging, or to zero to disable debugging.

Keywords

None.

Examples

Create a memory segment, tie a variable to it, enable debugging, and then cause the variable to lose the reference:

```
old_debug = SHMDEBUG(1) ; Enable debug mode
SHMMAP, 'A', 100 ; 100 element floating vector
z = SHMVAR('A') ; Variable tied to segment
z[0] = FINDGEN(100) ; Does not lose reference
```

```
z = FINDGEN(100) ; Loses reference
% Variable released shared memory segment: A
% Released at: $MAIN$
```

The assignment `z[0] = FINDGEN(100)` explicitly uses subscripting to assign the
FINDGEN value to the array. Under normal circumstances, using subscripting in this
way on the left hand side of an assignment is inefficient and not recommended. In this
case, however, it has the desirable side effect of causing the variable Z to maintain its
connection to its existing underlying memory. In contrast, the second (normally more
desirable) assignment without the subscript causes IDL to allocate different memory
for the variable Z, with the side effect of losing the connection to the shared memory
segment.

Version History

5.6	Introduced

See Also

SHMMAP, SHMUNMAP, SHMVAR

SHMMAP

The SHMMAP procedure maps anonymous shared memory, or local disk files, into the memory address space of the currently executing IDL process. Mapped memory segments are associated with an IDL array specified by the user as part of the call to SHMMAP. The type and dimensions of the specified array determine the length of the memory segment.

The array can be of any type except pointer, object reference, or string. (Structure types are allowed as long as they do not contain any pointers, object references, or strings.) By default, the array type is single-precision floating-point; other types can be chosen by specifying the appropriate keyword.

Once such a memory segment exists, it can be tied to an actual IDL variable using the SHMVAR function, or unmapped using SHMUNMAP.

Why Use Mapped Memory?

- Shared memory is often used for interprocess communication. Any process that has a shared memory segment mapped into its address space is able to "see" any changes made by any other process that has access to the same segment. Shared memory is the default for SHMMAP, unless the FILENAME keyword is specified.

- Memory-mapped files allow you to treat the contents of a local disk file as if it were simple memory. Reads and writes to such memory are automatically written to the file by the operating system using its standard virtual memory mechanisms. Access to mapped files has the potential to be faster than standard Input/Output using Read/Write system calls because it does not go through the expensive system call interface, and because it does not require the operating system to copy data between user and kernel memory buffers when performing the I/O. However, it is not as general or flexible as the standard I/O mechanisms, and is therefore not a replacement for them.

Warning
Unlike most IDL functionality, incorrect use of SHMMAP can corrupt or even crash your IDL process. Proper use of these low level operating system features requires systems programming experience, and is not recommended for those without such experience. You should be familiar with the memory and file mapping features of your operating system and the terminology used to describe such features.

SHMMAP uses the facilities of the underlying operating system. Any of several alternatives may be used, as described in "Types Of Memory Segments" on page 2246. SHMMAP uses the following rules, in the specified order, to determine which method to use:

1. If the FILENAME keyword is present, SHMMAP creates a memory mapped file segment.

2. If the SYSV keyword is used under UNIX, a System V shared memory segment is created or attached. Use of the SYSV keyword under Windows will cause an error to be issued.

3. If none of the above options are specified, SHMMAP creates an anonymous shared memory segment. Under UNIX, this is done with Posix shared memory. Under Windows, the CreateFileMapping() system call is used.

Syntax

SHMMAP [, *SegmentName*] [, D_1, ..., D_8] [, /BYTE] [, /COMPLEX]
    [, /DCOMPLEX] [, /DESTROY_SEGMENT] [, DIMENSION=*value*]
    [, /DOUBLE] [, FILENAME=*value*] [, /FLOAT] [, GET_NAME=*value*]
    [, GET_OS_HANDLE=*value*] [, /INTEGER] [, /L64] [, /LONG]
    [, OFFSET=*value*] [, OS_HANDLE=*value*] [, /PRIVATE] [, SIZE=*value*]
    [, /SYSV] [, TEMPLATE=*value*] [, TYPE=*value*] [, /UINT] [, /UL64]
    [, /ULONG]

Arguments

SegmentName

A scalar string supplying the name by which IDL will refer to the shared memory segment. The *SegmentName* string must be constructed according to the same rules as an IDL variable name; see "Variable Names" (Chapter 13, *Application Programming*) for details. This name is only used by IDL, and does not necessarily correspond to the name used for the shared memory segment by the underlying operating system. See the discussion of the OS_HANDLE keyword for more information on the underlying operating system name. If *SegmentName* is not specified, IDL will generate a unique name. The *SegmentName* can be obtained using the GET_NAME keyword.

D_i

The dimensions of the result. The D_i arguments can be either a single array containing the dimensions or a sequence of scalar dimensions. Up to eight dimensions can be specified.

Keywords

BYTE

Set this keyword to specify that the memory segment should be treated as a byte array.

COMPLEX

Set this keyword to specify that the memory segment should be treated as a complex, single-precision floating-point array.

DCOMPLEX

Set this keyword to specify that the memory segment should be treated as a complex, double-precision floating-point array.

DESTROY_SEGMENT

The UNIX anonymous shared memory mechanisms (Posix shm_open() and System V shmget()) create shared memory segments that are not removed from the operating system kernel until explicitly destroyed (or the system is rebooted). At any time, a client program can attach to such an existing segment, read or write to it, and then detach. This can be convenient in situations where the need for the shared memory is long lived, and programs that need it come and go. It also can create a problem, however, in that shared memory segments that are not explicitly destroyed can cause memory leaks in the operating system. Hence, it is important to properly destroy such segments when they are no longer required.

For UNIX anonymous shared memory (Posix or System V), the default behavior is for IDL to destroy any shared memory segments it created when the segments are unmapped, and not to destroy segments it did not create. The DESTROY_SEGMENT keyword is used to override this default: set DESTROY_SEGMENT to 1 (one) to indicate that IDL should destroy the segment when it is unmapped, or 0 (zero) to indicate that it should not destroy it. All such destruction occurs when the segment is unmapped (via the SHMUNMAP procedure) and not during the call to SHMMAP.

The DESTROY_SEGMENT keyword is ignored under the Windows operating system. Under UNIX, it is ignored for mapped files.

DIMENSION

Set this keyword equal to a vector of 1 to 8 elements specifying the dimensions of the result. Setting this keyword is equivalent to specifying an array via the *D* argument.

DOUBLE

Set this keyword to specify that the memory segment should be treated as a double-precision floating-point array.

FILENAME

By default, SHMMAP maps anonymous shared memory. Set the FILENAME keyword equal to a string containing the path name of a file to be mapped to create a memory-mapped file. A shared mapped file can serve as shared memory between unrelated processes. The primary difference between anonymous shared memory and mapped files is that mapped files require a file of the specified size to exist in the filesystem, whereas anonymous shared memory has no user-visible representation in the filesystem.

By default, files are mapped as shared, meaning that all processes that map the file will see any changes made. All changes are written back to the file by the operating system and become permanent. You must have write access to the file in order to map it as shared.

To change the default behavior, set the PRIVATE keyword. When a file is mapped privately, changes made to the file are *not* written back to the file by the operating system, and are not visible to any other processes. You do not need write access to a file in order to map it privately — read access is sufficient.

Note

The non-private form of file mapping corresponds to the MAP_SHARED flag to the UNIX mmap() function, or the PAGE_READWRITE to the Windows CreateFileMapping() system call.

FLOAT

Set this keyword to specify that the memory segment should be treated as a single-precision floating-point array.

GET_NAME

If *SegmentName* is not specified in a call to SHMMAP, IDL automatically generates a name. Set this keyword equal to a named variable that will receive the name assigned by IDL to the memory segment.

GET_OS_HANDLE

Set this keyword equal to a named variable that will receive the operating system name (or *handle*) for the memory segment. The meaning of the operating system handle depends on both the operating system and the type of memory segment used. See the description of the OS_HANDLE keyword for details.

INTEGER

Set this keyword to specify that the memory segment should be treated as an integer array.

L64

Set this keyword to specify that the memory segment should be treated as a 64-bit integer array.

LONG

Set this keyword to specify that the memory segment should be treated as a longword integer array.

OFFSET

If present and non-zero, this keyword specifies an offset (in bytes) from the start of the shared memory segment or memory mapped file that will be used as the base address for the IDL array associated with the memory segment.

Note ──

Most computer hardware is not able to access arbitrary data types at arbitrary memory addresses. Data must be properly aligned for its type or the program will crash with an alignment error (often called a *bus error*) when the data is accessed. The specific rules differ between machines, but in many cases the address of a data object must be evenly divisible by the size of that object. IDL will issue an error if you specify an offset that is not valid for the array specified.

──

Note ──

The actual memory mapping primitives provided by the underlying operating system require such offsets to be integer multiples of the virtual memory pagesize (sometimes called the *allocation granularity*) for the system. This value is typically a power of two such as 8K or 64K. In contrast, IDL allows arbitrary offsets as long as they satisfy the alignment constraints of the data type. This is implemented by

mapping the page that contains the specified offset, and then adjusting the memory address to point at the specified byte within that page. In rounding your offset request back to the nearest page boundary, IDL may map slightly more memory than your request would seem to require, but never more than a single page.

OS_HANDLE

Set this keyword equal to the name (or *handle*) used by the underlying operating system for the memory segment. If you do not specify the OS_HANDLE keyword, SHMMAP will under some circumstances provide a default value. The specific meaning and syntax of the OS_HANDLE depends on both the operating system and the form of memory used. See the following sections for operating-system specific behavior, and "Types Of Memory Segments" on page 2246 for behavior differences based on the form of memory used.

Posix (UNIX) Shared Memory

Use the OS_HANDLE keyword to supply a string value containing the system global name of the shared memory segment. Such names are expected to start with a slash (/) character, and not to contain any other slash characters. You can think of this as mimicking the syntax for a file in the root directory of the system, although no such file is created. See your system documentation for the shm_open() system call for specific details. If you do not supply the OS_HANDLE keyword, SHMMAP will create one for you by prepending a slash character to the value given by the *SegmentName* argument.

UNIX System V Shared Memory

Use the OS_HANDLE keyword to supply an integer value containing the system global identifier of an existing shared memory segment to attach to the process. If you do not supply the OS_HANDLE keyword, then SHMMAP creates a new memory segment. The identifier for this segment is available via the GET_OS_HANDLE keyword.

Windows Anonymous Shared Memory

Use the OS_HANDLE keyword to supply a global system name for the mapping object underlying the anonymous shared memory. If the OS_HANDLE keyword is not specified, SHMMAP uses the value of the *SegmentName* argument.

UNIX Memory Mapped Files

The OS_HANDLE keyword has no meaning for UNIX memory mapped files and is quietly ignored.

Windows Memory Mapped Files

Use the OS_HANDLE keyword to supply a global system name for the mapping object underlying the mapped file. Use of the OS_HANDLE will ensure that every process accessing the shared file will see a coherent view of its contents, and is thus recommended for Windows memory mapped files. However, if you do not supply the OS_HANDLE handle keyword for a memory mapped file, no global name is passed to the Windows operating system, and a unique mapping object for the file will be created.

PRIVATE

Set this keyword to specify that a private file mapping is required. In a private file mapping, any changes written to the mapped memory are visible only to the process that makes them, and such changes are not written back to the file. This keyword is ignored unless the FILENAME keyword is also present.

Mapping a file as shared requires that you have write access to the file, but a private mapping requires only read access. Use PRIVATE to map files for which you do not have write access, or when you want to ensure that the original file will not be altered by your process.

Note ──

Under UNIX, the private form of file mapping corresponds to the MAP_PRIVATE flag to the mmap() system call. Under Windows, the non-private form corresponds to the PAGE_WRITECOPY option to the Windows CreateFileMapping() system call. When your process alters data within a page of privately mapped memory, the operating system performs a *copy on write* operation in which the contents of that page are copied to a new memory page visible only to your process. This private memory usually comes from anonymous swap space or the system pagefile. Hence, private mapped files require more system resources than shared mappings.

It is possible for some processes to use private mappings to a given file while others use a public mapping to the same file. In such cases, the private mappings will see changes made by the public processes up until the moment the private process itself makes a change to the page. The pagesize granularity and timing issues between such processes can make such scenarios very difficult to control. Avoid combining simultaneous shared and private mappings to the same file.

───

SIZE

Set this keyword equal to a `size` vector specifying the type and dimensions to be associated with the memory segment. The format of a size vector is given in the description of the SIZE function.

SYSV

Under UNIX, the default form of anonymous memory is Posix shared memory, (`shm_open()` and `shm_unlink()`). Specify the SYSV keyword to use System V shared memory (`shmget()`, `shmctl()`, and `shmdt()`) instead. On systems where it is available, Posix shared memory is more flexible and has fewer limitations. System V shared memory is available on all UNIX implementations, and serves as an alternative when Posix memory does not exist, or when interfacing to exiting non-IDL software that uses System V shared memory. See "Types Of Memory Segments" on page 2246 for a full discussion.

TEMPLATE

Set this keyword equal to a variable of the type and dimensions to be associated with the memory segment.

TYPE

Set this keyword to specify the type code for the memory segment. See the description of the SIZE function for a list of IDL type codes.

UINT

Set this keyword to specify that the memory segment should be treated as an unsigned integer array.

ULONG

Set this keyword to specify that the memory segment should be treated as an unsigned longword integer array.

UL64

Set this keyword to specify that the memory segment should be treated as an unsigned 64-bit integer array.

Types Of Memory Segments

SHMMAP is a relatively direct interface to the shared memory and file mapping primitives provided by the underlying operating system. The SHMMAP interface attempts to minimize the differences between these primitives, and for simple shared memory use, it may not be necessary to fully understand the underlying mechanisms. For most purposes, however, it is necessary to understand the operating system primitives in order to understand how to use SHMMAP properly.

UNIX

In modern UNIX systems, the `mmap()` system call forms the primary basis for both file mapping and anonymous shared memory. The existence of System V shared memory, which is an older form of anonymous shared memory, adds some complexity to the situation.

UNIX Memory Mapped Files

To memory map a file under UNIX, you open the file using the `open()` system call, and then map it using `mmap()`. Once the file is mapped, you can close the file, and the mapping remains in place until explicitly unmapped, or until the process exits or calls `exec()` to run a different program.

If more than one process maps a file at the same time using the `MAP_SHARED` flag to `mmap()`, then those processes will be able to see each others' changes. Hence, memory mapped files are one form of shared memory. Although the requirement for a scratch file large enough to satisfy the mapping is inconvenient, limitations in System V shared memory have led many UNIX programmers to use memory mapped files in this way.

UNIX System V Shared Memory

Anonymous shared memory has traditionally been implemented via an API commonly referred to as System V IPC. The `shmget()` function is used to create a shared memory segment. The caller does not name the segment. Instead, the operating system assigns each such segment a unique integer ID when it is created. Once a shared memory segment exists, the `shmdt()` function can be used to map it into the address space of any process that knows the identifier. This segment persists in the OS kernel until it is explicitly destroyed via the `shmctl()` function, or until the system is rebooted. This is true even if there are no processes currently mapped to the segment. This can be convenient in situations where the need for the shared memory is long lived, and programs that need it come and go. It also can create a problem, however, since shared memory segments that are not explicitly destroyed

can cause memory leaks in the operating system. Hence, it is important to properly destroy such segments when they are no longer required.

System V shared memory has been part of UNIX for a long time. It is available on all UNIX platforms, and there is a large amount of existing code that uses it. There are, however, some limitations on its utility:

- Many systems place extremely small limits on the size allowed for such memory segments. These limits are often kernel parameters that can be adjusted by the system administrator. The details are highly system dependent. Consult your system documentation for details.

- The caller does not have the option of naming the shared memory segment. Instead, the operating system assigns an arbitrary number, which means that processes that want to map such a segment have to have a mechanism for finding the correct identifier to use before they can proceed. This, in turn, requires some additional form of interprocess communication.

Preferably, use Posix shared memory instead of System V shared memory for those platforms that support it and with applications that can use it. Under UNIX, SHMMAP defaults to Posix shared memory to implement anonymous shared memory. To use System V shared memory, you must specify the SYSV keyword. See the Examples section below for an example of using System V shared memory.

Posix Shared Memory

Posix shared memory is a newer alternative for anonymous shared memory. It is part of the UNIX98 standard, and although not all current UNIX systems support it, it will in time be available on all UNIX systems. Posix shared memory uses the shm_open() and ftruncate() system calls to create a memory segment that can be accessed via a file descriptor. This descriptor is then used with the mmap() system call to map the memory segment in the usual manner. The primary difference between this, and simply using mmap() on a scratch file to implement shared memory is that no scratch file is required (the disk space comes from the system swapspace). As with System V shared memory, Posix shared memory segments exist in the operating system until explicitly destroyed (using the shm_unlink() system call). Unlike System V shared memory, but like all the other forms, Posix shared memory allows the caller to supply the name of the segment. This simplifies the situation in which multiple processes want to map the same segment. One of them creates it, and the others simply map it, all of them using the same name to reference it.

Posix shared memory is the default for SHMMAP on all UNIX platforms — even those that do not yet support it. (To use System V shared memory instead, you must

specify the SYSV keyword.) There are several reasons for making Posix shared memory the default for all UNIX platforms:

- To remain UNIX compliant, all platforms will have to implement the UNIX98 standard. Most have, and the remainder are currently in the process of doing so. We believe that Posix shared memory will be available on all UNIX systems very soon.

- Having different defaults for different UNIX platforms would cause unnecessary confusion; the confusion would only increase as platforms added support for Posix shared memory, causing the platform's SHMMAP default to change with later IDL releases. Since in most cases you need to know the underlying mechanism in use, the default should be easy to determine, and should not change over time.

- In the long run, it is desirable for the best option to be the default.

Microsoft Windows

Under Microsoft Windows, the `CreateFileMapping()` system call forms the basis for shared memory as well as memory mapped files. To map a file, you open the file and then pass the handle for that file to `CreateFileMapping()`. To create a region of anonymous mapped memory instead of a mapped file, you pass a special file handle (`0xffffffff`) to `CreateFileMapping()`. In this case, the disk space used to back the shared memory is taken from the system pagefile. `CreateFileMapping()` accepts an optional parameter (`lpname`), which if present, is used to give the resulting memory mapping object a system global name. If you specify such a name, and a mapping object with that name already exists, you will receive a handle to the existing mapping object. Otherwise, `CreateFileMapping()` creates a new mapping object for the file. Hence, to create anonymous (no file) shared memory between unrelated processes, IDL calls `CreateFileMapping()` with the special `0xffffffff` file handle, and specifies a global name for it.

A global name (supplied via the OS_HANDLE keyword) is the only name by which an anonymous shared memory segment can be referenced within the system. Global names are not required for memory mapped files, because each process can create a separate mapping object and use it to refer to the same file. Although this does allow the unrelated processes to see each others' changes, their views of the file will not be *coherent* (that is, identical). With coherent access, all processes see exactly the same memory at exactly the same time because they are all mapping the same physical page of memory. To get coherent access to a memory mapped file, every process should specify the OS_HANDLE keyword to ensure that they use the same mapping object. Coherence is only an issue when the contents of the file are altered; when using read-only access to a mapped file, you need not be concerned with this issue.

The Windows operating system automatically destroys a mapping object when the last process with an open handle to it closes that handle. Destruction of the mapping object may be the result of an explicit call to `CloseHandle()`, or may involve an implicit close that happens when the process exits. This differs from the UNIX behavior for anonymous shared memory, and consequently the benefits and disadvantages are reversed. The advantage is that it is not possible to forget to destroy a mapping object, and end up with the operating system holding memory that is no longer useful, but which cannot be freed. On the other hand, you must ensure that at least one open handle to the object is open at all times, or the system might free an object that you intended to use again.

Note

Under Windows, when attaching to an existing memory object by providing the global segment name, IDL is not able to verify that the memory segment returned by the operating system is large enough to satisfy the IDL array specified to SHMMAP for its type and size. If the segment is not large enough, the IDL program will crash with an illegal memory access exception when it attempts to access memory addresses beyond the end of the segment. Hence, the IDL user must ensure that such pre-existing memory segments are long enough for the specified IDL array.

Reference Counts And Memory Segment Lifecycle

You can see a list of all current memory segments created with SHMMAP by issuing the statement

```
HELP, /SHARED_MEMORY
```

To access a current segment, it must be tied to an IDL variable using the SHMVAR function. IDL maintains a reference count of the number of variables currently accessing each memory segment, and does not allow a memory segment to be removed from the IDL process as long as variables that reference it still exist.

SHMMAP will not allow you to create a new memory segment with the same *SegmentName* as an existing segment. You should therefore be careful to pick unique segment names. One way to ensure that segment names are unique is to not provide the *SegmentName* argument when calling SHMMAP. In this case, SHMMAP will automatically choose a unique name, which can be obtained using the GET_NAME keyword.

The SHMUNMAP procedure is used to remove a memory segment from the IDL session. In addition, it may remove the memory segment from the system. (Whether the memory segment is removed from the system depends on the type of segment,

and on the arguments used with SHMMAP when the segment was initially attached.)
If no variables from the current IDL session are accessing the segment (that is, if the
IDL-maintained reference count is 0), the segment is removed immediately. If
variables in the current IDL session are still referencing the segment, the segment is
marked for removal when the last such variable drops its reference. Once
SHMUNMAP is called on a memory segment, no additional calls to SHMVAR are
allowed for it within the current IDL session; this means that a segment marked by
SHMUNMAP as *UnmapPending* cannot be used for new variables within the current
IDL session.

Note ───

IDL has no way to determine whether a process other than itself is accessing a
shared memory segment. As a result, it is possible for IDL to destroy a memory
segment that is in use by another process. The specific details depend on the type of
memory segment, and the options used with SHMMAP when the segment was
loaded. When creating applications that use shared memory, you should ensure that
all applications that use the segment (be they instances of IDL or any other
application) communicate regarding their use of the shared memory and act in a
manner that avoids this pitfall.

───

Examples

Example 1

Create a shared memory segment of 1000000 double-precision data elements, and
then fill it with a DINDGEN ramp:

```
SHMMAP, 'MYSEG', /DOUBLE, 1000000
z = SHMVAR('MYSEG')
z[0] = DINDGEN(1000000)
```

Note ───

When using shared memory, using the explicit subscript of the variable (z, in this
case) maintains the variable's connection with the shared memory segment. When
not using shared memory, assignment without subscripting is more efficient and is
recommended.

───

Example 2

Create the same shared memory segment as the previous example, but let IDL choose
the segment name:

```
SHMMAP, /DOUBLE, DIMENSION=[1000000], GET_NAME=segname
```

```
z = SHMVAR(segname)
z[0] = DINDGEN(1000000)
```

Example 3

Create the same shared memory segment as the previous example, but use a temporary file, mapped into IDL's address space, instead of anonymous shared memory. The file needs to be the correct length for the data we will be mapping onto it. We satisfy this need while simultaneously initializing it with the DINDGEN vector by writing the vector to the file. The use of the OS_HANDLE keyword improves performance and correctness under Windows while being quietly ignored under UNIX:

```
filename = FILEPATH('idl_scratch', /TMP)
OPENW, unit, filename, /GET_LUN
WRITEU, unit, DINDGEN(1000000)
CLOSE, unit
SHMMAP, /DOUBLE, DIMENSION=[1000000], GET_NAME=segname, $
FILENAME=filename, OS_HANDLE='idl_scratch'
z = SHMVAR(segname)
```

Example 4

Create an anonymous shared memory segment using UNIX System V shared memory. Use of System V shared memory differs from the other methods in two ways:

- The system identifier for the segment is a number chosen by the system instead of a name selected by the user.

- With SYSV memory, you have to explicitly indicate whether the operation is a create operation (no OS_HANDLE keyword) or merely an attach to an existing segment (OS_HANDLE is present). The other methods create the segment as needed, and will automatically attach to a memory segment with the desired operating system handle if it already exists. The SHMMAP call does not explicitly have to specify that the segment should be created.

In this example, we will use the type and size of the existing myvar variable to determine the size of the memory:

```
SHMMAP, TEMPLATE=myvar, GET_NAME=segname, /SYSV, $
   GET_OS_HANDLE=oshandle
```

In this case, the SYSV keyword forces the use of System V shared memory. The absence of the OS_HANDLE keyword tells SHMMAP to create the segment, instead of simply mapping an existing one. In a different IDL session running on the same

machine, if you knew the proper OS_HANDLE value for this segment, you could attach to the segment created above as follows:

```
SHMMAP, TEMPLATE=myvar, GET_NAME=segname, /SYSV, $
   OS_HANDLE=oshandle
```

In this case, the OS_HANDLE keyword tells SHMMAP the identifier of the memory segment, causing it to attach to the existing segment instead of creating a new one.

Version History

5.6	Introduced
6.0	Added FILENAME and PRIVATE keywords

See Also

SHMDEBUG, SHMUNMAP, SHMVAR

SHMUNMAP

The SHMUNMAP procedure is used to remove a memory segment previously created by SHMMAP from the IDL session. In addition, it may remove the memory segment from the system. (Whether the memory segment is removed from the system depends on the type of segment, and on the arguments used with SHMMAP when the segment was initially attached.) If no variables from the current IDL session are accessing the segment (that is, if the IDL-maintained reference count is 0), the segment is removed immediately. If variables in the current IDL session are still referencing the segment, the segment is marked for removal when the last such variable drops its reference.

During this *UnmapPending* phase:

- The segment still exists in the system, so attempts to use SHMMAP to create a new segment with the same *SegmentName* will fail.

- Additional calls to SHMVAR to attach new variables to this segment will fail.

Note

IDL has no way to determine whether a process other than itself is accessing a shared memory segment. As a result, it is possible for IDL to destroy a memory segment that is in use by another process. The specific details depend on the type of memory segment, and the options used with SHMMAP when the segment was loaded. When creating applications that use shared memory, you should ensure that all applications that use the segment (be they instances of IDL or any other application) communicate regarding their use of the shared memory and act in a manner that avoids this pitfall.

Syntax

SHMUNMAP, *SegmentName*

Arguments

SegmentName

A scalar string containing the IDL name for the shared memory segment, as assigned by SHMMAP.

Keywords

None.

Examples

To destroy a memory segment previously created by SHMMAP with the segment name myseg:

```
SHMUNMAP, 'myseg'
```

Version History

5.6	Introduced

See Also

SHMDEBUG, SHMMAP, SHMVAR

SHMVAR

The SHMVAR function creates an IDL array variable that uses the memory from a current mapped memory segment created by the SHMMAP procedure. Variables created by SHMVAR are used in much the same way as any other IDL variable, and provide the IDL user with the ability to alter the contents of anonymous shared memory or memory mapped files.

By default, the variable created by SHMVAR is given the type and dimensions that were specified to SHMMAP when the memory segment was created. However, this default can be changed by SHMVAR via a variety of keywords as well as via the D_i arguments. The created array can be of any type except for pointer, object reference, or string. Structure types are allowed as long as they do not contain any pointers, object references, or strings.

Note

When assigning values to the returned array variable, explicitly make the assignment to the first element of the returned array. For example, the following creates a shared memory segment of 1000000 double-precision data elements, and then fills it with a DINDGEN ramp

```
SHMMAP, 'MYSEG', /DOUBLE, 1000000
z = SHMVAR('MYSEG')
z[0] = DINDGEN(1000000)
```

This technique maintains the array variable's connection with the shared memory segment.

Syntax

Result = SHMVAR(*SegmentName* [, D_1, ..., D_8] [, /BYTE] [, /COMPLEX]
   [, /DCOMPLEX] [, DIMENSION=*value*] [, /DOUBLE] [, /FLOAT]
   [, /INTEGER] [, /L64] [, /LONG] [, SIZE=*value*] [, TEMPLATE=*value*]
   [, TYPE=*value*] [, /UINT] [, /UL64] [, /ULONG])

Return Value

An IDL array variable that uses memory from the specified mapped memory segment.

Arguments

SegmentName

A scalar string supplying the IDL name for the shared memory segment, as assigned by SHMMAP.

D_i

The dimensions of the result. The D_i arguments can be either a single array containing the dimensions or a sequence of scalar dimensions. Up to eight dimensions can be specified. If no dimensions are specified, the parameters specified to SHMMAP are used.

Keywords

BYTE

Set this keyword to specify that the memory segment should be treated as a byte array.

COMPLEX

Set this keyword to specify that the memory segment should be treated as a complex, single-precision floating-point array.

DCOMPLEX

Set this keyword to specify that the memory segment should be treated as a complex, double-precision floating-point array.

DIMENSION

Set this keyword equal to a vector of 1 to 8 elements specifying the dimensions of the result. This is equivalent to the array form of the D_i plain arguments. If no dimensions are specified, the parameters specified to SHMMAP are used.

DOUBLE

Set this keyword to specify that the memory segment should be treated as a double-precision floating-point array.

FLOAT

Set this keyword to specify that the memory segment should be treated as a single-precision floating-point array.

INTEGER

Set this keyword to specify that the memory segment should be treated as an integer array.

L64

Set this keyword to specify that the memory segment should be treated as a 64-bit integer array.

LONG

Set this keyword to specify that the memory segment should be treated as a longword integer array.

SIZE

Set this keyword equal to a size vector specifying the type and dimensions to be associated with the memory segment. The format of a size vector is given in the description of the SIZE function. If no dimensions are specified, the parameters specified to SHMMAP are used.

TEMPLATE

Set this keyword equal to a variable of the type and dimensions to be associated with the memory segment. If no dimensions are specified, the parameters specified to SHMMAP are used.

TYPE

Set this keyword to specify the type code for the memory segment. See the description of the SIZE function for a list of IDL type codes.

UINT

Set this keyword to specify that the memory segment should be treated as an unsigned integer array.

ULONG

Set this keyword to specify that the memory segment should be treated as an unsigned longword integer array.

UL64

Set this keyword to specify that the memory segment should be treated as an unsigned 64-bit integer array.

Examples

See the examples given for the SHMMAP procedure.

Version History

5.6	Introduced

See Also

SHMDEBUG, SHMMAP, SHMUNMAP

SHOW3

The SHOW3 procedure combines an image, a surface plot of the image data, and a contour plot of the images data in a single tri-level display.

This routine is written in the IDL language. Its source code can be found in the file show3.pro in the lib subdirectory of the IDL distribution.

Syntax

SHOW3, *Image* [, *X*, *Y*] [, /INTERP] [, E_CONTOUR=*structure*]
  [, E_SURFACE=*structure*] [, SSCALE=*scale*]

Arguments

Image

The two-dimensional array to display.

X

A vector containing the X values of each column of *Image*. If the *X* argument is omitted, columns have values 0, 1, ..., *n*columns-1.

Y

A vector containing the Y values of each row of *Image*. If the *Y* argument is omitted, rows have values 0, 1, ..., *n*rows-1.

Keywords

INTERP

Set this keyword to use bilinear interpolation on the pixel display. This technique is slightly slower, but for small images, it makes a better display.

E_CONTOUR

Set this keyword equal to an anonymous structure containing additional keyword parameters that are passed to the CONTOUR procedure. Tag names in the structure should be valid keyword arguments to CONTOUR, and the values associated with each tag should be valid keyword values.

E_SURFACE

Set this keyword equal to an anonymous structure containing additional keyword parameters that are passed to the SURFACE procedure. Tag names in the structure should be valid keyword arguments to SURFACE, and the values associated with each tag should be valid keyword values.

SSCALE

Reduction scale for surface. The default is 1. If this keyword is set to a value other than 1, the array size is reduced by this factor for the surface display. That is, the number of points used to draw the wire-mesh surface is reduced. If the array dimensions are not an integral multiple of SSCALE, the image is reduced to the next smaller multiple.

Examples

```
; Create a dataset:
A = BESELJ(SHIFT(DIST(30,20), 15, 10)/2.,0)

; Show it with default display:
SHOW3, A

; Specify X axis proportional to square root of values:
SHOW3, A, SQRT(FINDGEN(30))

; Label CONTOUR lines with double size characters, and include
; downhill tick marks:
SHOW3, A, E_CONTOUR={C_CHARSIZE:2, DOWN:1}

; Draw a surface with a skirt and scale Z axis from -2 to 2:
SHOW3, A, E_SURFACE={SKIRT:-1, ZRANGE:[-2,2]}
```

Combining Images with Three-Dimensional Graphics

Images are combined with three-dimensional graphics, as shown in the figure below, using the transformation techniques described above.
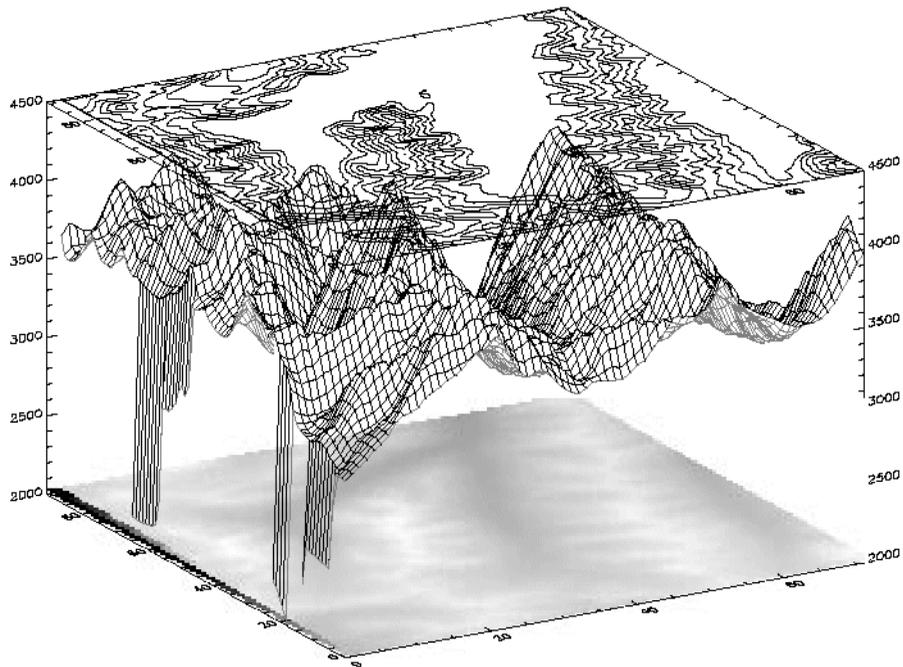
Figure 21-7: Using SHOW3 to Overlay an Image, Surface Mesh, and Contour

The rectangular image must be transformed so that it fits underneath the mesh drawn by SURFACE. The general approach is as follows:

- Use SURFACE to establish the general scaling and geometrical transformation. Draw no data, as the graphics made by SURFACE will be over-written by the transformed image.

- For each of the four corners of the image, translate the data coordinate, which is simply the subscript of the corner, into a device coordinate. The data coordinates of the four corners of an (m, n) image are $(0, 0)$, $(m–1, 0)$, $(0, n–1)$, and $(m–1, n–1)$. Call this data coordinate system (x, y). Using a procedure or function similar to CVT_TO_2D (see "Three-Dimensional Direct Graphic Coordinate Conversion" on page 384) convert to device coordinates, which in this discussion are called (U, V).

- The image is transformed from the original *xy* coordinates to a new image in *UV* coordinates using the POLY_2D function. POLY_2D accepts an input image and the coefficients of a polynomial in UV giving the *xy* coordinates in the original image. The equations for *x* and *y* are below.

$$X = S_{0,0} + S_{1,0}U + S_{1,0}V + S_{1,1}UV$$

$$Y = T_{0,0} + T_{1,0}U + T_{1,0}V + T_{1,1}UV$$

We solve for the four unknown *S* coefficients using the four equations relating the *x* corner coordinates to their *U* coordinates. The *T* coefficients are similarly found using the *y* and *V* coordinates. This can be done using matrix operators and inversion or more simply, with the procedure POLY_WARP.

- The new image is a rectangle that encloses the quadrilateral described by the UV coordinates. Its size is specified in the formula below:

$(\text{MAX}(U) - \text{MIN}(U) + 2, \text{MAX}(V) - \text{MIN}(V) + 1)$

- POLY_2D is called to form the new image which is displayed at device coordinate $(\text{MIN}(U), \text{MIN}(V))$.

- SURFACE is called once again to display the mesh surface over the image.

- Finally, CONTOUR is called with ZVALUE set to 1.0, placing the contour above both the image and the surface.

The SHOW3 procedure performs these operations. It should be examined for details of how images and graphics can be combined.

The following IDL commands were used to create the previous image:

```
; Restore variables:
@cntour01
; Reduce the size of elev array:
new = REBIN(elev, 360/5, 460/5)
; Create an array of levels for CONTOUR:
levs = (FINDGEN(10)*100)+3500
; Use SHOW3. Note the use of keywords E_SURFACE
; and E_CONTOUR to pass values to the SURFACE and
; CONTOUR routines used within SHOW3.
SHOW3, new, E_SURFACE={min:2000}, E_CONTOUR={levels:levs}
```

Note

See "Running the Example Code" on page 42 if IDL does not find the referenced batch file.

Version History

Original	Introduced

See Also

CONTOUR, ICONTOUR, ISURFACE, SURFACE

SHOWFONT

The SHOWFONT procedure displays a TrueType or vector-drawn font (from the file hersh1.chr, located in the resource/fonts subdirectory of the IDL distribution) on the current graphics device.

This routine is written in the IDL language. Its source code can be found in the file showfont.pro in the lib subdirectory of the IDL distribution.

Syntax

SHOWFONT, *Font*, *Name* [, /ENCAPSULATED] [, /TT_FONT]

Arguments

Font

The index number of the font (may range from 3 to 29) or, if the TT_FONT keyword is set, a string that contains the name of the TrueType font to display.

Name

A string that contains the text of a title to appear at the top of the font display.

Keywords

ENCAPSULATED

Set this keyword, if the current graphics device is "PS", to make encapsulated PostScript output.

TT_FONT

If this keyword is set, the specified font will be interpreted as a TrueType font.

Examples

To create a display of the Helvetica italic TrueType font on the screen:

```
SHOWFONT, 'Helvetica Italic', 'Helvetica Italic', /TT_FONT
```

To create a display of Font 3 for PostScript:

```
; Set output to PostScript:
SET_PLOT, 'PS'

; Specify the output filename. If we didn't specify this, the file
; would be saved as idl.ps by default:
DEVICE, FILENAME='font3.ps'

;Display font 3:
SHOWFONT, 3, 'Simplex Roman'

; Close the new PS file:
DEVICE, /CLOSE
```

Version History

Pre-4.0	Introduced

See Also

EFONT, PS_SHOW_FONTS

SIMPLEX

The SIMPLEX function uses the simplex method to solve linear programming problems. Given a set of *N* independent variables X_i, where $i = 0, ..., N$, the simplex method seeks to maximize the following function,

$$Z = a_1 X_1 + a_2 X_2 + \ldots a_N X_N$$

with the assumption that $X_i \geq 0$. The X_i are further constrained by the following equations:

$$b_{j1} X_1 + b_{j2} X_2 + \ldots b_{jN} X_N \leq c_j \quad j = 1, 2, \ldots, M_1$$

$$b_{j1} X_1 + b_{j2} X_2 + \ldots b_{jN} X_N \geq c_j \quad j = M_1 + 1, M_1 + 2, \ldots, M_1 + M_2$$

$$b_{j1} X_1 + b_{j2} X_2 + \ldots b_{jN} X_N = c_j \quad j = M_1 + M_2 + 1, M_1 + M_2 + 2, \ldots, M$$

where $M = M_1 + M_2 + M_3$ is the total number of equations, and the constraint values c_j must all be positive.

To solve the above problem using the SIMPLEX function, the *Z* equation is rewritten as a vector:

$$Z_{equation} = \begin{bmatrix} a_1 & a_2 & \ldots a_N \end{bmatrix}$$

The constraint equations are rewritten as a matrix with *N*+1 columns and *M* rows, where all of the *b* coefficients have had their sign reversed:

$$Constraints = \begin{bmatrix} c_1 & -b_{11} & -b_{12} \ldots -b_{1N} \\ c_2 & -b_{21} & -b_{22} \ldots -b_{2N} \\ \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots \\ c_M & -b_{M1} & -b_{M2} \ldots -b_{MN} \end{bmatrix}$$

Note ————————————————————————————————

The constraint matrix must be organized so that the coefficients for the less-than ($<$) equations come first, followed by the coefficients of the greater-than ($>$) equations, and then the coefficients of the equal ($=$) equations.

———————————————————————————————————————

The SIMPLEX function is based on the routine `simplx` described in section 10.8 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SIMPLEX(*Zequation*, *Constraints*, M_1, M_2, M_3
    [, *Tableau* [, *Izrov* [, *Iposv*]]] [, /DOUBLE] [, EPS = *value*]
    [, STATUS = *variable*])

Return Value

The *Result* is a vector of *N*+1 elements containing the maximum *Z* value and the values of the *N* independent *X* variables (the optimal feasible vector):

$$\text{Result} = \left[Z_{max} \ X_1 \ X_2 ... X_N \right]$$

Arguments

Zequation

A vector containing the *N* coefficients of the $Z_{equation}$ to be maximized.

Constraints

An array of *N*+1 columns by *M* rows containing the constraint values and coefficients for the constraint equations.

M1

An integer giving the number of less-than constraint equations contained in *Constraints*. *M1* may be zero, indicating that there are no less than constraints.

M2

An integer giving the number of greater-than constraint equations contained in *Constraints*. *M2* may be zero, indicating that there are no greater than constraints.

M3

An integer giving the number of equal-to constraint equations contained in *Constraints*. *M3* may be zero, indicating that there are no equal to constraints. The total of *M1* + *M2* + *M3* should equal M, the number of constraint equations.

Tableau

Set this optional argument to a named variable in which to return the output array from the simplex algorithm. For more detailed discussion about this argument, see the write-up in section 10.8 of *Numerical Recipes in C*.

Izrov

Set this optional argument to a named variable in which to return the output izrov variable from the simplex algorithm. For more detailed discussion about this argument, see the write-up in section 10.8 of *Numerical Recipes in C*.

Iposv

Set this optional argument to a named variable in which to return the output iposv variable from the simplex algorithm. For more detailed discussion about this argument, see the write-up in section 10.8 of *Numerical Recipes in C*.

Keywords

DOUBLE

Set this keyword to use double-precision for computations and to return a double-precision result. Set DOUBLE to 0 to use single-precision for computations and to return a single-precision result. The default is /DOUBLE if any of the inputs are double-precision, otherwise the default is 0.

EPS

Set this keyword to a number close to machine accuracy, which is used to test for convergence at each iteration. The default is 10^{-6}.

STATUS

Set this keyword to a named variable to receive the status of the operation. Possible status values are:

Value	Description
0	Successful completion.
1	The objective function is unbounded.

Table 21-5: SIMPLEX Function Status Values

Value	Description
2	No solution satisfies the given constraints.
3	The routine did not converge.

Table 21-5: SIMPLEX Function Status Values (Continued)

Examples

The following example is taken from *Numerical Recipes in C*.

Find the Z value which maximizes the equation $Z = X_1 + X_2 + 3 X_3 - 0.5 X_4$, with the following constraints:

$$X_1 + 2X_3 \leq 740$$
$$2X_2 - 7X_4 \leq 0$$
$$X_2 - X_3 + 2X_4 \geq 0.5$$
$$X_1 + X_2 + X_3 + X_4 = 9$$

To find the solution, enter the following code at the IDL command line:

```
; Set up the Zequation with the X coefficients.
Zequation = [1,1,3,-0.5]
; Set up the Constraints matrix.
Constraints = [ $
   [740, -1,  0, -2,  0], $
   [  0,  0, -2,  0,  7], $
   [0.5,  0, -1,  1, -2], $
   [  9, -1, -1, -1, -1] ]
; Number of less-than constraint equations.
m1 = 2
; Number of greater-than constraint equations.
m2 = 1
; Number of equal constraint equations.
m3 = 1
;
; Call the function.
result = SIMPLEX(Zequation, Constraints, m1, m2, m3)
;
; Print out the results.
PRINT, 'Maximum Z value is: ', result[0]
PRINT, 'X coefficients are: '
PRINT, result[1:*]
```

IDL prints:

```
Maximum Z value is:        17.0250
X coefficients are:
      0.000000      3.32500       4.72500       0.950000
```

Therefore, the optimal feasible vector is $X_1 = 0.0$, $X_2 = 3.325$, $X_3 = 4.725$, and $X_4 = 0.95$.

Version History

5.5	Introduced

See Also

AMOEBA, DFPMIN, POWELL

SIN

The periodic function SIN returns the trigonometric sine of X.

Syntax

Result = SIN(*X*)

Return Value

Returns the double-precision floating-point, complex or single-precision floating-point value.

Arguments

X

The angle for which the sine is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. When applied to complex numbers:

$$\text{SIN}(x) = (\text{EXP}(i*x) + 1/\text{EXP}(i*x))/(2*i)$$

where *i* is defined as COMPLEX(0, 1).

If input argument *X* is an array, the result has the same structure, with each element containing the sine of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the sine of 0.5 radians and print the result, enter:

```
PRINT, SIN(0.5)
```

The following example plots the SIN function between 0 and 2π with 100 intervals:

```
X = 2*!PI/100 * FINDGEN(100)
PLOT, X, SIN(X)
```

Note

!PI is a read-only system variable that contains the single-precision value for π.

Version History

Original	Introduced

See Also

ASIN, SINH

SINDGEN

The SINDGEN function returns a string array with the specified dimensions. Each element of the array is set to the string representation of the value of its one-dimensional subscript, using IDL's default formatting rules.

Syntax

Result = SINDGEN(D_1 [, ..., D_8])

Return Value

Returns a string array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Examples

To create S, a six-element string vector with each element set to the string value of its subscript, enter:

```
S = SINDGEN(6)
```

Version History

Original	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, L64INDGEN, LINDGEN, UINDGEN, UL64INDGEN, ULINDGEN

SINH

The SINH function returns the hyperbolic sine of X.

Syntax

Result = SINH(*X*)

Return Value

Returns the double-precision floating-point, complex or single-precision floating-point value.

Arguments

X

The angle for which the hyperbolic sine is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. SINH is defined as:

$$\sinh x = (e^u - e^{-u}) / 2$$

If *X* is an array, the result has the same structure, with each element containing the hyperbolic sine of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the hyperbolic sine of each element in the array [.5, .2, .4] and print the result, enter:

```
PRINT, SINH([.5, .2, .4])
```

To plot the SINH function between 0 and 2π with 100 intervals, enter:

```
X = 2*!PI/100 * FINDGEN(100)
PLOT, X, SINH(X)
```

Note ──
!PI is a read-only system variable that contains the single-precision value of π.
──

Version History

Original	Introduced

See Also

ASIN, SIN

SIZE

The SIZE function returns size and type information for its argument if no keywords are set. If a keyword is set, SIZE returns the specified quantity.

Syntax

Result = SIZE(*Expression* [, /L64] [, /DIMENSIONS | , /FILE_LUN | , /FILE_OFFSET | , /N_DIMENSIONS | , /N_ELEMENTS | , /SNAME, | , /STRUCTURE | , /TNAME | , /TYPE])

Return Value

If no keywords are set, SIZE returns a vector of integer type. The first element is equal to the number of dimensions of *Expression*. This value is zero if *Expression* is scalar or undefined. The next elements contain the size of each dimension, one element per dimension (none if *Expression* is scalar or undefined). After the dimension sizes, the last two elements contain the type code (zero if undefined) and the number of elements in *Expression*, respectively. The type codes are listed below.

If a keyword is set, SIZE returns the specified information.

IDL Type Codes and Names

The following table lists the IDL type codes and type names returned by the SIZE function:

Type Code	Type Name	Data Type
0	UNDEFINED	Undefined
1	BYTE	Byte
2	INT	Integer
3	LONG	Longword integer
4	FLOAT	Floating point
5	DOUBLE	Double-precision floating
6	COMPLEX	Complex floating

Table 21-6: IDL Type Codes and Names

Type Code	Type Name	Data Type
7	STRING	String
8	STRUCT	Structure
9	DCOMPLEX	Double-precision complex
10	POINTER	Pointer
11	OBJREF	Object reference
12	UINT	Unsigned Integer
13	ULONG	Unsigned Longword Integer
14	LONG64	64-bit Integer
15	ULONG64	Unsigned 64-bit Integer

Table 21-6: IDL Type Codes and Names (Continued)

Arguments

Expression

The expression for which size information is requested.

Keywords

With the exception of L64, the following keywords determine the return value of the SIZE function and are mutually exclusive — specify at most one of the following.

DIMENSIONS

Set this keyword to return the dimensions of *Expression*. If *Expression* is scalar, the result is a scalar containing a 0. For arrays, the result is an array containing the array dimensions. The result is a 32-bit integer when possible, and 64-bit integer if the number of elements in *Expression* requires it. Set L64 to force 64-bit integers to be returned in all cases.If *Expression* is undefined, IDL reports eight dimensions.

FILE_LUN

Set this keyword to return the file unit to which *Expression* is associated, if it is an IDL file variable, as created with the ASSOC function. If *Expression* is not a file variable, 0 is returned (0 is not a valid file unit for ASSOC).

FILE_OFFSET

Set this keyword to return the ASSOC file offset for *Expression*. In the case of ASSOC file variables, this is the value of the *Offset* argument specified to ASSOC when the variable was created. In the case of regular non-file variables, 0 is returned. The result will be 32-bit integer when possible, and 64-bit integer if the size of the offset requires it. Set L64 to force a 64-bit integer to be returned in all cases.

L64

By default, the result of SIZE is 32-bit integer when possible, and 64-bit integer if the number of elements in *Expression* requires it. Set L64 to force 64-bit integers to be returned in all cases. In addition to affecting the default result, L64 also affects the output from the DIMENSIONS, FILE_OFFSET, N_ELEMENTS, and STRUCTURE keywords.

Note ────────────────────────────────────

Only 64-bit versions of IDL are capable of creating variables requiring 64-bit SIZE output. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit or not.

──

N_DIMENSIONS

Set this keyword to return the number of dimension in *Expression*, if it is an array. If *Expression* is scalar or undefined, 0 is returned.

N_ELEMENTS

Set this keyword to return the number of data elements in *Expression*. Setting this keyword is equivalent to using the N_ELEMENTS function. The result will be 32-bit integer when possible, and 64-bit integer if the number of elements in *Expression* requires it. Set L64 to force 64-bit integers to be returned in all cases. If *Expression* is undefined, 0 is returned.

SNAME

Set this keyword to return the name of the structure definition for *Expression*, if *Expression* is a named structure. If *Expression* is not a named structure, a null string is returned. The string returned by this keyword is the same as that returned by TAG_NAMES(/STRUCTURE_NAME).

STRUCTURE

Set this keyword to return all available information about *Expression* in a structure.

Note ───

Since the structure is a named structure, the size of its fields is fixed. The result is an IDL_SIZE (32-bit) structure when possible, and an IDL_SIZE64 structure otherwise. Set L64 to force an IDL_SIZE64 structure to be returned in all cases.

───

The following are descriptions of the fields in the returned structure:

Field	Description
TYPE_NAME	Name of IDL type of *Expression*
STRUCTURE_NAME	If *Expression* is a named (not anonymous) structure, the name of the structure definition; otherwise, a null string
TYPE	Type code of *Expression*
FILE_LUN	If *Expression* is an IDL file variable, as created with the ASSOC function, the file unit to which it is associated; otherwise, 0
FILE_OFFSET	If *Expression* is an IDL file variable, as created with the ASSOC function, the offset specified to ASSOC when the variable was created; otherwise, 0
N_ELEMENTS	Number of data elements in *Expression*
N_DIMENSIONS	If *Expression* is an array, the number of dimensions; otherwise, 0
DIMENSIONS	An 8-element array containing the dimensions of *Expression*

Table 21-7: Structure Fields

TNAME

Set this keyword to return the IDL type of *Expression* as a string. See "IDL Type Codes and Names" on page 2277 for details.

TYPE

Set this keyword to return the IDL type code for *Expression*. See "IDL Type Codes and Names" on page 2277 for details. For an example illustrating how to determine the type code of an expression, see "Example: Returning the IDL Type Code of an Expression" on page 2281.

Examples

Print the size information for a 10 by 20 floating-point array by entering:

```
PRINT, SIZE(FINDGEN(10, 20))
```

IDL prints:

```
    2   10   20    4   200
```

This IDL output indicates the array has 2 dimensions, equal to 10 and 20, a type code of 4, and 200 elements total. Similarly, to print only the number of dimensions of the same array:

```
PRINT, SIZE(FINDGEN(10, 20), /N_DIMENSIONS)
```

IDL prints:

```
    2
```

Example: Returning the IDL Type Code of an Expression

The following example illustrates two ways in which to determine the type code of the input expression (see "IDL Type Codes and Names" on page 2277 for a list). The type code is always the next to last element in the result returned by the SIZE function. Using this information, and the N_ELEMENTS procedure, you can quickly access the data's type code. For example:

```
array = [[1,2,3], [4,5,6], [7,8,9]]

; A more flexible method:
sz = SIZE(array)
n = N_ELEMENTS(sz)
type = sz[n-2]
```

The second method involves using the TYPE keyword to SIZE. In this case, the value returned by the SIZE function contains only the type code of the input expression. You can use the TNAME keyword to return the type name. Select any image file and the pixel data type will be printed in the Output window.

```
; Select an image file.
result = DIALOG_READ_IMAGE(FILE=selectedFile, IMAGE=image)
```

```
type = SIZE(image, /TYPE)
typeName = SIZE(image, /TNAME)
PRINT, "Type code = ",  type,  " type code name = ",  typename
```

Example: Returning Array Dimension Information

Assume A is an integer array with dimensions of (3,4,5). The statements:

```
arr = INDGEN(3,4,5)
S = SIZE(arr)
```

assign to the variable S a six-element vector containing:

Element	Value	Description
S_0	3	Three dimensions
S_1	3	First dimension
S_2	4	Second dimension
S_3	5	Third dimension
S_4	2	Integer type
S_5	60	Number of elements = 3*4*5

Table 21-8: SIZE Values

The following code segment checks to see if the variable arr is two-dimensional and extracts the dimensions:

```
;Create a variable.
arr = [[1,2,3],[4,5,6]]

;Get size vector.
S = SIZE(arr)

;Check if two dimensional.
IF S[0] NE 2 THEN $
   ;Print error message.
   MESSAGE, 'Variable a is not two dimensional.'

;Get number of columns and rows.
NX = S[1] & NY = S[2]

PRINT, 'Array is ', NX, ' columns by ', NY, ' rows.'
```

IDL prints:

```
Array is    3 columns by    2 rows.
```

Note
Also see "Padding Images" (Chapter 2, *Image Processing in IDL*) for an example
that uses SIZE to add pixels around the edges of an image. The padding provides
space for annotations or acts as a boundary when using advanced filtering
techniques.

Version History

Original	Introduced
6.1	Added FILE_OFFSET and SNAME keywords
	Added FILE_OFFSET and STRUCTURE_NAME fields to STRUCTURE

See Also

IDL_Savefile, JOURNAL, RESOLVE_ALL, RESTORE, "Returning Type and Size
Information" (Chapter 4, *Using IDL*)

SKEWNESS

The SKEWNESS function computes the statistical skewness of an *n*-element vector. Skewness determines whether a distribution is symmetric about its maximum. Positive skewness indicates the distribution is skewed to the right, with a longer tail to the right of the distribution maximum. Negative skewness indicates the distribution is skewed to the left, with a longer tail to the left of the distribution maximum.

SKEWNESS calls the IDL function MOMENT.

Syntax

Result = SKEWNESS(*X* [, /DOUBLE] [, /NAN])

Return Value

Returns the floating point or double precision statistical skewness. If the variance of the vector is zero, the skewness is not defined, and SKEWNESS returns !VALUES.F_NAN as the result.

Arguments

X

A numeric vector.

Keywords

DOUBLE

Set this keyword to force computations to be done in double-precision arithmetic.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define the n-element vector of sample data:
```

```
x = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71, 66, 65, 70]
; Compute the skewness:
result = SKEWNESS(x)
PRINT, 'Skewness = ', result
```

IDL prints:

```
Skewness =    -0.0942851
```

Version History

5.1	Introduced

See Also

KURTOSIS, MEAN, MEANABSDEV, MOMENT, STDDEV, VARIANCE

SKIP_LUN

The SKIP_LUN procedure reads data in an open file and moves the file pointer. It is useful in situations where it is necessary to skip over a known amount of data in a file without the requirement of having the data available in an IDL variable. SKIP_LUN can skip over a fixed amount of data, specified in bytes or lines of text, or can skip over the remainder of the input file from the current position to end of file. Since SKIP_LUN actually performs an input operation to advance the file pointer, it is not as efficient as POINT_LUN for skipping over a fixed number of bytes in a disk file. For that reason, use of POINT_LUN is preferred when possible. SKIP_LUN is especially useful in situations such as:

- Skipping over a fixed number of lines of text. Since lines of text can have variable length, it can be difficult to use POINT_LUN to skip them.

- Skipping data from a file that is not a regular disk file (for example, data from an internet socket).

Syntax

SKIP_LUN, *FromUnit*, [, *Num*] [, /EOF] [, /LINES]
   [, /TRANSFER_COUNT=*variable*]

Arguments

FromUnit

An integer that specifies the file unit for the file in which the file pointer is to be moved. Data in *FromUnit* is skipped, starting at the current position of the file pointer. The file pointer is advanced as data is read and skipped. The file specified by *FromUnit* must be open, and must not have been opened with the RAWIO keyword to OPEN.

Num

The amount of data to skip. This value is specified in bytes, unless the LINES keyword is specified, in which case it is taken to be the number of text lines. If *Num* is not specified, SKIP_LUN acts as if the EOF keyword has been set, and skips all data in *FromUnit* (the source file) from the current position of the file pointer to the end of the file.

If *Num* is specified and the source file comes to end of file before the specified amount of data is skipped, SKIP_LUN issues an end-of-file error. The EOF keyword alters this behavior.

Keywords

EOF

Set this keyword to ignore the value given by *Num* (if present) and instead skip all data from the current position of the file pointer in *FromUnit* and the end of the file.

Note
If EOF is set, no end-of-file error is issued even if the amount of data skipped does not match the amount specified by *Num*. The TRANSFER_COUNT keyword can be used with EOF to determine how much data was skipped.

LINES

Set this keyword to indicate that the *Num* argument specifies the number of lines of text to be skipped. By default, the *Num* argument specifies the number of bytes of data to skip.

TRANSFER_COUNT

Set this keyword equal to a named variable that will contain the amount of data skipped. If LINES is specified, this value is the number of lines of text. Otherwise, it is the number of bytes. TRANSFER_COUNT is primarily useful in conjunction with the EOF keyword. If EOF is not specified, TRANSFER_COUNT will be the same as the value specified for *Num*.

Examples

Skip the next 8 lines of text from a file:

```
SKIP_LUN, FromUnit, 8, /LINES
```

Skip the remainder of the data in a file, and use the TRANSFER_COUNT keyword to determine how much data was skipped:

```
SKIP_LUN, FromUnit, /EOF, TRANSFER_COUNT=n
```

Skip the remainder of the text lines in a file, and use the TRANSFER_COUNT keyword to determine how many lines were skipped:

```
SKIP_LUN, FromUnit, /EOF, /LINES, TRANSFER_COUNT=n
```

Version History

5.6	Introduced

See Also

CLOSE, COPY_LUN, EOF, FILE_COPY, FILE_LINK, FILE_MOVE,
OPENR/OPENU/OPENW, POINT_LUN, READ/READF, WRITEU

SLICER3

The IDL SLICER3 is a widget-based application to visualize three-dimensional datasets. This program supersedes the SLICER program.

This routine is written in the IDL language. Its source code can be found in the file `slicer3.pro` in the `lib` subdirectory of the IDL distribution.

Note —————————————————————————————————

See "The SLICER3 Graphical User Interface" on page 2291 for details on working with volumetric data within this application.

———

Syntax

SLICER3 [, *hData3D*] [, DATA_NAMES=*string/string_array*] [, /DETACH]
   [, GROUP=*widget_id*] [, /MODAL]

Arguments

hData3D

A pointer to a three-dimensional data array, or an array of pointers to multiple three-dimensional arrays. If multiple arrays are specified, they all must have the same X, Y, and Z dimensions. If *hData3D* is not specified, SLICER3 creates a 2 x 2 x 2 array of byte data using the IDL BYTARR function. You can also load data interactively via the File menu of the SLICER3 application (see "Examples" on page 2305 for details).

Note —————————————————————————————————

If data are loaded in this fashion, any data passed to SLICER3 via a pointer (or pointers) is deleted, and the pointers become invalid.

———

Keywords

DATA_NAMES

Set this keyword equal to a string array of names for the data. The names appear on the droplist widget for the current data. If the number of elements of DATA_NAMES is less than the number of elements in *hData3D* then default names will be generated for the unnamed data.

DETACH

Set this keyword to place the drawing area in a window that is detached from the SLICER3 control panel. The drawing area can only be detached if SLICER3 is not run as a modal application.

GROUP

Set this keyword equal to the Widget ID of an existing widget that serves as the "group leader" for the SLICER3 graphical user interface. When a group leader is destroyed, all widgets in the group are also destroyed. If SLICER3 is started from a widget application, then GROUP should *always* be specified.

MODAL

Set this keyword to block user interaction with all other widgets (and block the command line) until the SLICER3 exits. If SLICER3 is started from some other widget-based application, then it is usually advisable to run SLICER3 with the MODAL keyword set.

Note

SLICER3 modifies the current color table, as well as various elements of the plotting system (i.e., the "!X", "!Y", "!Z", and "!P" system variables). If the MODAL keyword is set (recommended), then SLICER3 will, upon exit, restore these system variables (and the color tables) to the values they had when SLICER3 was started.

The SLICER3 Graphical User Interface
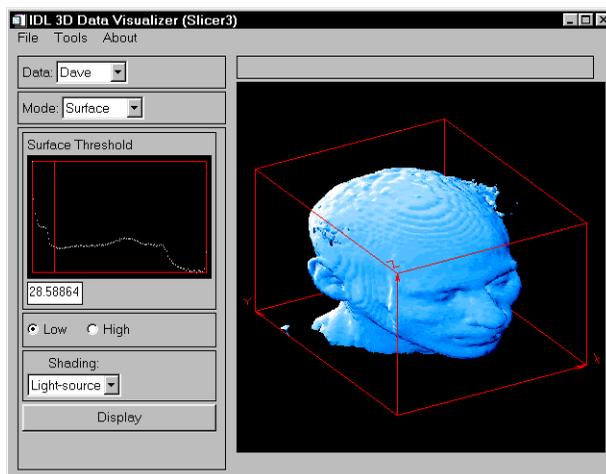
Figure 21-8: SLICER3 Graphical User Interface

The following options are available via SLICER3's graphical user interface.

File Menu

Load

Select this menu option to choose a file containing a 3-D array (or arrays) to load into SLICER3. The file must have been written in the format specified in the following table. For each data array in the file, the following values must be included.

Note that the first six values are returned by the IDL SIZE function; see "Examples" on page 2305 for an example of how to create a data file suitable for SLICER3 with just a few IDL commands.

Data item	Data Type	Number of Bytes
Number of dimension in array. **Note -** This is always 3 for valid SLICER3 data.	long	4
Size of first dimension.	long	4
Size of second dimension.	long	4
Size of third dimension.	long	4
Data type (Must be type 1 through 5. See "SIZE" on page 2277 for a list of data types.)	long	4
Total number of elements (dimX, dimY, dimZ).	long	4
Number of characters in data name. (See "STRLEN" on page 2385 for the easiest way to determine this number.)	long	4
Data name	byte	strlen()
3-D data array.	varies	varies

Table 21-9: SLICER3 Data File Structure

If multiple arrays are present in the file, they must all have the same dimensions.

Note

Files saved by the "Save Subset" operation (see below) are suitable for input via the "Load" operation.

Data files that are moved from one platform to another may not load as expected, due to byte ordering differences. See the BYTEORDER and SWAP_ENDIAN for details.

Save/Save Subset

SLICER3 must be in BLOCK mode to for this option to be available.

Select this menu option to save a subset of the 3-D data enclosed in the current block to the specified file. Subsets saved in this fashion are suitable for loading via the

"Load" menu option. If multiple 3-D arrays are available when this option is selected, multiple subsets are saved to the file.

Save/Save Tiff Image

Select this menu option to save the contents of the current SLICER3 image window as a TIFF image in the specified file. When running in 8-bit mode, a "Class P" palette color TIFF file is created. In 24-bit mode, a "Class R" (interleaved by image) TIFF file is created.

Quit

Select this menu option to exit SLICER3.

Tools Menu

Erase

Select this menu option to erase the display window and delete all the objects in the display list.

Delete/...

As graphical objects are created, they are added to the display list. Select this menu option to delete a specific object from the list. When an object is deleted, the screen is redrawn with the remaining objects.

Colors/Reset Colors

Select this menu option to restore the original color scheme.

Colors/Differential Shading

Use this menu option to change the percentage of differential shading applied to the X, Y, and Z slices.

Colors/Slice/Block

Use this menu option to launch the XLOADCT application to modify the colors used for slices and blocks

Colors/Surface

Use this menu option to launch the XLOADCT application to modify the colors used for isosurfaces.

Colors/Projection

Use this menu option to launch the XLOADCT application to modify the colors used for projections.

Note

On some platforms, the selected colors may not become visible until after you exit the "XLOADCT" application.

Options

Select this menu option to display a panel that allows you to set:

- The axis visibility.
- The wire-frame cube visibility.
- The display window size.

Main Draw Window

Operations available in the Main Draw Window are dependent on the mode selected in the Mode pulldown menu. In general, when coordinate input is required from the user, it is performed by clicking a mouse button on the "surface" of the wire-frame cube that surrounds the data. This 3-D location is then used as the basis for whatever input is needed. In most cases, the "front" side of the cube is used. In a few cases, the coordinate input is on the "back" side of the cube.

Data Pulldown Menu

If multiple datasets are currently available in SLICER3, this menu allows you to select which data will be displayed in the Main Draw Window. Slices, blocks, iso-surfaces, etc. are created from the currently selected data. If only one dataset is loaded, this menu is inactive.

Mode Pulldown Menu

This menu is used to select the current mode of operation.
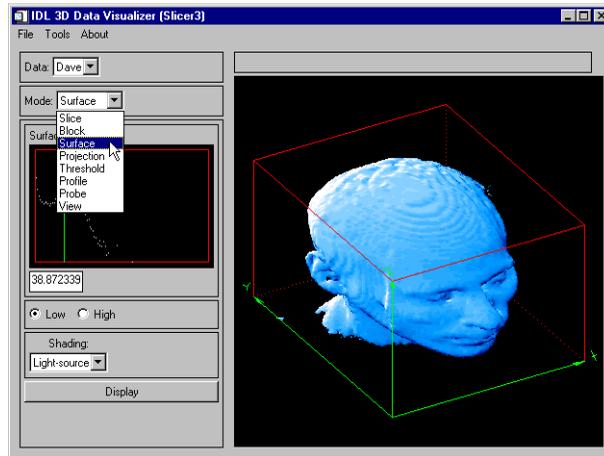
Figure 21-9: Mode Pulldown Menu

Slice Mode

To display a slice, click and drag the left mouse button on the wire-frame cube. When the button is released, a slice through the data will be drawn at that location.

Draw Radio Button

When in Draw mode, new slices will be merged into the current Z-buffer contents.

Expose Radio Button

When in Expose mode, new slices will be drawn in front of everything else.

Orthogonal Radio Button

When in Orthogonal mode, use the left mouse button in the main draw window to position and draw an orthogonal slicing plane. Clicking the right mouse button in the main draw window (or any mouse button in the small window) will toggle the slicing plane orientation.

X/Y/Z Radio Buttons

- • X: This sets the orthogonal slicing plane orientation to be perpendicular to the X axis.

- • Y: This sets the orthogonal slicing plane orientation to be perpendicular to the Y axis.

- • Z: This sets the orthogonal slicing plane orientation to be perpendicular to the Z axis.

Oblique Radio Button

Clicking any mouse button in the small window will reset the oblique slicing plane to its default orientation.

Normal Radio Button

When in this mode, click and drag the left mouse button in the big window to set the surface normal for the oblique slicing plane.

Center Radio Button

When in this mode, click and drag the left mouse button in the big window to set the center point for the surface normal.

Display Button

Clicking this button will cause an oblique slicing plane to be drawn.

Block Mode
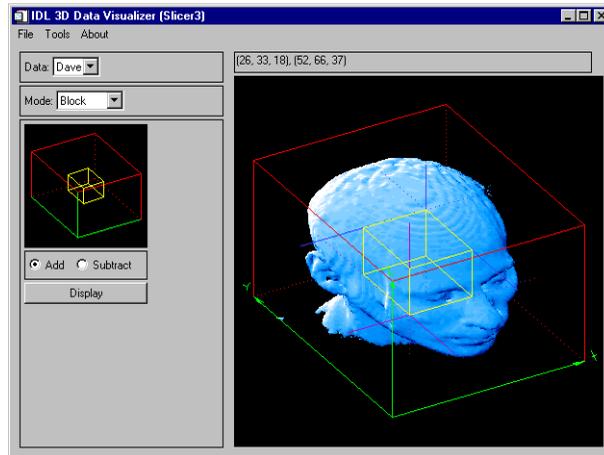
Figure 21-10: Block Mode

When in Block mode, use the left mouse button in the main draw window to set the location for the "purple" corner of the block. Use the right mouse button to locate the opposite "blue" corner of the block. When in Block mode, the "Save Subset" operation under the main "File" menu is available.

Add

When in this mode, the block will be "added" to the current Z-buffer contents.

Subtract

When in this mode, the block will be "subtracted" from the current Z-buffer contents. Subtract mode is only effective when the block intersects some other object in the display (such as an iso-surface).

Display Button

Clicking this button will cause the block to be drawn.

Surface Mode
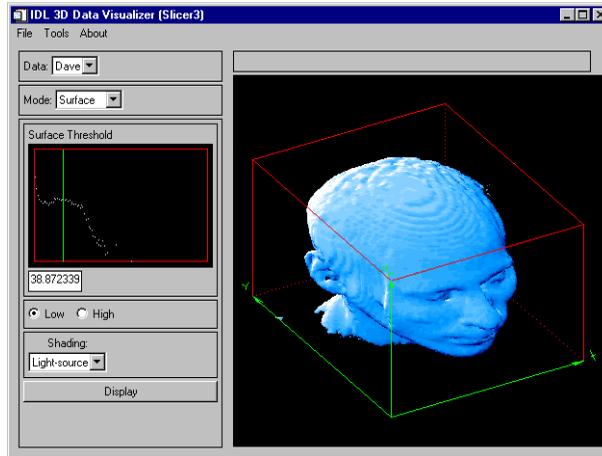
Figure 21-11: Surface Mode

An iso-surface is like a contour line on a contour map. On one side of the line, the elevation is higher than the contour level, and on the other side of the line, the elevation is lower than the contour level. An iso-surface, however, is a 3-D surface that passes through the data such that the data values on one side of the surface are higher than the threshold value, and on the other side of the surface, the data values are lower than the threshold value.

When in Surface mode, a logarithmic histogram plot of the data is displayed in the small draw window. Click and drag a mouse button on this plot to set the iso-surface threshold value. This value is also shown in the text widget below the plot. The threshold value may also be set by typing a new value in this text widget. The histogram plot is affected by the current threshold settings. (See Threshold mode, below).

Low

Selecting this mode will cause the iso-surface polygon facing to face towards the lower data values. Usually, this is the mode to use when the iso-surface is desired to surround high data values.

High

Selecting this mode will cause the iso-surface polygon facing to face towards the higher data values. Usually, this is the mode to use when the iso-surface is desired to surround low data values.

Shading pulldown menu

Iso-surfaces are normally rendered with light-source shading. If multiple datasets are currently loaded, then this menu allows the selection of a different 3-D array for the source of the iso-surface shading values. If only one dataset is currently loaded, then this menu is inactive.

Display Button

Clicking this button will cause the iso-surface to be created and drawn. Iso-surfaces often consist of tens of thousands of polygons, and can sometimes take considerable time to create and render.

Projection Mode
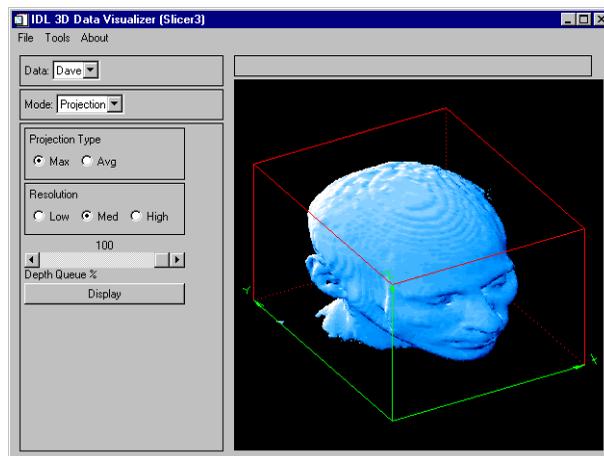
Figure 21-12: Projection Mode

A "voxel" projection of a 3-D array is the projection of the data values within that array onto a viewing plane. This is similar to taking an X-ray image of a 3-D object.

Max

Select this mode for a Maximum intensity projection.

Avg

Select this mode for an Average intensity projection.

Low

Select this mode for a Low resolution projection.

Med

Select this mode for a Medium resolution projection.

High

Select this mode for a High resolution projection.

Depth Queue % Slider

Use the slider to set the depth queue percent. A value of 50, for example, indicates that the farthest part of the projection will be 50% as bright as the closest part of the projection.

Display Button

Clicking this button will cause the projection to be calculated and drawn. Projections can sometimes take considerable time to display. Higher resolution projections take more computation time.

Threshold Mode
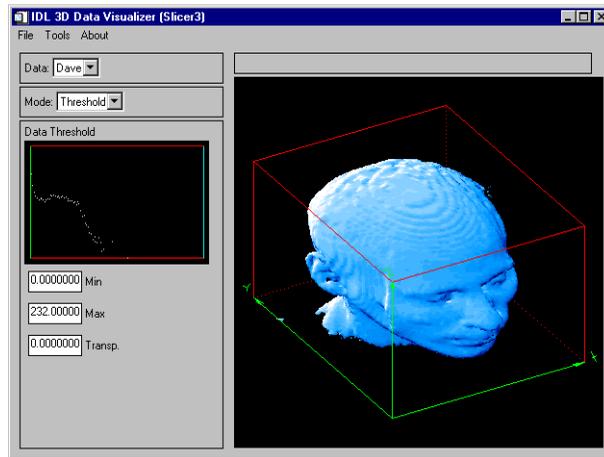
Figure 21-13: Threshold Mode

When in Threshold mode, a logarithmic histogram plot of the data is displayed in the small draw window. Click and drag the left mouse button on this plot to set the minimum and maximum threshold values. To expand a narrow range of data values into the full range of available colors, set the threshold range before displaying slices, blocks, or projections. The threshold settings also affect the histogram plot in "Surface" mode. The minimum and maximum threshold values are also shown in the text widgets below the histogram plot.

Click and drag the right mouse button on the histogram plot to set the transparency threshold. Portions of any slice, block, or projection that are less than the transparency value are not drawn (clear). Iso-surfaces are not affected by the transparency threshold. The transparency threshold value is also shown in a text widget below the histogram plot.

Min

In this text widget, a minimum threshold value can be entered.

Max

In this text widget, a maximum threshold value can be entered.

Transp.

In this text widget, a transparency threshold value can be entered.

Profile Mode
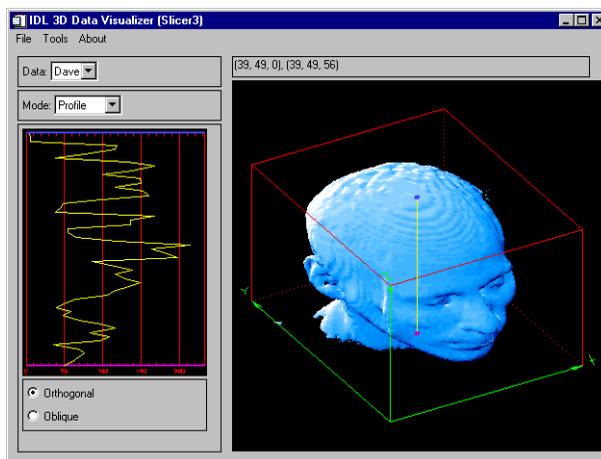
Figure 21-14: Profile Mode

In Profile mode, a plot is displayed showing the data values along a line. This line is also shown superimposed on the data in the main draw window. The bottom of the plot corresponds to the "purple" end of the line, and the top of the plot corresponds to the "blue" end of the line.

Orthogonal

Click and drag the left mouse button to position the profile line, based upon a point on the "front" faces of the wire-frame cube. Click and drag the right mouse button to position the profile line, based upon a point on the "back" faces of the wire-frame cube. As the profile line is moved, The profile plot is dynamically updated.

Oblique

Click and drag the left mouse button to position the "purple" end of the profile line on one of the "front" faces of the wire-frame cube. Click and drag the right mouse button to position the "blue" end of the profile line on one of the "back" faces of the wire-frame cube. As the profile line is moved, The profile plot is dynamically updated.

Probe Mode
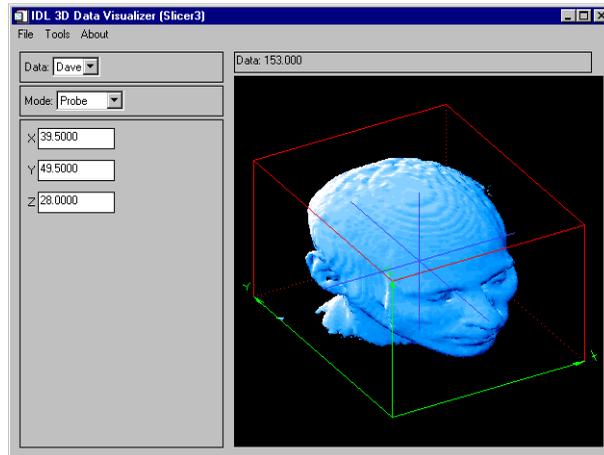
Figure 21-15: Probe Mode

In Probe mode, click and drag a mouse button over an object in the main draw window. The actual X-Y-Z location within the data volume is displayed in the three text widgets. Also, the data value at that 3-D location is displayed in the status window, above the main draw window. If the cursor is inside the wire-frame cube, but not on any object, then the status window displays "No data value", and the three text widgets are empty. If the cursor is outside the wire-frame cube, then the status window and text widgets are empty.

X

Use this text widget to enter the X coordinate for the probe.

Y

Use this text widget to enter the Y coordinate for the probe.

Z

Use this text widget to enter the Z coordinate for the probe.

View Mode
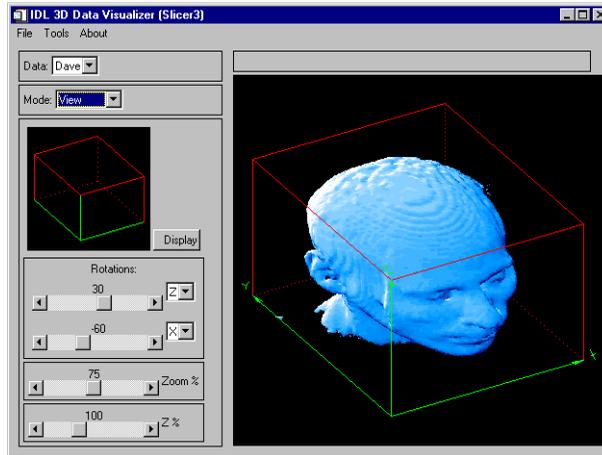
Figure 21-16: View Mode

In view mode, a small window shows the orientation of the data cube in the current view. As view parameters are changed, this window is dynamically updated. The main draw window is then updated when the user clicks on "Display", or exits View mode.

Display

Clicking on this button will cause the objects in the main view window to be drawn in the new view. If any view parameters have been changed since the last time the main view was updated, the main view will be automatically redrawn when the user exits View mode.

1st Rotation

Use this slider to set the angle of the first view rotation (in degrees). The droplist widget adjacent to the slider indicates which axis this rotation is about.

2nd Rotation

Use this slider to set the angle of the second view rotation (in degrees). The droplist widget adjacent to the slider indicates which axis this rotation is about.

Zoom % Slider

Use this slider to set the zoom factor percent. Depending upon the view rotations, SLICER3 may override this setting to ensure that all eight corners of the data cube are within the window.

Z % Slider

Use this slider to set a scale factor for the Z axis (to compensate for the data's aspect ratio).

Operational Details

The SLICER3 procedure has the following side effects:

- SLICER3 sets the position for the light source and enables back-facing polygons to be drawn (see the IDL "SET_SHADING" command).

- SLICER3 overwrites the existing contents of the Z-buffer. Upon exiting SLICER3, the Z-buffer contents are the same as what was last displayed by SLICER3.

- On 24-bit displays, SLICER3 sets the device to non-decomposed color mode (DEVICE, DECOMPOSED=0).

- SLICER3 overwrites the existing color table. Upon exiting SLICER3, the color table (as displayed in another window, such as PLOT) is the same as what was last displayed by SLICER3.

On 24-bit displays, you can often improve performance by running SLICER3 in 8-bit mode. This can be accomplished (on some platforms) by entering the following command at the start of the IDL session (before any windows are created):

```
Device, Pseudo_Color=8
```

Examples

Note
Also see "Planar Slicing of Volumetric Data" (Chapter 2, *Image Processing in IDL*) for additional examples.

The following IDL commands open a data file from the IDL distribution and load it into SLICER3:

```
; Choose a data file:
file=FILEPATH('head.dat', SUBDIR=['examples', 'data'])
```

```
; Open the data file:
OPENR, UNIT, file, /GET_LUN

; Create an array to hold the data:
data = BYTARR(80, 100, 57, /NOZERO)

; Read the data into the array:
READU, UNIT, data

; Close the data file:
CLOSE, UNIT

; Create a pointer to the data array:
hData = PTR_NEW(data, /NO_COPY)

; Load the data into SLICER3:
SLICER3, hdata, DATA_NAMES='Dave'
```

Note

If data are loaded via the File menu after SLICER3 is launched with a pointer
argument (as shown above), the pointer becomes invalid. You can use an IDL
statement like the following to "clean up" after calling SLICER3 in this fashion:

```
if PTR_VALID(hdata) then PTR_FREE, hdata
```

Because we did not launch SLICER3 with the MODAL keyword, the last contents of
the main draw window still reside in IDL's Z-buffer. To retrieve this image after
exiting SLICER3, use the following IDL statements:

```
; Save the current graphics device:
current_device = !D.Name

; Change to the Z-buffer device:
SET_PLOT, 'Z'

; Read the image from the Z-buffer:
image_buffer = TVRD()

; Return to the original graphics device:
SET_PLOT, current_device

; Display the image:
TV, image_buffer
```

The following IDL commands manually create a data save file suitable for dynamic
loading into SLICER3. Note that if you load data into SLICER3 as shown above, you

can also create save files by switching to BLOCK mode and using the Save Subset menu option.

```
; Store some 3-D data in a variable called data_1:
data_1 = INDGEN(20,30,40)

; Store some 3-D data in a variable called data_2:
data_2 = FINDGEN(20,30,40)

; Define the names for the datasets. Their names will appear in the
; "Data" pulldown menu in SLICER3:
data_1_name ='Test Data 1'
data_2_name ='Data 2'

; Select a data file name:
dataFile = DIALOG_PICKFILE()

; Write the file:
GET_LUN, lun
OPENW, lun, dataFile
WRITEU, lun, SIZE(data_1)
WRITEU, lun, STRLEN(data_1_name)
WRITEU, lun, BYTE(data_1_name)
WRITEU, lun, data_1
WRITEU, lun, SIZE(data_2)
WRITEU, lun, STRLEN(data_2_name)
WRITEU, lun, BYTE(data_2_name)
WRITEU, lun, data_2
CLOSE, lun
FREE_LUN, lun
```

Version History

5.0	Introduced

See Also

GRID3, EXTRACT_SLICE, IVOLUME, SHADE_VOLUME, XVOLUME

SLIDE_IMAGE

The SLIDE_IMAGE procedure creates a scrolling graphics window for examining large images. By default, 2 draw widgets are used. The draw widget on the left shows a reduced version of the complete image, while the draw widget on the right displays the actual image with scrollbars that allow sliding the visible window.

This routine is written in the IDL language. Its source code can be found in the file slide_image.pro in the lib subdirectory of the IDL distribution.

Syntax

SLIDE_IMAGE [, *Image*] [, /BLOCK] [, CONGRID=0]
    [, FULL_WINDOW=*variable*] [, GROUP=*widget_id*] [, /ORDER]
    [, /REGISTER] [, RETAIN={0 | 1 | 2}] [, SLIDE_WINDOW=*variable*]
    [, SHOW_FULL=0] [, TITLE=*string*] [, TOP_ID=*variable*] [, XSIZE=*width*]
    [, XVISIBLE=*width*] [, YSIZE=*height*] [, YVISIBLE=*height*]

Arguments

Image

A 2-D image array to be displayed. If this argument is not specified, no image is displayed. The FULL_WINDOW and SCROLL_WINDOW keywords can be used to obtain the window numbers of the two draw widgets so they can be drawn into at a later time.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ───

Only the outermost call to XMANAGER can block. Therefore, to have SLIDE_IMAGE block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

───

CONGRID

Normally, the image is processed with the CONGRID procedure before it is written to the fully visible window on the left. Specifying CONGIRD=0 will force the image to be drawn as is.

FULL_WINDOW

Set this keyword to a named variable that will contain the IDL window number of the fully visible window. This window number can be used with the WSET procedure to draw to the scrolling window at a later point.

GROUP

Set this keyword to the widget ID of the widget that calls SLIDE_IMAGE. If set, the death of the caller results in the death of SLIDE_IMAGE.

ORDER

This keyword is passed directly to the TV procedure to control the order in which the images are drawn. Usually, images are drawn from the bottom up. Set this keyword to a non-zero value to draw images from the top down.

REGISTER

Set this keyword to create a "Done" button for SLIDE_IMAGE and register the widgets with the XMANAGER procedure.

The basic widgets used in this procedure do not generate widget events, so it is not necessary to process events in an event loop. The default is therefore to simply create the widgets and return. Hence, when REGISTER is not set, SLIDE_IMAGE can be displayed and the user can still type commands at the IDL command prompt.

RETAIN

This keyword is passed directly to the WIDGET_DRAW function. RETAIN specifies how backing store should be handled for the window. Valid values are:

- 0 — Specifies no backing store. In this case, it is recommended that the REGISTER keyword be set so that expose and scroll events are handled.

- 1 — Requests that the server or window system provide backing store. This is the default if RETAIN is not specified.

- 2 — Specifies that IDL provide backing store directly.

See "Backing Store" on page 5409 for details.

SLIDE_WINDOW

Set this keyword to a named variable that will contain the IDL window number of the sliding window. This window number can be used with the WSET procedure to draw to the scrolling window at a later time.

SHOW_FULL

Set this keyword to zero to show the entire image at full resolution in one scrolling graphics window. By default, SHOW_FULL is set, displaying two draw widgets.

TITLE

Set this keyword to the title to be used for the SLIDE_IMAGE widget. If this keyword is not specified, "Slide Image" is used.

TOP_ID

Set this keyword to a named variable that will contain the top widget ID of the SLIDE_IMAGE hierarchy. This ID can be used to kill the hierarchy as shown below:

```
SLIDE_IMAGE, TOP_ID=base, ...
WIDGET_CONTROL, /DESTROY, base
```

XSIZE

Set this keyword to the maximum width of the image that can be displayed by the scrolling window. This keyword should not be confused with the visible size of the image, controlled by the XVISIBLE keyword. If XSIZE is not specified, the width of *Image* is used. If *Image* is not specified, 256 is used.

XVISIBLE

Set this keyword to the width of the viewport on the scrolling window. If this keyword is not specified, 256 is used.

YSIZE

Set this keyword to the maximum height of the image that can be displayed by the scrolling window. This keyword should not be confused with the visible size of the image, controlled by the YVISIBLE keyword. If YSIZE is not present the height of *Image* is used. If *Image* is not specified, 256 is used.

YVISIBLE

Set this keyword to the height of the viewport on the scrolling window. If this keyword is not present, 256 is used.

Examples

The following example imports a grayscale image from the `nyny.dat` binary file. This grayscale image is an aerial view of New York City. The image contains byte data values and is 768 pixels by 512 pixels. You can use the SLIDE_IMAGE procedure to zoom in on the image and pan over it.

Example Code

See `panning_direct.pro` in the `examples/doc/image` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `panning_direct` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT panning_direct.pro`.

1. Determine the path to the `nyny.dat` file:

```
file = FILEPATH('nyny.dat', $
    SUBDIRECTORY = ['examples', 'data'])
```

2. Initialize the image size parameter:

```
imageSize = [768, 512]
```

3. Import the image from the file:

```
image = READ_BINARY(file, DATA_DIMS = imageSize)
```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

```
DEVICE, DECOMPOSED = 0
```

5. Load a grayscale color table:

```
LOADCT, 0
```

6. Display the image with the SLIDE_IMAGE procedure:

```
SLIDE_IMAGE, image
```

Use the sliders in the display on the right side to pan over the image.

The following figure shows a possible display within the SLIDE_IMAGE application.

Figure 21-17: The SLIDE_IMAGE Application Displaying an Image of New York

Version History

Pre-4.0	Introduced

See Also

IIMAGE, TV, TVSCL, WIDGET_DRAW, WINDOW

SMOOTH

The SMOOTH function returns a copy of *Array* smoothed with a boxcar average of the specified width. The result has the same type and dimensions as *Array*. The algorithm used by SMOOTH is:

$$
R_i = \begin{cases} \dfrac{1}{w} \displaystyle\sum_{j=0}^{w-1} A_{i+j-w/2}, & i = \dfrac{(w-1)}{2}, ..., N - \dfrac{(w+1)}{2} \\[2em] A_i, \text{ otherwise} \end{cases}
$$

where *N* is the number of elements in A.

Syntax

Result = SMOOTH(*Array, Width* [, /EDGE_TRUNCATE] [, MISSING=*value*] [, /NAN])

Return Value

Returns the smoothed array, which has the same dimensions as the input array.

Arguments

Array

The array to be smoothed. *Array* can have any number of dimensions.

Width

The width of the smoothing window. *Width* can either be a scalar or a vector with length equal to the number of dimensions of *Array*. If *Width* is a scalar then the same width is applied for each dimension that has length greater than 1 (dimensions of length 1 are skipped). If *Width* is a vector, then each element of *Width* is used to specify the smoothing width for each dimension of *Array*. Values for *Width* must be smaller than the corresponding *Array* dimension. If a *Width* value is even, then *Width*+1 will be used instead. The value of *Width* does not affect the running time of SMOOTH to a great extent.

Note ───────────────────────────────────────

A Width value of zero or 1 implies no smoothing. However, if the NAN keyword is set, then any NaN values within the Array will be treated as missing data and will be replaced.

Tip ───────────────────────────────────────

For a multi-dimensional array, set widths to 1 within the Width vector for dimensions that you don't want smoothed.

Keywords

EDGE_TRUNCATE

Set this keyword to apply the smoothing function to all points. If the neighborhood around a point includes a point outside the array, the nearest edge point is used to compute the smoothed result. If EDGE_TRUNCATE is not set, the end points are copied from the original array to the result with no smoothing.

For example, when smoothing an *n*-element vector with a three point wide smoothing window, the first point of the result R_0 is equal to A_0 if EDGE_TRUNCATE is not set, but is equal to $(A_0+A_0+A_1)/3$ if the keyword is set. In the same manner, point R_{n-1} is set to A_{n-1} if EDGE_TRUNCATE is not set, or to $(A_{n-2}+A_{n-1}+A_{n-1})/3$ if it is.

Note ───────────────────────────────────────

Normally, two-dimensional floating-point arrays are smoothed in one pass. If the EDGE_TRUNCATE keyword is specified for a two-dimensional floating-point array, the result is obtained in two passes, first for all of the rows, and second for all of the columns. Therefore, the results for points in the interior of the array may differ slightly when the EDGE_TRUNCATE keyword is set. This difference will be most pronounced if the array contains NaN values.

MISSING

The value to return for elements that contain no valid points within the kernel. The default is the IEEE floating-point value NaN. This keyword is only used if the NAN keyword is set.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8,

Application Programming) for more information on IEEE floating-point values.) In the *Result*, missing elements are replaced by the smoothed value of all other valid points within the smoothing window. If all points within the window are missing, then the result at that point is given by the MISSING keyword.

Note —————————————————————————————————————
SMOOTH should never be called without the NAN keyword if the input array may possibly contain *NaN* values.

Examples

Note —————————————————————————————————————
Also see "Smoothing an Image" (Chapter 8, *Image Processing in IDL*).

Create and display a simple image by entering:

```
WINDOW, XSIZE=800, YSIZE=400
D = SIN(DIST(256)/3)
TVSCL, D
```

Now display the same dataset smoothed with a width of 9 in each dimension by entering:

```
TVSCL, SMOOTH(D, 9), 256, 0
```

Now smooth only in the vertical direction with a width of 15:

```
TVSCL, SMOOTH(D, [1, 15]), 512, 0
```

This example shows the use of SMOOTH with the multidimensional width argument on an RGB image.

```
; Determine the path to the file.
file = FILEPATH('rose.jpg', $
   SUBDIRECTORY = ['examples', 'data'])
; Import in the RGB image from the file.
image = READ_IMAGE(file)
; Initialize the image size parameter.
imageSize = SIZE(image, /DIMENSIONS)
; Initialize the display.
DEVICE, DECOMPOSED = 1
WINDOW, 0, XSIZE = imageSize[1], YSIZE = imageSize[2], $
   TITLE = 'Original Rose Image'
; Display the original image on the left side.
TV, image, TRUE = 1
; Initialize another display.
WINDOW, 1, XSIZE = 3*imageSize[1], YSIZE = imageSize[2], $
```

```
   TITLE = 'Vertically Smoothed (left), Horizontally ' + $
   'Smoothed (middle), and Both (right)'
; Smooth the RGB image in just the width dimension.
smoothed = SMOOTH(image, [1, 1, 21])
; Display the results.
TV, smoothed, 0, TRUE = 1
; Smooth the RGB image in just the height dimension.
smoothed = SMOOTH(image, [1, 21, 1])
; Display the results.
TV, smoothed, 1, TRUE = 1
; Smooth the RGB image in just the width and height dimensions.
smoothed = SMOOTH(image, [1, 5, 5])
; Display the results.
TV, smoothed, 2, TRUE = 1
```

Version History

Original	Introduced

See Also

DIGITAL_FILTER, LEEFILT, MEDIAN, TS_DIFF, TS_FCAST, TS_SMOOTH

SOBEL

The SOBEL function returns an approximation to the Sobel edge enhancement operator for images,

$$G_{jk} = |G_x| + |G_y|$$

$$G_Y = F_{j-1, k-1} + 2F_{j, k-1} + F_{j+1, k-1} - (F_{j-1, k+1} + 2F_{j, k+1} + F_{j+1, k+1})$$

$$G_X = F_{j+1, k+1} + 2F_{j+1, k} + F_{j+1, k-1} - (F_{j-1, k+1} + 2F_{j-1, k} + F_{j-1, k-1})$$

where (j, k) are the coordinates of each pixel F_{jk} in the *Image*. This is equivalent to a convolution using the masks,

$$\text{X mask} = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix} \qquad \text{Y mask} = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

All of the edge points in the result are set to zero.

Syntax

Result = SOBEL(*Image*)

Return Value

SOBEL returns a two-dimensional array of the same size as *Image*. If *Image* is of type byte or integer then the result is of integer type, otherwise the result is of the same type as *Image*.

Note

To avoid overflow for integer types, the computation is done using the next larger signed type and the result is transformed back to the correct type. Values larger than the maximum for that integer type are truncated. For example, for integers the function is computed using type long, and on output, values larger than 32767 are set equal to 32767.

Arguments

Image

The two-dimensional array containing the image to which edge enhancement is applied.

Keywords

None.

Examples

If the variable myimage contains a two-dimensional image array, a Sobel sharpened version of myimage can be displayed with the command:

```
TVSCL, SOBEL(myimage)
```

Note

Also see "Detecting Edges" (Chapter 8, *Image Processing in IDL*).

Version History

Original	Introduced

See Also

EDGE_DOG, EMBOSS, LAPLACIAN, PREWITT, ROBERTS, SHIFT_DIFF

SOCKET

The SOCKET procedure opens a client-side TCP/IP Internet socket as an IDL file unit. Such files can be used in the standard manner with any of IDL's Input/Output routines.

Tip ————————————————————————————————————

Avoid using the EOF procedure as a way to check to see if a socket is empty. Instead, structure your communication across the socket so that using EOF is not necessary to know when the communication is complete.

Syntax

SOCKET, *Unit*, *Host*, *Port* [, CONNECT_TIMEOUT=*value*] [, ERROR=*variable*]
   [, /GET_LUN] [, /RAWIO] [, READ_TIMEOUT=*value*] [, /SWAP_ENDIAN]
   [, /SWAP_IF_BIG_ENDIAN] [, /SWAP_IF_LITTLE_ENDIAN]
   [, WIDTH=*value*] [, WRITE_TIMEOUT=*value*]

UNIX-Only Keywords: [, /STDIO]

Arguments

Unit

The unit number to associate with the opened socket.

Host

The name of the host to which the socket is connected. This can be either a standard Internet host name (*e.g.* ftp.ittvis.com) or a dot-separated numeric address (*e.g.* 192.5.156.21).

Port

The port to which the socket is connected on the remote machine. If this is a well-known port (as contained in the /etc/services file on a UNIX host), then you can specify its name (*e.g.* daytime); otherwise, specify a number.

Keywords

CONNECT_TIMEOUT

Set this keyword to the number of seconds to wait before giving up and issuing an error to shorten the connect timeout from the system-supplied default. Most experts recommend that you not specify an explicit timeout, and instead use your operating system defaults.

Note ———————————————————————————————————

Although you can use CONNECT_TIMEOUT to shorten the timeout, you cannot increase it past the system-supplied default.

———

ERROR

A named variable in which to place the error status. If an error occurs in the attempt to open the socket, IDL normally takes the error handling action defined by the ON_ERROR and/or ON_IOERROR procedures. SOCKET always returns to the caller without generating an error message when ERROR is present. A nonzero error status indicates that an error occurred. The error message can then be found in the system variable !ERROR_STATE.MSG.

GET_LUN

Set this keyword to use the GET_LUN procedure to set the value of *Unit* before the file is opened. Instead of using the two statements:

```
GET_LUN, Unit
OPENR, Unit, 'data.dat'
```

you can use the single statement:

```
OPENR, Unit, 'data.dat', /GET LUN
```

RAWIO

Set this keyword to disable all use of the standard operating system I/O for the file, in favor of direct calls to the operating system. This allows direct access to devices, such as tape drives, that are difficult or impossible to use effectively through the standard I/O. Using this keyword has the following implications:

• No formatted or associated (ASSOC) I/O is allowed on the file. Only READU and WRITEU are allowed.

- Normally, attempting to read more data than is available from a file causes the unfilled space to be set to zero and an error to be issued. This does not happen with files opened with RAWIO. When using RAWIO, the programmer must check the transfer count, either via the TRANSFER_COUNT keywords to READU and WRITEU, or the FSTAT function.

- The EOF and POINT_LUN functions cannot be used with a file opened with RAWIO.

- Each call to READU or WRITEU maps directly to UNIX read(2) and write(2) system calls. The programmer must read the UNIX system documentation for these calls and documentation on the target device to determine if there are any special rules for I/O to that device. For example, the size of data that can be transferred to many cartridge tape drives is often forced to be a multiple of 512 bytes.

READ_TIMEOUT

Set this keyword to the number of seconds to wait for data to arrive before giving up and issuing an error. By default, IDL blocks indefinitely until the data arrives. Typically, this option is unnecessary on a local network, but it is useful with networks that are slow or unreliable.

STDIO

This keyword is only available on UNIX platforms.

Under UNIX, forces the file to be opened via the standard C I/O library (stdio) rather than any other more native OS API that might usually be used. This is primarily of interest to those who intend to access the file from external code, and is not necessary for most uses.

Note

Under Windows, the STDIO feature is not possible. Requesting it causes IDL to throw an error.

SWAP_ENDIAN

Set this keyword to swap byte ordering for multi-byte data when performing binary I/O on the specified file. This is useful when accessing files also used by another system with byte ordering different than that of the current host.

SWAP_IF_BIG_ENDIAN

Setting this keyword is equivalent to setting SWAP_ENDIAN; it only takes effect if the current system has big endian byte ordering. This keyword does not refer to the byte ordering of the input data, but to the computer hardware.

SWAP_IF_LITTLE_ENDIAN

Setting this keyword is equivalent to setting SWAP_ENDIAN; it only takes effect if the current system has little endian byte ordering. This keyword does not refer to the byte ordering of the input data, but to the computer hardware.

WIDTH

The desired output width. When using the defaults for formatted output, IDL uses the following rules to determine where to break lines:

- If the output file is a terminal, the terminal width is used.

- Otherwise, a default of 80 columns is used.

The WIDTH keyword allows the user to override this default.

WRITE_TIMEOUT

Set this keyword to the number of seconds to wait to send data before giving up and issuing an error. By default, IDL blocks indefinitely until it is possible to send the data. Typically, this option is unnecessary on a local network, but it is useful with networks that are slow or unreliable.

Examples

Most UNIX systems maintain a daytime server on the daytime port (port 13). These servers send a 1 line response when connected to, containing the current time of day.

```
; To obtain the current time from the host bullwinkle:
SOCKET, 1, 'bullwinkle','daytime'
date=''
READF, 1, date
CLOSE, 1
PRINT, date
```

IDL prints:

```
Wed Sep 15 17:20:27 1999
```

Version History

5.3	Introduced
5.6	Added SWAP_IF_BIG_ENDIAN and SWAP_IF_LITTLE_ENDIAN keywords

See Also

FILE_POLL_INPUT

SORT

The SORT function returns a vector of subscripts that allow access to the elements of *Array* in ascending order.

Syntax

Result = SORT(*Array* [, /L64])

Return Value

The result is always a vector of integer type with the same number of elements as *Array.*

Note ―――――――――――――――――――――――――――――――――――
If *Array* contains any identical elements, the order in which the identical elements are sorted is arbitrary and may vary between operating systems.
―――――――――――――――――――――――――――――――――――――――

Arguments

Array

The array to be sorted. *Array* can be any basic type of vector or array. String arrays are sorted using the ASCII collating sequence. Complex arrays are sorted by their magnitude. Array values which are Not A Number (NaN) are moved to the end of the resulting array.

Keywords

L64

By default, the result of SORT is 32-bit integer when possible, and 64-bit integer if the number of elements being sorted requires it. Set L64 to force 64-bit integers to be returned in all cases.

Note ―――――――――――――――――――――――――――――――――――
Only 64-bit versions of IDL are capable of creating variables requiring a 64-bit sort. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit or not.
―――――――――――――――――――――――――――――――――――――――

Examples

Example 1

```
A = [4, 3, 7, 1, 2]
PRINT, 'SORT(A) = ', SORT(A)

; Display the elements of A in sorted order:
PRINT, 'Elements of A in sorted order: ', A[SORT(A)]

; Display the elements of A in descending order:
PRINT, 'Elements of A in descending order: ', A[REVERSE(SORT(A))]
```

IDL prints:

```
SORT(A) =    3    4    1    0    2
Elements of A in sorted order:    1    2    3    4    7
Elements of A in descending order:    7    4    3    2    1
```

SORT(A) returns "3 4 1 0 2" because:

$$A[3] < A[4] < A[1] < A[0] < A[2]$$

Example 2

Sorting NaN Values

When sorting data including Not A Number (NaN) values, the NaN entries are moved to the end of the resulting array. For example:

```
values = [ 500, !VALUES.F_NAN, -500 ]
PRINT, SORT(values)
```

IDL prints:

```
2           0           1
```

Version History

Original	Introduced

See Also

REVERSE, UNIQ, WHERE

SPAWN

The SPAWN procedure spawns a child process to execute a command or series of commands. The result of calling SPAWN depends on the platform on which it is being used:

- Under UNIX, the shell used (if any) is obtained from the SHELL environment variable. The NOSHELL keyword can be used to execute a command directly as a child process without starting a shell process.

- Under Windows, a Command Shell is opened. The NOSHELL keyword can be used to execute the specified command directly without starting an intermediate command interpreter shell.

Note ──

See "Using SPAWN Without a Shell Under UNIX" on page 2331 for notes on executing commands without using a shell process under UNIX. See "Execution Directory under Microsoft Windows" on page 2332 for a caution regarding Windows network paths.

──

If SPAWN is called without arguments, an interactive command interpreter process is started, in which you can enter one or more operating system commands.

By default, IDL waits for the child process started by SPAWN to finish before it continues. It is possible to have IDL instead continue execution in parallel with the child process. The syntax for this depends on the operating system on your system:

- Under UNIX, include an ampersand (&) at the end of your shell command.
- Under Windows, specify the NOWAIT keyword to SPAWN.

Note ──

For more information on using SPAWN, see Chapter 2, "Using SPAWN and Pipes" (*External Development Guide*).

──

Syntax

SPAWN [, *Command* [, *Result*] [, *ErrResult*]]

Keywords (all platforms): [, COUNT=*variable*] [, EXIT_STATUS=*variable*]
   [,/NOSHELL] [, /NULL_STDIN] [, PID=*variable*] [, /STDERR]
   [, UNIT=*variable* {*Command* required, *Result* and *ErrResult* not allowed}]

UNIX-Only Keywords: [, /NOTTYRESET] [, /SH]

Windows-Only Keywords: [, /HIDE] [, /LOG_OUTPUT] [, /NOWAIT]

Arguments

Command

A string containing the commands to be executed.

If *Command* is present, it must be specified as follows:

- On UNIX, *Command* is expected to be scalar unless used in conjunction with the NOSHELL keyword, in which case *Command* is expected to be a string array where each element is passed to the child process as a separate argument.

- On Windows, *Command* can be a scalar string or string array. If it is a string array, SPAWN glues together each element of the string array, with each element separated by whitespace.

If *Command* is not present, SPAWN starts an interactive command interpreter process, which you can use to enter one or more operating system commands. While you use the command interpreter process, IDL is suspended. Under Windows, an interactive command shell window is created for this purpose. UNIX spawn does not create a separate window, but simply runs on the user's current tty, using the default shell (as specified by the SHELL environment variable). The SH keyword can be used to force use of the Bourne shell (/bin/sh).

Note

Using SPAWN in this manner is equivalent to using the IDL $ command. The difference between these two is that $ can only be used interactively while SPAWN can be used interactively or in IDL programs

Result

A named variable in which to place the output from the child process. Each line of output becomes a single array element. If *Result* is not present, the output from the child shell process goes to the standard output (usually the terminal).

Note

Result will be a null string if the NOWAIT keyword is specified (Windows) or if *Command* ends in an ampersand (&) (UNIX).

ErrResult

A named variable in which to place the error output (stderr) from the child process. Each line of output becomes a single array element. If *ErrResult* is not present, the error output from the child shell process goes to the standard error file.

Note ———————————————————————————————

See the STDERR keyword for another error stream option.

Note ———————————————————————————————

ErrResult will be a null string if the NOWAIT keyword is specified (Windows). If *Command* ends in an ampersand (`&`) (UNIX), *ErrResult* may contain an error string generated by the shell.

Keywords

COUNT

If *Result* is present and this keyword is also specified, COUNT specifies a named variable into which the number of lines of output is placed. This value gives the number of elements placed into *Result*.

EXIT_STATUS

Set this keyword to a named variable in which the exit status for the child process is returned. The meaning of this value is operating system dependent:

- Under UNIX, it is the value passed by the child to exit(2), and is analogous to the value returned by $? under most UNIX shells.

- Under Windows, it is the value returned by the Windows GetExitCodeProcess() system function. If the NOWAIT keyword is set, EXIT_STATUS returns 0.

If the UNIT keyword is used, this keyword always returns 0. In this case, use the EXIT_STATUS keyword to FREE_LUN or CLOSE to determine the final exit status of the process.

HIDE

This keyword is only available on Windows platforms.

If HIDE is set, the command interpreter shell window is minimized to prevent the user from seeing it.

LOG_OUTPUT

This keyword is only available on Windows platforms.

Normally, IDL starts a command interpreter shell, and output from the child process is displayed in the command interpreter's window. If LOG_OUTPUT is set, the command interpreter window is minimized (as with HIDE) and all output is diverted to the workbench log window. If the *Result* or *ErrResult* arguments are present, they take precedence over LOG_OUTPUT.

NOSHELL

Set this keyword to specify that *Command* should execute directly as a child process without an intervening shell process.

- UNIX – When using the NOSHELL keyword under UNIX, you must specify *Command* as a string array in which the first element is the name of the command to execute and the following arguments are the arguments to be passed to the command. See "Using SPAWN Without a Shell Under UNIX" on page 2331 for notes on executing commands without using a shell process.

- Windows – Use this keyword to start the specified *Command* directly, without the use of an intervening command shell. This is useful for Windows programs that do not require a console, such as Notepad.

  Many common DOS commands (e.g. DIR) are not distinct programs, and are instead implemented as part of the command interpreter. Specifying NOSHELL with such commands results in the command not being found. In such cases, the HIDE keyword might be useful.

NOTTYRESET

This keyword is only available on UNIX platforms.

Some UNIX systems drop characters when the tty mode is switched between normal and raw modes. IDL switches between these modes when reading command input and when using the GET_KBRD function. On such systems, IDL avoids losing characters by delaying the switch back to normal mode until it is truly needed. This method has the benefit of avoiding the large number of mode changes that would otherwise be necessary. Routines that cause output to be sent to the standard output (e.g., I/O operations, user interaction and SPAWN) ensure that the tty is in its normal mode before performing their operations.

If the NOTTYRESET keyword is set, SPAWN does not switch the tty back to normal mode before launching the child process assuming instead that the child will not send

output to the tty. Use this keyword to avoid characters being dropped in a loop of the form:

```
WHILE (GET_KBRD(0) NE 'q') SPAWN, command
```

This keyword has no effect on systems that don't suffer from dropped characters.

NOWAIT

This keyword is only available on Windows platforms.

If this keyword is set, the IDL process continues executing in parallel with the subprocess. Normally, the IDL process suspends execution until the subprocess completes.

NULL_STDIN

If set, the null device is connected to the standard input of the child process. The null device is either /dev/null (under UNIX) or NUL (under Windows).

PID

A named variable into which the Process Identification number of the child process is stored.

SH

This keyword is only available on UNIX platforms.

Set this keyword to force the use of the Bourne shell (/bin/sh). Usually, the shell used is determined by the SHELL environment variable.

STDERR

If set, the child's error output (stderr) is combined with the standard output and returned in *Result*. STDERR and the *ErrResult* argument are mutually exclusive. You should use one or the other, but not both.

UNIT

If UNIT is present, SPAWN creates a child process in the usual manner, but instead of waiting for the specified command to finish, it attaches a bidirectional pipe between the child process and IDL. From the IDL session, the pipe appears as a logical file unit. The other end of the pipe is attached to the child process standard input and output. The UNIT keyword specifies a named variable into which the number of the file unit is stored.

Once the child process is started, the IDL session can communicate with it through the usual input/output facilities. After the child process has done its task, the CLOSE procedure can be used to kill the process and close the pipe. Since SPAWN uses GET_LUN to allocate the file unit, FREE_LUN should be used to free the unit.

If UNIT is present, *Command* must be present, and neither *Result* or *ErrResult* are allowed.

Using SPAWN Without a Shell Under UNIX

When a Unix program is run, its name and arguments are provided to it as an array of strings, one string per argument. The first string is the name of the program, and the remainder (if any) are the arguments. C programmers will recognize this as the standard (argc, argv) arguments passed to the main() function when the program is run. When you execute a command via a Unix shell, one of the operations that the shell carries out for you is to split the command and arguments apart on whitespace boundaries (blanks and tabs) to create this array of arguments. It then runs the program for you, using one of the Unix system exec() functions.

By default, SPAWN creates a shell process and passes the command to this shell instead of simply creating a child process to directly execute the command. Use of a shell is the default because the shell provides useful facilities such as wildcard expansion and argument processing (described above). Although this is usually desirable, it has the drawback of being slower than necessary, and of using an additional process for the shell.

When SPAWN is called with the NOSHELL keyword set, the command is executed as a direct child process, avoiding the extra overhead of starting a shell. This is faster, but since there is no shell, you must specify the arguments in the standard form required by Unix programs. When you specify the NOSHELL keyword, the Command argument should be a string array. The first element of the array is the name of the command to use, and the following elements contain the arguments.

For example, consider the command,

```
SPAWN, 'ps ax'
```

that uses the UNIX *ps* command to show running processes on the computer. To issue this command without a shell, you would write it as follows:

```
SPAWN, ['ps', 'ax'], /NOSHELL
```

Execution Directory under Microsoft Windows

SPAWN attempts to use IDL's current working directory as the current directory for the spawned process. However, Microsoft Windows does not support the specification of a UNC path as the current directory for a Command Shell. Issuing a SPAWN command when IDL's current working directory is set to a UNC path will cause Windows to generate an error that looks something like:

```
CMD.EXE was started with '\\host\dir' as the current directory
path. UNC paths are not supported.  Defaulting to Windows
directory.
```

If your application requires that you be able to use SPAWN when IDL's current working directory is set to a directory on a Windows network, consider mapping the UNC path to a Windows drive letter and setting that to be IDL's working directory.

If your SPAWN command contains a directory name with spaces and you are using the < or > redirect tokens in a DOS window, you may receive an error. If so, you can create a temporary environment variable containing the command as follows:

```
setenv, 'MYARG="C:\test dir\ins" <  "C:\test dir\refs" >  ^
   "C:\test dir\outs"'
SPAWN, '%MYARG%'
```

Examples

Example 1: Interactive use of SPAWN

To simply spawn a shell process from within IDL, enter the command:

```
SPAWN
```

To execute the UNIX `ls` command and return to the IDL prompt, enter:

```
SPAWN, 'ls'
```

To execute the UNIX `ls` command and store the result in the IDL string variable `listing`, enter:

```
SPAWN, 'ls', listing
```

Example 2: Noninteractive use of SPAWN

It is sometimes useful to create a temporary scratch file, removing the file when it is no longer needed. SPAWN could be used as shown below to manage the removal of the scratch file.

```
OPENW, UNIT, 'scratch.dat', /GET_LUN
```

```
;...IDL commands go here.

;Deallocate the file unit and close the file.
FREE_LUN, UNIT

;Use the !VERSION system variable to determine the proper file
;deletion command for the current operating system.
CASE !VERSION.OS OF
  'Windows': CMD = 'DEL'
  ELSE: CMD = 'rm'
ENDCASE

;Delete the file using SPAWN.
SPAWN, CMD + ' scratch.dat'

END
```

Note

The DELETE keyword to the OPENR/OPENU/OPENW procedure or the FILE_DELETE procedure more efficiently handles this job. The above example should serve only to demonstrate use of the SPAWN procedure.

Version History

Original	Introduced
Pre-6.2	Deprecated FORCE, MACCREATOR, NOCLISYM, NOLOGNAME, and NOTIFY keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

"Dollar Sign ($)" on page 5563, Chapter 2, "Using SPAWN and Pipes" (*External Development Guide*)

SPH_4PNT

Given four 3-dimensional points, the SPH_4PNT procedure returns the center and radius necessary to define the unique sphere passing through those points.

This routine is written in the IDL language. Its source code can be found in the file `sph_4pnt.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

SPH_4PNT, *X*, *Y*, *Z*, *Xc*, *Yc*, *Zc*, *R* [, /DOUBLE]

Arguments

X, Y, Z

4-element floating-point or double-precision vectors containing the X, Y, and Z coordinates of the points.

Xc, Yc, Zc

Named variables that will contain the sphere's center X, Y, and Z coordinates.

R

A named variable that will contain the sphere's radius.

Keywords

DOUBLE

Set this keyword to force computations to be done in double-precision arithmetic.

Examples

Find the center and radius of the unique sphere passing through the points: (1, 1, 0), (2, 1, 2), (1, 0, 3), (1, 0, 1):

```
; Define the floating-point vectors containing the x, y and z
; coordinates of the points:
X = [1, 2, 1, 1] + 0.0
Y = [1, 1, 0, 0] + 0.0
Z = [0, 2, 3, 1] + 0.0
```

```
; Compute sphere's center and radius:
SPH_4PNT, X, Y, Z, Xc, Yc, Zc, R

; Print the results:
PRINT, Xc, Yc, Zc, R
```

IDL prints:

```
-0.500000      2.00000      2.00000      2.69258
```

Version History

Pre-4.0	Introduced

See Also

CIR_3PNT, PNT_LINE

SPH_SCAT

The SPH_SCAT function performs spherical gridding. Scattered samples on the surface of a sphere are interpolated to a regular grid. This routine is a convenient interface to the spherical gridding and interpolation provided by TRIANGULATE and TRIGRID.

This routine is written in the IDL language. Its source code can be found in the file sph_scat.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = SPH_SCAT(*Lon*, *Lat*, *F* [, BOUNDS=*[lonmin, latmin, lonmax, latmax]*]
  [, BOUT=*variable*] [, GOUT=*variable*] [, GS=*[lonspacing, latspacing]*]
  [, NLON=*value*] [, NLAT=*value*])

Return Value

Returns a regularly-interpolated grid of the function.

Arguments

Lon

A vector of sample longitudes, in degrees.

Note
  Lon, Lat, and *F* must all have the same number of points.

Lat

A vector of sample latitudes, in degrees.

F

A vector of data values which are functions of Lon and Lat. F_i represents a value at (*Lon$_i$, Lat$_i$*).

Keywords

BOUNDS

Set this keyword to a four-element vector containing the grid limits in longitude and latitude of the output grid. The four elements are: [Lon_{min}, Lat_{min}, Lon_{max}, Lat_{max}]. If this keyword is not set, the grid limits are set to the extent of *Lon* and *Lat*.

Note ───

To cover all longitudes, you must explicitly specify the values for the BOUNDS keyword.

───

BOUT

Set this keyword to a named variable that, on return, contains a four-element vector (similar to BOUNDS) that describes the actual extent of the regular grid.

GOUT

Set this keyword to a named variable that, on return, contains a two-element vector (similar to GS) that describes the actual grid spacing.

GS

Set this keyword to a two-element vector that specifies the spacing between grid points in longitude (the first element) and latitude (the second element).

If this keyword is not set, the default value is based on the extents of *Lon* and *Lat*. The default longitude spacing is (Lon_{max} - Lon_{min})/(NLON-1). The default latitude spacing is (Lat_{max} - Lat_{min})/(NLAT-1). If NLON and NLAT are not set, the default grid size of 26 by 26 is used for NLON and NLAT.

NLON

The output grid size in the longitude direction. The default value is 26.

Note ───

NLON need not be specified if the size can be inferred from GS and BOUNDS.

───

NLAT

The output grid size in the latitude direction. The default value is 26.

Note

NLAT need not be specified if the size can be inferred from GS and BOUNDS.

Examples

```
; Create some random longitude points:
lon = RANDOMU(seed, 50) * 360. -180.

; Create some random latitude points:
lat = RANDOMU(seed, 50) * 180. -90.

; Make a function to fit:
z = SIN(lat*!DTOR)
c = COS(lat*!DTOR)
x = COS(lon*!DTOR) * c
y = SIN(lon*!DTOR) * c

; The finished dependent variable:
f = SIN(x+y) * SIN(x*z)
; Interpolate the data and return the result in variable r:
r = SPH_SCAT(lon, lat, f, BOUNDS=[0, -90, 350, 85], GS=[10,5])
```

Version History

4.0	Introduced

See Also

TRIANGULATE, TRIGRID

SPHER_HARM

The SPHER_HARM function returns the value of the spherical harmonic $Y_{lm}(\theta,\phi)$, $-l \leq m \leq l$, $l \geq 0$, which is a function of two coordinates on a spherical surface.

The spherical harmonics are related to the associated Legendre polynomial by:

$$Y_{lm}(\theta,\phi) \;=\; \sqrt{\frac{2l+1}{4\pi}\frac{(l-m)!}{(l+m)!}}\,P_l^m(\cos\theta)e^{im\phi}$$

For negative *m* the following relation is used:

$$Y_{l,-m}(\theta,\phi) = (-1)^m Y_{lm}^*(\theta,\phi)$$

where * represents the complex conjugate.

This routine is written in the IDL language. Its source code can be found in the file spher_harm.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = SPHER_HARM(*Theta*, *Phi*, *L*, *M*, [, /DOUBLE])

Return Value

SPHER_HARM returns a complex scalar or array containing the value of the spherical harmonic function. The return value has the same dimensions as the input arguments *Theta* and *Phi*. If one argument (*Theta* or *Phi*) is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

If either *Theta* or *Phi* are double-precision or if the DOUBLE keyword is set, the result is double-precision complex, otherwise the result is single-precision complex.

Arguments

Theta

The value of the polar (colatitudinal) coordinate θ at which $Y_{lm}(\theta,\phi)$ is evaluated. *Theta* can be either a scalar or an array.

Phi

The value of the azimuthal (longitudinal) coordinate φ at which $Y_{lm}(\theta,\phi)$ is evaluated. *Phi* can be either a scalar or an array.

L

A scalar integer, L ≥ 0, specifying the order *l* of $Y_{lm}(\theta,\phi)$. If *L* is of type float, it will be truncated.

M

A scalar integer, $-L \leq M \leq L$, specifying the azimuthal order *m* of $Y_{lm}(\theta,\phi)$. If *M* is of type float, it will be truncated.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

This example visualizes the electron probability density for the hydrogen atom in state 3d0. (Feynman, Leighton, and Sands, 1965: The Feynman Lectures on Physics, Calif. Inst. Tech, Ch. 19):

```
; Define a data cube (N x N x N)
n = 41L
a = 60*FINDGEN(n)/(n-1) - 29.999  ; [-1,+1]
x = REBIN(a, n, n, n)                     ; X-coordinates of cube
y = REBIN(REFORM(a,1,n), n, n, n)  ; Y-coordinates
z = REBIN(REFORM(a,1,1,n), n, n, n); Z-coordinates

; Convert from rectangular (x,y,z) to spherical (phi, theta, r)
spherCoord = CV_COORD(FROM_RECT= $
 TRANSPOSE([[x[*]],[y[*]],[z[*]]]), /TO_SPHERE)
phi = REFORM(spherCoord[0,*], n, n, n)
theta = REFORM(!PI/2 - spherCoord[1,*], n, n, n)
r = REFORM(spherCoord[2,*], n, n, n)

; Find electron probability density for hydrogen atom in state 3d0
; Angular component
L = 2   ; state "d" is electron spin L=2
M = 0   ; Z-component of spin is zero
angularState = SPHER_HARM(theta, phi, L, M)
```

```
; Radial component for state n=3, L=2
radialFunction = EXP(-r/2)*(r^2)
waveFunction = angularState*radialFunction
probabilityDensity = ABS(waveFunction)^2

SHADE_VOLUME, probabilityDensity, $
 0.1*MEAN(probabilityDensity), vertex, poly
oPolygon = OBJ_NEW('IDLgrPolygon', vertex, $
 POLYGON=poly, COLOR=[180,180,180])
XOBJVIEW, oPolygon
```

The results are shown in the following figure (rotated in XOBJVIEW for clarity):
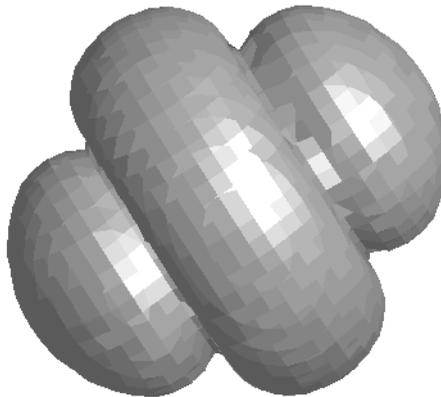
Figure 21-18: SPHER_HARM Example of Hydrogen Atom
(object rotated in XOBJVIEW for clarity)

Version History

5.4	Introduced

See Also

LEGENDRE, LAGUERRE

SPL_INIT

The SPL_INIT function is called to establish the type of interpolating spline for a tabulated set of functional values X_i, $Y_i = F(X_i)$.

It is important to realize that SPL_INIT should be called only *once* to process an entire tabulated function in arrays *X* and *Y*. Once this has been done, values of the interpolated function for any value of *X* can be obtained by calls (as many as desired) to the separate function SPL_INTERP.

SPL_INIT is based on the routine spline described in section 3.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SPL_INIT(*X*, *Y* [, /DOUBLE] [, YP0=*value*] [, YPN_1=*value*])

Return Value

Returns the values of the 2nd derivative of the interpolating function at the points X_i.

Arguments

X

An *n*-element input vector that specifies the tabulate points in ascending order.

Y

An *n*-element input vector that specifies the values of the tabulated function $F(X_i)$ corresponding to X_i.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

YP0

The first derivative of the interpolating function at the point X_0. If YP0 is omitted, the second derivative at the boundary is set to zero, resulting in a "natural spline."

YPN_1

The first derivative of the interpolating function at the point X_{n-1}. If YPN_1 is omitted, the second derivative at the boundary is set to zero, resulting in a "natural spline."

Examples

Example 1

```
X = (FINDGEN(21)/20.) * 2.0*!PI
Y = SIN(X)
PRINT, SPL_INIT(X, Y, YP0 = -1.1, YPN_1 = 0.0)
```

IDL Prints:

```
23.1552    -6.51599    1.06983   -1.26115  -0.839544    -1.04023
-0.950336  -0.817987  -0.592022  -0.311726  2.31192e-05  0.311634
 0.592347   0.816783   0.954825   1.02348   0.902068     1.02781
-0.198994   3.26597  -11.0260
```

Example 2

```
PRINT, SPL_INIT(X, Y, YP0 = -1.1)
```

IDL prints:

```
23.1552    -6.51599    1.06983   -1.26115  -0.839544    -1.04023
-0.950336  -0.817988  -0.592020  -0.311732  4.41521e-05  0.311555
 0.592640   0.815690   0.958905   1.00825   0.958905     0.815692
 0.592635   0.311567   0.00000
```

Version History

4.0	Introduced

See Also

SPL_INTERP, SPLINE, SPLINE_P

SPL_INTERP

Given the arrays *X* and *Y*, which tabulate a function (with the X_i in ascending order), and given the array Y_2, which is the output from SPL_INIT, and given an input value of X_2, the SPL_INTERP function returns a cubic-spline interpolated value for the given value of X_I.

SPL_INTERP is based on the routine `splint` described in section 3.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SPL_INTERP(*X*, *Y*, *Y2*, *X2* [, /DOUBLE])

Return Value

Returns either single- or double-precision floating result of the same structure as X_2.

Arguments

X

An input array that specifies the tabulated points in ascending order.

Y

An input array that specifies the values of the tabulate function corresponding to X_i.

Y2

The output from SPL_INIT for the specified *X* and *Y*.

X2

The input value for which an interpolated value is desired. *X* can be scalar or an array of values. The result of SPL_INTERP will have the same structure.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To create a spline interpolation over a tabulated set of data, [X_i, Y_i], first create the tabulated data. In this example, X_i will be in the range [0.0, 2π] and Y_i in the range [sin(0.0), sin(2π)].

```
X = (FINDGEN(21)/20.0) * 2.0 * !PI
Y = SIN(X)

; Calculate interpolating cubic spline:
Y2 = SPL_INIT(X, Y)

; Define the X values P at which we desire interpolated Y values:
X2= FINDGEN(11)/11.0 * !PI

; Calculate the interpolated Y values corresponding to X2[i]:
result = SPL_INTERP(X, Y, Y2, X2)

PRINT, result
```

IDL prints:

```
0.00000  0.281733  0.540638  0.755739  0.909613  0.989796
0.989796  0.909613  0.755739  0.540638  0.281733
```

The exact solution vector is sin(X_2).

To interpolate a line in the XY plane, see SPLINE_P.

Version History

4.0	Introduced

See Also

SPL_INIT, SPLINE, SPLINE_P

SPLINE

The SPLINE function performs cubic spline interpolation. It accepts single- or double-precision input.

This routine is written in the IDL language. Its source code can be found in the file spline.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = SPLINE(*X*, *Y*, *T* [, *Sigma*] [, /DOUBLE])

Return Value

Returns the result of the cubic spline interpolation. If *X*, *Y*, or *T* are of type double precision, then the computations will be done using double precision, and a double-precision result will be returned. Otherwise, single precision will be used, and a single-precision result will be returned.

Arguments

X

The abscissa vector. Values *must* be strictly increasing (no duplicate values). *X* must have three or more points.

Y

The vector of ordinate values corresponding to *X*. *Y* should have the same number of elements as *X*.

T

The vector of abscissa values for which the ordinate is desired. The values of *T must* be strictly increasing (no duplicate values).

Sigma

The amount of "tension" that is applied to the curve. The default value is 1.0. If sigma is close to 0, (e.g., .01), then effectively there is a cubic spline fit. If sigma is large, (e.g., greater than 10), then the fit will be like a polynomial interpolation.

Keywords

DOUBLE

Set this keyword to perform computations using double-precision arithmetic and to return a double-precision result.

Examples

The commands below show a typical use of SPLINE:

```
; X values of original function:
X = [2.,3.,4.]

; Make a quadratic
Y = (X-3)^2
;Values for interpolated points:
T = FINDGEN(20)/10.+2

; Do the interpolation:
Z = SPLINE(X,Y,T)
```

Version History

Original	Introduced
6.1	Added DOUBLE keyword

See Also

SPL_INIT, SPLINE_P

SPLINE_P

The SPLINE_P procedure performs parametric cubic spline interpolation with relaxed or clamped end conditions.

This routine is both more general and faster than the SPLINE function. One call to SPLINE_P is equivalent to two calls to SPLINE, as both the X and Y are interpolated with splines. It is suited for interpolating between randomly placed points, and the abscissa values need not be monotonic. In addition, the end conditions may be optionally specified via tangents.

This routine is written in the IDL language. Its source code can be found in the file spline_p.pro in the lib subdirectory of the IDL distribution.

Syntax

SPLINE_P, *X*, *Y*, *Xr*, *Yr* [, /DOUBLE] [, INTERVAL=*value*] [, TAN0=*[X$_0$, Y$_0$]*]
   [, TAN1=*[X$_{n-1}$, Y$_{n-1}$]*]

Arguments

X

The abscissa vector. *X* should be floating-point or double-precision.

Y

The vector of ordinate values corresponding to X. *Y* should be floating-point or double-precision.

Neither X or Y need be monotonic.

Xr

A named variable that will contain the abscissa values of the interpolated function. If X or Y is double-precision, then the computations will be done using double-precision and a double-precision result will be returned. Otherwise, single-precision will be used.

Yr

A named variable that will contain the ordinate values of the interpolated function. If X or Y is double-precision, then the computations will be done using double-precision and a double-precision result will be returned. Otherwise, single-precision will be used.

Keywords

DOUBLE

Set this keyword to perform computations using double-precision arithmetic and to return a double-precision result.

INTERVAL

Set this keyword equal to the desired interval in XY space between interpolants. If omitted, approximately 8 interpolants per XY segment will result.

TAN0

The tangent to the spline curve at X[0], Y[0]. If omitted, the tangent is calculated to make the curvature of the result zero at the beginning. TAN0 is a two element vector, containing the X and Y components of the tangent.

TAN1

The tangent to the spline curve at X[n-1], Y[n-1]. If omitted, the tangent is calculated to make the curvature of the result zero at the end. TAN1 is a two element vector, containing the X and Y components of the tangent.

Examples

The commands below show a typical use of SPLINE_P:

```
; Abscissas for square with a vertical diagonal:
X = [0.,1,0,-1,0]

; Ordinates:
Y = [0.,1,2,1,0]

; Interpolate with relaxed end conditions:
SPLINE_P, X, Y, XR, YR
```

```
; Show it:
PLOT, XR, YR
```

As above, but with setting both the beginning and end tangents:

```
SPLINE_P, X, Y, XR, YR, TAN0=[1,0], TAN1=[1,0]
```

This yields approximately 32 interpolants.

As above, but with setting the interval to 0.05, making more interpolants, closer together:

```
SPLINE_P, X, Y, XR, YR, TAN0=[1,0], TAN1=[1,0], INTERVAL=0.05
```

This yields 116 interpolants and looks close to a circle.

Version History

Pre-4.0	Introduced
6.1	Added DOUBLE keyword

See Also

SPL_INIT, SPLINE

SPRSAB

The SPRSAB function performs matrix multiplication on two row-indexed sparse arrays created by SPRSIN. The routine computes all components of the matrix products, but only stores those values whose absolute magnitude exceeds the threshold value.

SPRSAB is based on the routine `sprstm` described in section 2.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission. The difference between the two routines is that SPRSAB performs the matrix multiplication $A*B$ rather than $A*B^T$.

Syntax

Result = SPRSAB(*A*, *B* [, /DOUBLE] [, THRESHOLD=*value*])

Return Value

The result is a row-indexed sparse array.

Arguments

A, B

Row-indexed sparse arrays created by the SPRSIN function.

Note
If SPRSAB is complex then only the real part is used for the computation.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

THRESHOLD

Use this keyword to set the criterion for deciding the absolute magnitude of the elements to be retained in sparse storage mode. For single-precision calculations, the

default value is 1.0×10^{-7}. For double-precision calculations, the default is 1.0×10^{-14}.

Examples

```
; Begin by creating two arrays:
A = [[ 5.0,  0.0, 0.0,  1.0], $
     [ 3.0, -2.0, 0.0,  1.0], $
     [ 4.0, -1.0, 0.0,  2.0], $
     [ 0.0,  3.0, 3.0,  1.0]]
B = [[ 1.0,  2.0, 3.0,  1.0], $
     [ 3.0, -3.0, 0.0,  1.0], $
     [-1.0,  3.0, 1.0,  2.0], $
     [ 0.0,  3.0, 3.0,  1.0]]

; Convert the arrays to sparse array format before multiplying.
; The variable SPARSE holds the result in sparse array form:
sparse = SPRSAB(SPRSIN(A), SPRSIN(B))

; Restore the sparse array structure to full storage mode:
result = FULSTR(sparse)

; Print the result:
PRINT, 'result:'
PRINT, result

; Check this result by multiplying the original arrays:
exact = B # A
PRINT, 'exact:'
PRINT, exact
```

IDL prints:

```
result:
 5.00000      13.0000      18.0000       6.00000
-3.00000      15.0000      12.0000       2.00000
 1.00000      17.0000      18.0000       5.00000
 6.00000       3.00000      6.00000      10.0000
exact:
 5.00000      13.0000      18.0000       6.00000
-3.00000      15.0000      12.0000       2.00000
 1.00000      17.0000      18.0000       5.00000
 6.00000       3.00000      6.00000      10.0000
```

Version History

4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAX, SPRSIN, SPRSTP, READ_SPR, WRITE_SPR

SPRSAX

The SPRSAX function takes a row-indexed sparse array created by the SPRSIN function and multiplies it by an *n*-element vector to its right.

SPRSAX is based on the routine `sprsax` described in section 2.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SPRSAX(*A*, *X* [, /DOUBLE])

Return Value

Returns a *n*-element vector.

Arguments

A

A row-indexed sparse array created by the SPRSIN function.

Note
If SPRSAX is complex then only the real part is used for the computation.

X

An *n*-element right hand vector.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Begin by creating an array A:
A = [[ 5.0,  0.0, 0.0], $
     [ 3.0, -2.0, 0.0], $
     [ 4.0, -1.0, 0.0]]
```

```
; Define the right-hand vector:
X = [1.0, 2.0, -1.0]

; Convert to sparse format, then multiply by X:
result = SPRSAX(SPRSIN(A),X)

; Print the result:
PRINT, result
```

IDL prints:

```
5.00000     -1.00000      2.00000
```

Version History

4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAB, SPRSIN, SPRSTP, READ_SPR, WRITE_SPR

SPRSIN

The SPRSIN function converts an array, or list of subscripts and values, into a row-index sparse storage mode, retaining only elements with an absolute magnitude greater than or equal to the specified threshold. The list form is much more efficient than the array form if the density of the matrix is low.

SPRSIN is based on the routine `sprsin` described in section 2.7 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SPRSIN(*A* [, /COLUMN] [, /DOUBLE] [, THRESHOLD=*value*])

or

Result = SPRSIN(*Columns, Rows, Values, N* [, /DOUBLE] [, THRESHOLD=*value*])

Return Value

The result is a row-indexed sparse array contained in structure form. The structure consists of two linear sparse storage vectors: SA, a vector of array values, and IJA, a vector of subscripts to the SA vector. The length of these vectors is equal to 1 plus the number of diagonal elements of the array, plus the number of off-diagonal elements with an absolute magnitude greater that or equal to the threshold value. Diagonal elements of the array are always retained even if their absolute magnitude is less than the specified threshold.

Arguments

A

An *n* by *n* array of any type except string or complex.

Columns

A vector containing the column subscripts of the non-zero elements. Values must be in the range of 0 to (N-1).

Rows

A vector, of the same length as Column, containing the row subscripts of the non-zero elements. Values must be in the range of 0 to (N-1).

Values

A vector, of the same length as Column, containing the values of the non-zero elements.

N

The size of the resulting sparse matrix.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors). This keyword is not allowed in the list form of the call.

DOUBLE

Set this keyword to convert the sparse array to double-precision.

THRESHOLD

Use this keyword to set the criterion for deciding the absolute magnitude of the elements to be retained in sparse storage mode. For single-precision calculations, the default value is 1.0×10^{-7}. For double-precision values, the default is 1.0×10^{-14}.

Examples

Example1

Suppose we wish to convert the following array to sparse storage format:

```
A = [[ 5.0, -0.2, 0.1], $
     [ 3.0, -2.0, 0.3], $
     [ 4.0, -1.0, 0.0]]

; Convert to sparse storage mode. All elements of the array A that
; have absolute values less than THRESH are set to zero.
sparse = SPRSIN(A, THRESH = 0.5)
```

The variable SPARSE now contains a representation of A in structure form. See the description of FULSTR for an example that restores such a structure to full storage mode.

Example2

This example demonstrates how to use the list form of the call to SPRSIN. The following line of code creates a sparse matrix, equivalent to a 100 by 100 identity matrix, i.e. all diagonal elements are set to 1, all other elements are zero:

```
I100 = SPRSIN(LINDGEN(100), LINDGEN(100), REPLICATE(1.0,100), 100)
```

Version History

4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAB, SPRSAX, SPRSTP, READ_SPR, WRITE_SPR

SPRSTP

The SPRSTP function constructs the transpose of a sparse matrix.

Syntax

Result = SPRSTP(*A*)

Return Value

Returns the sparse matrix of the given sparse array.

Arguments

A

A row-indexed sparse array created by the SPRSIN function.

Keywords

None

Examples

This example creates a 100 by 100 pseudo-random sparse matrix, with 1000 non-zero elements, and then computes the product of the matrix and its transpose:

```
n = 100                 ;Dimensions of matrix
m = 1000                ;Number of non-zero elements
a = SPRSIN(RANDOMU(seed, m)*n, RANDOMU(seed, m)*n, $
    RANDOMU(seed, m),n)
b = SPRSAB(a, SPRSTP(a))  ;Transpose and create the product
```

Version History

4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAB, SPRSAX, SPRSIN, READ_SPR, WRITE_SPR

SQRT

The SQRT function computes the square root of *X*.

Syntax

Result = SQRT(*X*)

Return Value

Returns the square root of *X*.

Arguments

X

The value for which the square root is desired. If *X* is double-precision floating-point or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. When applied to complex numbers, *z = x+iy*:

$$z^{1/2} = \left[\frac{1}{2}(r + x)\right]^{1/2} \pm i\left[\frac{1}{2}(r - x)\right]^{1/2}$$

$$r = \sqrt{x^2 + y^2}$$

The ambiguous sign is taken to be the same as the sign of *y*. The result has the same structure as *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To find the square root of 145 and store the result in variable S, enter:

```
S = SQRT(145)
```

Version History

Original	Introduced

See Also

"Using Exponentiation" (Chapter 12, *Application Programming*).

STANDARDIZE

The STANDARDIZE function computes standardized variables from an array of *m* variables (columns) and *n* observations (rows).

This routine is written in the IDL language. Its source code can be found in the file standardize.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = STANDARDIZE(*A* [, /DOUBLE])

Return Value

The result is an *m*-column, *n*-row array where all columns have a mean of zero and a variance of one.

Arguments

A

An *m*-column, *n*-row single- or double-precision floating-point array.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define an array with 4 variables and 20 observations:
array = $
          [[19.5, 43.1, 29.1, 11.9], $
           [24.7, 49.8, 28.2, 22.8], $
           [30.7, 51.9, 37.0, 18.7], $
           [29.8, 54.3, 31.1, 20.1], $
           [19.1, 42.2, 30.9, 12.9], $
           [25.6, 53.9, 23.7, 21.7], $
           [31.4, 58.5, 27.6, 27.1], $
           [27.9, 52.1, 30.6, 25.4], $
           [22.1, 49.9, 23.2, 21.3], $
           [25.5, 53.5, 24.8, 19.3], $
```

```
                [31.1, 56.6, 30.0, 25.4], $
                [30.4, 56.7, 28.3, 27.2], $
                [18.7, 46.5, 23.0, 11.7], $
                [19.7, 44.2, 28.6, 17.8], $
                [14.6, 42.7, 21.3, 12.8], $
                [29.5, 54.4, 30.1, 23.9], $
                [27.7, 55.3, 25.7, 22.6], $
                [30.2, 58.6, 24.6, 25.4], $
                [22.7, 48.2, 27.1, 14.8], $
                [25.2, 51.0, 27.5, 21.1]]

; Compute the mean and variance of each variable using the MOMENT
; function. The skewness and kurtosis are also computed:
FOR K = 0, 3 DO PRINT, MOMENT(array[K,*])

; Compute the standardized variables:
result = STANDARDIZE(array)

; Compute the mean and variance of each standardized variable using
; the MOMENT function. The skewness and kurtosis are also computed:
FOR K = 0, 3 DO PRINT, MOMENT(result[K,*])
```

IDL prints:

```
25.3050        25.2331      -0.454763       -1.10028
51.1700        27.4012      -0.356958       -1.19516
27.6200        13.3017       0.420289        0.104912
20.1950        26.0731      -0.363277       -1.24886

-7.67130e-07    1.00000      -0.454761       -1.10028
-3.65451e-07    1.00000      -0.356958       -1.19516
-1.66707e-07    1.00000       0.420290        0.104913
 4.21703e-07    1.00000      -0.363278       -1.24886
```

Version History

| 5.0 | Introduced |

See Also

MOMENT

STDDEV

The STDDEV function computes the standard deviation of an *n*-element vector.

Syntax

Result = STDDEV(*X* [, /DOUBLE] [, /NAN])

Return Value

The result is the standard deviation of the given vector.

Arguments

X

A numeric vector.

Keywords

DOUBLE

If this keyword is set, computations are performed in double precision arithmetic.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define the n-element vector of sample data:
x = [65, 63, 67, 64, 68, 62, 70, 66, 68, 67, 69, 71, 66, 65, 70]

; Compute the standard deviation:
result = STDDEV(x)

PRINT, result
```

IDL prints:

```
2.65832
```

Version History

5.1	Introduced

See Also

KURTOSIS, MEAN, MEANABSDEV, MOMENT, SKEWNESS, VARIANCE

STOP

The STOP procedure stops the execution of a running program or batch file. Control reverts to the interactive mode.

Syntax

STOP [, *Expr₁*, ..., *Exprₙ*]

Arguments

Expr*ᵢ*

One or more expressions whose value is printed. If no parameters are present, a brief message describing where the STOP was encountered is printed.

Keywords

None.

Examples

Suppose that you want to stop the execution of a procedure and print the values of the variables A, B, C and NUM. At the appropriate location in your procedure include the command:

```
STOP, A, B, C, NUM
```

To continue execution of the procedure (if possible) enter the IDL executive command:

```
.CONT
```

Version History

Original	Introduced

See Also

BREAKPOINT, EXIT, WAIT

STRARR

The STRARR function returns a string array containing zero-length strings.

Syntax

Result = STRARR(D_1 [, ..., D_8])

Return Value

The result is a string array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Examples

To create S, a 20-element string vector, enter:

```
S = STRARR(20)
```

Version History

Original	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, UINTARR, ULON64ARR, ULONARR

STRCMP

The STRCMP function performs string comparisons between its two String arguments, returning True (1) for those that match and False (0) for those that do not. Normally, the IDL equality operator (EQ) is used for such comparisons, but STRCMP can optionally perform case-insensitive comparisons and can be limited to compare only the first N characters of the two strings, both of which require extra steps using the EQ operator.

Syntax

Result = STRCMP(*String1*, *String2* [, *N*] [, /FOLD_CASE])

Return Value

If all of the arguments are scalar, the result is scalar. If one of the arguments is an array, the result is an integer with the same structure. If more than one argument is an array, the result has the structure of the smallest array. Each element of the result contains True (1) if the corresponding elements of String1 and String2 are the same, and False (0) otherwise.

Arguments

String1, String2

The strings to be compared.

N

Normally String1 and String2 are compared in their entirety. If N is specified, the comparison is made on at most the first N characters of each string.

Keywords

FOLD_CASE

String comparison is normally a case sensitive operation. Set FOLD_CASE to perform case insensitive comparisons instead.

Examples

Compare two strings in a case-insensitive manner, considering only the first 3 characters:

```
Result = STRCMP('Moose', 'moo', 3, /FOLD_CASE)
PRINT, Result
```

IDL prints:

        1

Version History

5.3	Introduced

See Also

STREGEX, STRJOIN, STRMATCH, STRMID, STRPOS, STRSPLIT

"Non-Printing Characters" (Chapter 14, *Application Programming*)

STRCOMPRESS

The STRCOMPRESS function returns a copy of *String* with all whitespace (blanks and tabs) compressed to a single space or completely removed.

Syntax

Result = STRCOMPRESS(*String* [, /REMOVE_ALL])

Return Value

The result is a compressed string.

Arguments

String

The string to be compressed. If not of type string, it is converted using IDL's default formatting rules. If *String* is an array, the result is an array with the same structure—each element contains a compressed copy of the corresponding element of *String*.

Keywords

REMOVE_ALL

Set this keyword to remove *all* whitespace. Normally, all whitespace is compressed to a *single* space.

Examples

```
; Create a string variable S:
S = 'This is a string with spaces in it.'

; Print S with all of the whitespace removed:
PRINT, STRCOMPRESS(S, /REMOVE_ALL)
```

IDL Output

```
Thisisastringwithspacesinit.
```

Version History

Original	Introduced

See Also

STRTRIM

STREAMLINE

The STREAMLINE procedure generates the visualization graphics from a path. The output is a polygonal ribbon which is tangent to a vector field along its length. The ribbon is generated by placing a line at each vertex in the direction specified by each normal value multiplied by the anisotropy factor. The input normal array is not normalized before use, making it possible to vary the ribbon width as well.

Syntax

STREAMLINE, *Verts*, *Conn*, *Normals*, *Outverts*, *Outconn* [, ANISOTROPY=*array*] [, SIZE=*vector*] [, PROFILE=*array*]

Arguments

Verts

Input array of path vertices ([3, *n*] array).

Conn

Input path connectivity array in IDLgrPolyline POLYLINES keyword format. There is one set of line segments in this array for each streamline.

Normals

Normal estimate at each input vertex ([3, *n*] array).

Outverts

Output vertices ([3xn] float array). Useful if the routine is to be used with Direct Graphics or the user wants to manipulate the data directly.

Outconn

Output polygonal connectivity array to match the output vertices.

Keywords

ANISOTROPY

Set this input keyword to a three-element array describing the distance between grid points in each dimension. The default value is [1.0, 1.0, 1.0]

SIZE

Set this keyword to a vector of values (one for each path point). These values are used to specify the width of the ribbon or the size of profile at each point along its path. This keyword is generally used to convey additional data parameters along the streamline.

PROFILE

Set this keyword to an array of two-dimensional points which are treated as the cross section of the ribbon instead of a line segment. If the first and last points in the array are the same, a closed profile is generated. The profile is placed at each path vertex in the plane perpendicular to the line connecting each path vertex with the vertex normal defining the up direction. This allows for the generation of streamtubes and other geometries.

Version History

5.3	Introduced

STREGEX

The STREGEX function performs regular expression matching against the strings contained in StringExpression. STREGEX can perform either a simple boolean True/False evaluation of whether a match occurred, or it can return the position and offset within the strings for each match. The regular expressions accepted by this routine, which correspond to "Posix Extended Regular Expressions", are similar to those used by such UNIX tools as egrep, lex, awk, and Perl.

For more information about regular expressions, see "Learning About Regular Expressions" (Chapter 14, *Application Programming*).

STREGEX is based on the regex package written by Henry Spencer, modified by ITT Visual Information Solutions only to the extent required to integrate it into IDL. This package is freely available at `ftp://zoo.toronto.edu/pub/regex.shar`.

Syntax

Result = STREGEX(*StringExpression*, *RegularExpression* [, /BOOLEAN |
, /EXTRACT | , LENGTH=*variable* [, /SUBEXPR]] [, /FOLD_CASE])

Return Value

By default, STREGEX returns the position of the matched string within each element of *StringExpression*. If no match is found, -1 is returned. Optionally, STREGEX can return a boolean True/False result of the match or the matched strings.

Arguments

StringExpression

A string or string array in which to search for matches of *RegularExpression*.

RegularExpression

A scalar string containing the regular expression to match. See "Learning About Regular Expressions" (Chapter 14, *Application Programming*) for a description of the meta characters that can be used in a regular expression.

Keywords

BOOLEAN

Normally, STREGEX returns the position of the first character in each element of *StringExpression* that matches *RegularExpression*. Setting BOOLEAN modifies this behavior to simply return a True/False value indicating if a match occurred or not.

EXTRACT

Normally, STREGEX returns the position of the first character in each element of *StringExpression* that matches *RegularExpression*. Setting EXTRACT modifies this behavior to simply return the matched substrings. The EXTRACT keyword cannot be used with either BOOLEAN or LENGTH.

FOLD_CASE

Regular expression matching is normally a case-sensitive operation. Set FOLD_CASE to perform case-insensitive matching instead.

LENGTH

Set this keyword equal to a named variable that will contain the length of each matching string found. If no match is found in an element of *StringExpression*, the returned variable will contain -1 for that element. Together with this result of this function, which contains the starting points of the matches in *StringExpression*, LENGTH can be used with the STRMID function to extract the matched substrings. The LENGTH keyword cannot be used with either BOOLEAN or EXTRACT.

SUBEXPR

By default, STREGEX only reports the overall match. Setting SUBEXPR causes it to report the overall match as well as any subexpression matches. A subexpression is any part of a regular expression written within parentheses. For example, the regular expression '(a)(b)(c+)' has 3 subexpressions, whereas the functionally equivalent 'abc+' has none. The SUBEXPR keyword cannot be used with BOOLEAN.

If a subexpression participated in the match several times, the reported substring is the last one it matched. Note, as an example in particular, that when the regular expression '(b*)+' matches 'bbb', the parenthesized subexpression matches the three 'b's and then an infinite number of empty strings following the last 'b', so the reported substring is one of the empties. This occurs because the '*' matches *zero or more* instances of the character that precedes it.

In order to return multiple positions and lengths for each input, the result from
SUBEXPR has a new first dimension added compared to *StringExpression*.

Examples

Example 1

To match a string starting with an "a", followed by a "b", followed by 1 or more "c":

```
pos = STREGEX('aaabccc', 'abc+', length=len)
PRINT, STRMID('aaabccc', pos, len)
```

IDL Prints:

```
abccc
```

To perform the same match, and also find the locations of the three parts:

```
pos = STREGEX('aaabccc', '(a)(b)(c+)', length=len, /SUBEXPR)
print, STRMID('aaabccc', pos, len)
```

IDL Prints:

```
abccc a b ccc
```

Or more simply:

```
print,STREGEX('aaabccc','(a)(b)(c+)',/SUBEXPR,/EXTRACT)
```

IDL Prints:

```
abccc a b ccc
```

Example 2

This example searches a string array for words of any length beginning with "f" and
ending with "t" without the letter "o" in between:

```
str = ['foot', 'Feet', 'fate', 'FAST', 'ferret', 'affluent']
PRINT, STREGEX(str, '^f[^o]*t$', /EXTRACT, /FOLD_CASE)
```

This statement results in:

```
Feet FAST ferret
```

Note the following about this example:

- Unlike the * wildcard character used by STRMATCH, the * meta character used by STREGEX applies to the item directly on its left, which in this case is [^o], meaning "any character except the letter 'o' ". Therefore, [^o]* means "zero or more characters that are not 'o' ", whereas the following statement would find only words whose second character is not "o":

```
PRINT, str[WHERE(STRMATCH(str, 'f[!o]*t', /FOLD_CASE) EQ 1)]
```

- The anchors (^ and $) tell STREGEX to find only words that begin with "f" and end with "t". If we left out the ^ anchor in the above example, STREGEX would also return "ffluent" (a substring of "affluent"). Similarly, if we left out the $ anchor, STREGEX would also return "fat" (a substring of "fate").

Version History

5.3	Introduced

See Also

STRCMP, STRJOIN, STRMATCH, STRMID, STRPOS, STRSPLIT

"Non-Printing Characters" (Chapter 14, *Application Programming*)

STRETCH

The STRETCH procedure stretches the image display color tables so the full range runs from one color index to another. The modified colortable is loaded, but the COLORS common block is not changed. The original colortable can be restored by calling STRETCH with no arguments. A colortable must be loaded before STRETCH can be called.

This routine is written in the IDL language. Its source code can be found in the file stretch.pro in the lib subdirectory of the IDL distribution.

Syntax

STRETCH [, *Low*, *High* [, *Gamma*]] [, /CHOP]

Arguments

Low

The lowest pixel value to use. If this parameter is omitted, 0 is assumed. Appropriate values range from 0 to the number of available colors-1. If no parameters are supplied, the original color tables are restored.

High

The highest pixel value to use. If this parameter is omitted, the number of colors-1 is assumed. Appropriate values range from 0 to the number of available colors-1.

Gamma

An optional Gamma correction factor. If this value is omitted, 1.0 is assumed. Gamma correction works by raising the color indices to the *Gamma* power, assuming they are scaled into the range 0 to 1.

Keywords

CHOP

Set this keyword to set color indices above the upper threshold to color index 0. Normally, values above the upper threshold are set to the maximum color index.

Examples

Load the STD GAMMA-II color table by entering:

```
LOADCT, 5
```

Create and display and image by entering:

```
TVSCL, DIST(300)
```

Now adjust the color table with STRETCH. Make the entire color table fit in the range 0 to 70 by entering:

```
STRETCH, 0, 70
```

Notice that pixel values above 70 are now colored white. Restore the original color table by entering:

```
STRETCH
```

Note
The window-oriented procedures will not work without a window system.

Version History

Original	Introduced

See Also

GAMMA_CT, H_EQ_CT, MULTI, XLOADCT

STRING

The STRING function returns its arguments converted to string type. It is similar to the PRINT procedure, except that its output is placed in a string rather than being output to the terminal. The case in which a single expression of type byte is specified without the FORMAT keyword is special—see the "Differences Between STRING and PRINT" on page 2381 for details.

Note ————————————————————————————————————

Applying the STRING function to a byte array containing a null (zero) value will result in the resulting string being truncated at that position.

Syntax

Result = STRING(*Expression₁*, ..., *Expressionₙ* [, AM_PM=*[string*, *string]*]
  [, DAYS_OF_WEEK=*string_array*{7 names}] [, FORMAT=*value*]
  [, MONTHS=*string_array*{12 names}] [, /PRINT])

Return Value

Returns a string value or array of the same dimensions as the result of the *Expression.* If *Expression* includes complex numbers, STRING returns strings of the format
`(real, complex)`.

Arguments

Expression*ₙ*

The expressions to be converted to string type.

Note ————————————————————————————————————

If you supply a comma-separated list of expressions without specifying a FORMAT, and the combined length of the expressions is greater than the current width of your tty or command log window, STRING will create a string array with one element for each expression, rather than concatenating all expressions into a single string. In this case, you can either specify a FORMAT, or use the string concatenation operator, "+".

Keywords

AM_PM

Supplies a string array of 2 names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

DAYS_OF_WEEK

Supplies a string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

FORMAT

A format string to be used in formatting the expressions. See "Using Explicitly Formatted Input/Output" (Chapter 18, *Application Programming*).

MONTHS

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

PRINT

Set this keyword to specify that any special case processing should be ignored and that STRING should behave exactly as the PRINT procedure would.

Differences Between STRING and PRINT

The behavior of STRING differs from the behavior of the PRINT procedure in the following ways (unless the PRINT keyword is set):

- When called with a single non-byte argument and no format specification, STRING returns a result that has the same dimensions as the original argument. For example, the statement:

```
HELP, STRING(INDGEN(5))
```

gives the result:

```
<Expression> STRING = Array[5]
```

while:

```
HELP, STRING(INDGEN(5), /PRINT)
```

results in:

```
<Expression> STRING =' 0 1 2 3 4'
```

- If called with a single argument of byte type and the FORMAT keyword is not used, STRING simply stores the unmodified values of each byte element in the result. This result is a string containing the byte values from the original argument. Thus, the result has one less dimension than the original argument. For example, a 2-dimensional byte array becomes a vector of strings, a byte vector becomes a scalar string. However, a byte scalar also becomes a string scalar. For example, the statement:

```
PRINT, STRING([72B, 101B, 108B, 108B, 111B])
```

produces the output `Hello` because the argument to STRING, is a byte vector. Its first element is a 72B which is the ASCII code for "H", the second is 101B which is an ASCII "e", and so forth.

- If both the FORMAT and PRINT keywords are not present and STRING is called with more than one argument, and the last argument is a scalar string starting with the characters "$(" or "(", this final argument is taken to be the format specification, just as if it had been specified via the FORMAT keyword. This feature is maintained for compatibility with version 1 of VMS IDL.

Examples

To convert the contents of variable A to string type and store the result in variable B, enter:

```
B = STRING(A)
```

Version History

Original	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, LONG64, PRINT/PRINTF, UINT, ULONG, ULONG64

STRJOIN

The STRJOIN function collapses a one-dimensional string array into a single merged string or two-dimensional string array into a one-dimensional array of merged strings. The strings in the removed first dimension are concatenated into a single string using the string in *Delimiter* to separate them.

Syntax

Result = STRJOIN(*String* [, *Delimiter*] [, /SINGLE])

Return Value

Returns the merged strings.

Arguments

String

A string array to be collapsed into merged strings.

Delimiter

The separator string to use between the joined strings. If Delimiter is not specified, an empty string is used.

Keywords

SINGLE

If SINGLE is set, the entire String is joined into a single scalar string result.

Examples

Replace all the blanks in a sentence with colons:

```
str = 'Out, damned spot! Out I say!'
print, (STRJOIN(STRSPLIT(str, /EXTRACT), ':'))
```

IDL prints:

```
Out,:damned:spot!:Out:I:say!
```

Version History

5.3	Introduced

See Also

STRCMP, STREGEX, STRMATCH, STRMID, STRPOS, STRSPLIT

STRLEN

The STRLEN function returns the length of its string-type argument. If the argument is not a string, it is first converted to string type.

Syntax

Result = STRLEN(*Expression*)

Return Value0

Returns the string length.

Arguments

Expression

The expression for which the string length is desired. If this parameter is not a string, it is converted using IDL's default formatting rules in order to determine the length. The result is a long integer. If *Expression* is an array, the result is a long integer array with the same structure, where each element contains the length of the corresponding *Expression* element.

Keywords

None.

Examples

To find the length of the string "IDL is fun" and print the result, enter:

```
PRINT, STRLEN('IDL is fun')
```

IDL prints:

```
10
```

Version History

Original	Introduced

STRLOWCASE

The STRLOWCASE function returns a copy of *String* converted to lowercase characters. Only uppercase characters are modified—lowercase and non-alphabetic characters are copied without change.

Syntax

Result = STRLOWCASE(*String*)

Return Value

Returns a string composed of lowercase characters.

Arguments

String

The string to be converted. If this argument is not a string, it is converted using IDL's default formatting rules. If *String* is an array, the result is an array with the same structure—each element contains a lower case copy of the corresponding element of *String*.

Keywords

None.

Examples

To convert the string "IDL is fun" to all lowercase characters and print the result, enter:

```
PRINT, STRLOWCASE('IDL is fun')
```

IDL prints:

```
idl is fun
```

Version History

Original	Introduced

See Also

STRUPCASE

STRMATCH

The STRMATCH function compares its search string, which can contain wildcard characters, against the input string expression. The result is an array with the same structure as the input string expression. Those elements that match the corresponding input string are set to True (1), and those that do not match are set to False (0).

The wildcards understood by STRMATCH are similar to those used by the standard UNIX shell:

Wildcard Character	Description
*	Matches any string, including the null string.
?	Matches any single character.
[...]	Matches any one of the enclosed characters. A pair of characters separated by "-" matches any character lexically between the pair, inclusive. If the first character following the opening [is a !, any character not enclosed is matched.

To prevent one of these characters from acting as a wildcard, precede it with a backslash character (e.g. "*" matches the asterisk character). Quoting any other (non-wildcard) character (including \ itself) is equivalent to the character (e.g. "\a" is the same as "a").

Table 21-10: Wildcard Characters used by STRMATCH

Syntax

Result = STRMATCH(*String*, *SearchString* [, /FOLD_CASE])

Return Value

Returns 1 if the pattern specified by *SearchString* exists in *String*, or 0 otherwise. If the *String* argument contains an array of strings, the result is an array of 1s and 0s with the same number of elements as *String*, indicating which elements contain *SearchString*.

Arguments

String

A scalar string or string array to be searched.

SearchString

A scalar string containing the pattern to search for in *String*. The pattern string can contain wildcard characters as discussed above.

Keywords

FOLD_CASE

The comparison is usually case sensitive. Setting the FOLD_CASE keyword causes a case insensitive match to be done instead.

Examples

Example 1

Find all 4-letter words in a string array that begin with "f" or "F" and end with "t" or "T":

```
str = ['foot', 'Feet', 'fate', 'FAST', 'ferret', 'fort']
PRINT, str[WHERE(STRMATCH(str, 'f??t', /FOLD_CASE) EQ 1)]
```

This results in:

```
foot Feet FAST fort
```

Example 2

Find words of any length that begin with "f" and end with "t":

```
str = ['foot', 'Feet', 'fate', 'FAST', 'ferret', 'fort']
PRINT, str[WHERE(STRMATCH(str, 'f*t', /FOLD_CASE) EQ 1)]
```

This results in:

```
foot Feet FAST ferret fort
```

Example 3

Find 4-letter words beginning with "f" and ending with "t", with any combination of "o" and "e" in between:

```
str = ['foot', 'Feet', 'fate', 'FAST', 'ferret', 'fort']
PRINT, str[WHERE(STRMATCH(str, 'f[eo][eo]t', /FOLD_CASE) EQ 1)]
```

This results in:

```
foot Feet
```

Example 4

Find all words beginning with "f" and ending with "t" whose second character is not the letter "o":

```
str = ['foot', 'Feet', 'fate', 'FAST', 'ferret', 'fort']
PRINT, str[WHERE(STRMATCH(str, 'f[!o]*t', /FOLD_CASE) EQ 1)]
```

This results in:

```
Feet FAST ferret
```

Version History

5.3	Introduced

See Also

STRCMP, STRJOIN, STREGEX, STRMID, STRPOS, STRSPLIT

"Non-Printing Characters" (Chapter 14, *Application Programming*)

STRMESSAGE

The STRMESSAGE function returns the text of the error message specified by *Err*. This function is especially useful in conjunction with the CODE field of the !ERROR_STATE system variable which always contains the error number of the last error. The MSG field of the !ERROR_STATE system variable contains the text of the last error message.

Syntax

Result = STRMESSAGE(*Err* [, /BLOCK | , /CODE | , /NAME])

Return Value

Returns the error message text.

Arguments

Err

The error number or text. Programs must not make the assumption that certain error numbers are always related to certain error messages—the actual correspondence changes over time as IDL is modified.

Keywords

BLOCK

Set this keyword to return the name of the message block that defines *Err*. If this keyword is specified, *Err* must be an error code.

CODE

Set this keyword to return the error code for the error message specified in *Err*. If this keyword is specified, *Err* must be an error name.

NAME

Set this keyword to return a string containing the error message that goes with *Err*. If this keyword is specified, *Err* must be an error code.

Examples

Print the error message associated with error number 4 by entering:

```
PRINT, STRMESSAGE(4)
```

Version History

Original	Introduced

See Also

MESSAGE

STRMID

The STRMID function extracts one or more substring from a string expression. Each extracted string is the result of removing characters.

Syntax

Result = STRMID(*Expression*, *First_Character* [, *Length*] [, /REVERSE_OFFSET])

Return Value

The result of the function is a string of *Length* characters taken from *Expression*, starting at character position *First_Character.*

The form of *First_Character* and *Length* control how they are applied to *Expression*. Either argument can be a scalar or an array:

•   If a scalar value is supplied for *First_Character* and *Length*, then those values are applied to all elements of *Expression*. The result has the same structure and number of elements as *Expression*.

If *First_Character* or *Length* is an array, the size of their first dimension determines how many substrings are extracted from each element of *Expression*. We call this the "stride". If both are arrays, they must have the same stride. If *First_Character* or *Length* do not contain enough elements to process *Expression*, STRMID automatically loops back to the beginning as necessary. Excess values are ignored. If the stride is 1, the result will have the same structure and number of elements as *Expression*. If it is greater than 1, the result will have an additional dimension, with the new first dimension having the same size as the stride.

Arguments

Expression

The expression from which the substrings are to be extracted. If this argument is not a string, it is converted using IDL's default formatting rules.

First_Character

The starting position within *Expression* at which the substring starts. The first character position is 0.

Length

The length of the substring. If there are not enough characters left in the main string to obtain *Length* characters, the substring is truncated. If *Length* is not supplied, STRMID extracts all characters from the specified start position to the end of the string.

Keywords

REVERSE_OFFSET

Specifies that *First_Character* should be counted from the end of the string backwards. This allows simple extraction of strings from the end.

Examples

If the variable B contains the string "IDL is fun", the substring "is" can be extracted and stored in the variable C with the command:

```
C = STRMID(B, 4, 2)
```

Version History

Original	Introduced

See Also

STRPOS, STRPUT, STRTRIM

STRPOS

The STRPOS function finds the first occurrence of a substring within an object string.

Syntax

Result = STRPOS(*Expression*, *Search_String* [, *Pos*] [, /REVERSE_OFFSET]
   [, /REVERSE_SEARCH])

Return Value

If *Search_String* occurs in *Expression*, STRPOS returns the character position of the match, otherwise it returns -1.

Arguments

Expression

The expression in which to search for the substring. If this argument is not a string, it is converted using IDL's default formatting rules. If *Expression* is an array, the result is an array with the same structure, where each element contains the position of the substring within the corresponding element *Expression*. If *Expression* is the null string, STRPOS returns the value -1.

Search_String

The substring to be searched for within *Expression*. If this argument is not a string, it is converted using IDL's default formatting rules. If *Search_String* is the null string, STRPOS returns the smaller of *Pos* or one less than the length of *Expression*.

Pos

The character position at which the search is begun. If *Pos* is omitted and the REVERSE_SEARCH keyword is not set, the search begins at the first character (character position 0). If REVERSE_SEARCH is set, the default is to start at the last character in the string. If *Pos* is less than zero, zero is used for the starting position.

Keywords

REVERSE_OFFSET

Normally, the value of *Pos* is used as an offset from the beginning of the expression towards the end. Set REVERSE_OFFSET to use it as an offset from the last character of the string moving towards the beginning. This keyword makes it easy to position the starting point of the search at a fixed offset from the end of the string. If this keyword is set and *Pos* is not specified, STRPOS will return the value -1.

REVERSE_SEARCH

STRPOS usually starts at *Pos* and moves toward the end of the string looking for a match. If REVERSE_SEARCH is set, the search instead moves towards the beginning of the string.

Examples

Example 1

Find the position of the string "fun" within the string "IDL is fun" and print the result by entering:

```
PRINT, STRPOS('IDL is fun', 'fun')
```

IDL prints:

```
    7
```

Example 2

The REVERSE_SEARCH keyword to the STRPOS function makes it easy to find the last occurrence of a substring within a string. In the following example, we search for the last occurrence of the letter "I" (or "i") in a sentence:

```
sentence = 'IDL is fun.'
sentence = STRUPCASE(sentence)
lasti = STRPOS(sentence, 'I', /REVERSE_SEARCH)
PRINT, lasti
```

This results in:

```
4
```

Note that although REVERSE_SEARCH tells STRPOS to begin searching from the end of the string, the STRPOS function still returns the position of the search string from the beginning of the string (where 0 is the position of the first character).

Version History

Original	Introduced

See Also

STRMID, STRPUT, STRTRIM

"Non-Printing Characters" (Chapter 14, *Application Programming*)

STRPUT

The STRPUT procedure inserts the contents of one string into another. The source string, *Source*, is inserted into the destination string, *Destination*, starting at the given position, *Position*. Characters in *Destination* before the starting position and after the starting position plus the length of *Source* remain unchanged. The length of the destination string is not changed. If the insertion extends past the end of the destination, it is clipped at the end.

Syntax

STRPUT, *Destination*, *Source* [, *Position*]

Arguments

Destination

The named string variable into which *Source* is inserted. *Destination* must be a named variable of type string. If it is an array, *Source* is inserted into every element of the array.

Source

A scalar string to be inserted into *Destination*. If this argument is not a string, it is converted using IDL's default formatting rules.

Position

The character position at which the insertion is begun. If *Position* is omitted, the insertion begins at the first character (character position 0). If *Position* is less than zero, zero is used for the initial position.

Keywords

None.

Examples

If the variable A contains the string "IBM is fun", the substring "IBM" can be overwritten with the string "IDL" by entering:

```
STRPUT, A, 'IDL', 0
```

The following commands demonstrate the clipping of output that extends past the end of the destination string:

```
STRPUT, A, 'FUNNY', 7
PRINT, A
```

IDL prints:

```
IDL is FUN
```

Version History

Original	Introduced

See Also

STRMID, STRPOS, STRTRIM

STRSPLIT

The STRSPLIT function splits its input *String* argument into separate substrings, according to the specified delimiter or regular expression. By default, the position of the substrings is returned. The EXTRACT keyword can be used to cause STRSPLIT to return an array containing the substrings.

Syntax

Result = STRSPLIT(*String* [, *Pattern*] [, COUNT=*variable*] [, ESCAPE=*string* | , /REGEX [, /FOLD_CASE]] [, /EXTRACT | , LENGTH=*variable*] [, /PRESERVE_NULL])

Return Value

Returns an array containing either the positions of the substrings or the substrings themselves (if the EXTRACT keyword is specified).

Arguments

String

A scalar string to be split into substrings.

Pattern

A scalar string that can contain one of two types of information:

- One or more *single characters*, each of which is considered to be a separator. *String* will be split when any of the characters is detected. For example, if *Pattern* is " , " *String* will be split whenever *either* a space or a comma is detected. In this case, IDL performs a simple string search for the specified characters. This method is simple and fast.

- If the REGEX keyword is specified, *Pattern* is considered to be a single regular expression (as implemented by the STREGEX function). This method is slower and more complex, but can handle extremely complicated *Pattern* strings.

In either case, if the EXTRACT keyword is specified, the separator characters are *not* included in the result.

Note ───

Pattern is an optional argument. If it is not specified, STRSPLIT defaults to splitting on spans of whitespace (space or tab characters) in *String*.

───

Keywords

COUNT

Set this keyword to a named variable that will contain the number of matched substrings returned by STRSPLIT. This value will be 0 if either of the *String* or *Pattern* arguments is null. Otherwise, it will contain the number of elements in the *Result* array.

ESCAPE

When doing simple pattern matching, the ESCAPE keyword can be used to specify any characters that should be considered to be "escape" characters. Preceding any character with an escape character prevents STRSPLIT from treating it as a separator character even if it is found in *Pattern*.

Note that if the EXTRACT keyword is set, STRSPLIT will automatically remove the escape characters from the resulting substrings. If EXTRACT is not specified, STRSPLIT cannot perform this editing, and the returned position and offsets will include the escape characters.

For example:

```
print, STRSPLIT('a\,b,c', ',', ESCAPE='\', /EXTRACT)
```

IDL prints:

```
a,b c
```

ESCAPE cannot be specified with the FOLD_CASE or REGEX keywords.

EXTRACT

By default, STRSPLIT returns an array of character offsets into *String* that indicate where the substrings are located. These offsets, along with the lengths available from the LENGTH keyword can be used later with STRMID to extract the substrings. Set EXTRACT to bypass this step, and cause STRSPLIT to return the substrings. EXTRACT cannot be specified with the LENGTH keyword.

FOLD_CASE

Indicates that the regular expression matching should be done in a case-insensitive fashion. FOLD_CASE can only be specified if the REGEX keyword is set, and cannot be used with the ESCAPE keyword.

LENGTH

Set this keyword to a named variable to receive the lengths of the substrings. Together with this result of this function, LENGTH can be used with the STRMID function to extract the matched substrings. The LENGTH keyword cannot be used with the EXTRACT keyword.

PRESERVE_NULL

Normally, STRSPLIT will not return null length substrings unless there are no non-null values to report, in which case STRSPLIT will return a single null string. Set PRESERVE_NULL to cause all null substrings to be returned.

REGEX

For complex splitting tasks, the REGEX keyword can be specified. In this case, *Pattern* is taken to be a regular expression to be matched against *String* to locate the separators. If REGEX is specified and *Pattern* is not, the default *Pattern* is the regular expression:

```
'[ ' + STRING(9B) + ']+'
```

which means "any series of one or more space or tab characters" (9B is the byte value of the ASCII TAB character).

Note that the default *Pattern* contains a space after the [character.

The REGEX keyword cannot be used with the ESCAPE keyword.

Note ───

If *Pattern* specifies a single multi-character separator pattern (as contrasted with a string of two or more individual separator characters), you *must* specify the REGEX keyword.

───

Examples

Example 1

To split a string on spans of whitespace and replace them with hyphens:

```
Str = 'STRSPLIT chops up strings.'
print, STRJOIN(STRSPLIT(Str, /EXTRACT), '-')
```

IDL prints:

```
STRSPLIT-chops-up-strings.
```

Example 2

As an example of a more complex splitting task that can be handled with the simple character-matching mode of STRSPLIT, consider a sentence describing different colored ampersand characters. For unknown reasons, the author used commas to separate all the words, and used ampersands or backslashes to escape the commas that actually appear in the sentence (which therefore should not be treated as separators). The unprocessed string looks like:

```
Str = 'There,was,a,red,&&&,,a,yellow,&&\,,and,a,blue,\&.'
```

We use STRSPLIT to break this line apart, and STRJOIN to reassemble it as a standard blank-separated sentence:

```
S = STRSPLIT(Str, ',', ESCAPE='&\', /EXTRACT)
PRINT, STRJOIN(S, ' ')
```

IDL prints:

```
There was a red &, a yellow &, and a blue &.
```

Example 3

Strings separated by multi-character delimiters cannot be split using the simple character matching mode of STRSPLIT. Such delimiters require the use of a regular expression. For instance, consider splitting the following string on double ampersand boundaries.

```
str = 'red&&blue&&yellow&&odds&ends'
```

The desired result of such splitting would be four strings, with the values 'red', 'blue', 'yellow', and 'odds&ends'. You might be tempted to use STRSPLIT as follows:

```
PRINT, STRSPLIT(str,'&&',/EXTRACT)
```

which causes IDL to print:

```
red blue yellow odds ends
```

IDL split the string on single ampersand boundaries, yielding 5 strings instead of the desired 4. When using the simple character matching mode of STRSPLIT, the characters in the Pattern argument specify a set of possible single character delimiters. The order of these characters is unimportant, and specifying a character more than once has no effect (the extras are ignored).

To properly split the above string using a regular expression:

```
print, strsplit(str,'&&',/EXTRACT, /REGEX)
```

producing the desired IDL output:

```
red blue yellow odds&ends
```

Example 4

Finally, suppose you had a complicated string, in which every token was preceded by the count of characters in that token, with the count enclosed in angle brackets:

```
str = '<4>What<1>a<7>tangled<3>web<2>we<6>weave.'
```

This is too complex to handle with simple character matching, but can be easily handled using the regular expression '<[0-9]+>' to match the separators. This regular expression can be read as "an opening angle bracket, followed by one or more numeric characters between 0 and 9, followed by a closing angle bracket." The STRJOIN function is used to glue the resulting substrings back together:

```
S = STRSPLIT(str,'<[0-9]+>',/EXTRACT,/REGEX)
PRINT, STRJOIN(S, ' ')
```

IDL prints:

```
What a tangled web we weave.
```

Version History

5.3	Introduced
6.0	Added COUNT keyword

See Also

STRCMP, STRJOIN, STRMATCH, STREGEX, STRMID, STRPOS

STRTRIM

The STRTRIM function removes leading and/or trailing blank from the input *String*.

Syntax

Result = STRTRIM(*String* [, *Flag*])

Return Value

Returns a copy of string with the specified blank spaces removed.

Arguments

String

The string to have leading and/or trailing blanks removed. If this argument is not a string, it is converted using IDL's default formatting rules. If it is an array, the result is an array with the same structure where each element contains a trimmed copy of the corresponding element of *String*.

Flag

A value that controls the action of STRTRIM. If *Flag* is zero or not present, trailing blanks are removed. Leading blanks are removed if it is equal to 1. Both are removed if it is equal to 2.

Examples

Converting variables to string type often results in undesirable leading blanks. For example, the following command converts the integer 56 to string type:

```
C = STRING(56)
```

Entering the command:

```
HELP, C
```

IDL prints:

```
C               STRING = '        56'
```

which shows that there are six leading spaces before the characters 5 and 6. To remove these leading blanks, enter the command:

```
C = STRTRIM(C, 1)
```

To confirm that the blanks were removed, enter:

```
HELP, C
```

IDL prints:

```
C          STRING = '56'
```

Version History

Original	Introduced

See Also

STRMID, STRPOS, STRPUT, STRSPLIT

STRUCT_ASSIGN

The IDL "=" operator is unable to assign a structure value to a structure of a different type. The STRUCT_ASSIGN procedure performs "relaxed structure assignment," which is a field-by-field copy of a structure to another structure. Fields are copied according to the following rules:

1. Any fields found in the destination structure that are not found in the source structure are "zeroed" (set to zero, the empty string, or a null pointer or object reference depending on the type of field).

2. Any fields in the source structure that are not found in the destination structure are quietly ignored.

3. Any fields that are found in both the source and destination structures are copied one at a time. If necessary, type conversion is done to make their types agree. If a field in the source structure has fewer data elements than the corresponding field in the destination structure, then the "extra" elements in the field in the destination structure are zeroed. If a field in the source structure has more elements than the corresponding field in the destination structure, the extra elements are quietly ignored.

Relaxed structure assignment is especially useful when restoring structures from disk files into an environment where the structure definition has changed. See the description o f the RELAXED_STRUCTURE_ASSIGNMENT keyword to the RESTORE procedure for additional details. "Relaxed Structure Assignment" (Chapter 16, *Application Programming*) provides a more in-depth discussion of the structure-definition process.

Syntax

STRUCT_ASSIGN, *Source*, *Destination* [, /NOZERO] [, /VERBOSE]

Arguments

Source

A named variable or element of an array containing a structure, the contents of which will be assigned to the structure specified by the *Destination* argument. *Source* can be an object reference if STRUCT_ASSIGN is called inside an object method.

Destination

A named variable containing a structure into which the contents of the structure specified by the *Source* argument will be inserted. *Destination* can be an object reference if STRUCT_ASSIGN is called inside an object method.

Keywords

NOZERO

Normally, any fields found in the destination structure that are not found in the source structure are zeroed. Set NOZERO to prevent this action and leave the original contents of such fields unchanged.

VERBOSE

Set this keyword to cause STRUCT_ASSIGN to issue informational messages about any incompatibilities that prevent data from being copied.

Examples

The following example creates two anonymous structures, then uses STRUCT_ASSIGN to insert the contents of the first into the second:

```
source = { a:FINDGEN(4), b:12 }
dest = { a:INDGEN(2), c:20 }
STRUCT_ASSIGN, /VERBOSE, source, dest
```

IDL prints:

```
% STRUCT_ASSIGN: <Anonymous> tag A is longer than destination.
                 The end will be clipped.
% STRUCT_ASSIGN: Destination lacks <Anonymous> tag B. Not copied.
```

After assignment, dest contains a two-element integer array [0, 1] in its field A and the integer 0 in its field C. Since dest does not have a field B, field B from source is not copied.

Version History

5.1	Introduced

STRUCT_HIDE

The IDL HELP procedure displays information on all known structures or object classes when used with the STRUCTURES or OBJECTS keywords. Although this is usually the desired behavior, authors of large vertical applications or library routines may wish to prevent IDL from displaying information on structures or objects that are not part of their public interface, but which exist solely in support of the internal implementation. The STRUCT_HIDE procedure is used to mark such structures or objects as hidden. Items so marked are not displayed by HELP, /STRUCTURE unless the user sets the FULL keyword, but are otherwise unaltered.

Note ──
STRUCT_HIDE is primarily intended for use with named structures or objects. Although it can be safely used with anonymous structures, there is no visible benefit to doing so as anonymous structures are hidden by default.
──

Tip ───
Authors of objects will often place a call to STRUCT_HIDE in the _ _DEFINE procedure that defines the structure.
──

Syntax

STRUCT_HIDE, Arg_1 [, Arg_2, ..., Arg_n]

Arguments

Arg$_1$, ..., Arg$_n$

If an argument is a variable of one of the following types, its underlying structure and/or object definition is marked as being hidden from the HELP procedure's default output:

- Structure

- Pointer that refers to a heap variable of structure type

- Object Reference

Any arguments that are not one of these types are quietly ignored. No change is made to the value of any argument.

Keywords

None

Examples

This example shows how a structure can be hidden if an application designer doesn't want end-users to be able to see it, but variables are not hidden. To create a named structure called bullwinkle and prevent it from appearing in the HELP procedure's default output, do the following.

```
; Define a variable containing the named structure:
tmp = { bullwinkle, moose:1, squirrel:0 }
; IDL returns BULLWINKLE in addition to the other system variables.
HELP, /STRUCTURE, /BRIEF
; Next, specifically hide the structure using
; the STRUCT_HIDE procedure.
STRUCT_HIDE, tmp
; This time IDL returns the system variables but
; not the BULLWINKLE structure.
HELP, /STRUCTURE, /BRIEF
; IDL returns the variable tmp showing that it is
; a named structure called BULLWINKLE.
HELP, tmp
```

Version History

| 5.3 | Introduced |

See Also

COMPILE_OPT

STRUPCASE

The STRUPCASE function returns a copy of *String* converted to upper case. Only lowercase characters are modified—uppercase and non-alphabetic characters are copied without change.

Syntax

Result = STRUPCASE(*String*)

Return Value

Returns a string composed of uppercase characters.

Arguments

String

The string to be converted. If this argument is not a string, it is converted using IDL's default formatting rules. If it is an array, the result is an array with the same structure where each element contains an uppercase copy of the corresponding element of *String*.

Keywords

None.

Examples

To print an uppercase version of the string "IDL is fun", enter:

```
PRINT, STRUPCASE('IDL is fun')
```

IDL prints:

```
IDL IS FUN
```

Version History

Original	Introduced

See Also

STRLOWCASE

SURFACE

The SURFACE procedure draws a wire-mesh representation of a two-dimensional array projected into two dimensions, with hidden lines removed. SURFACE accepts a two-dimensional array of *z* (elevation) values, and optionally *x* and *y* parameters indicating the location of each *z* element. SURFACE depicts the surface created by interpreting each element value as an elevation. These three-dimensional, wire-mesh surface plots can have almost any rotation about the *x*- and *z*-axes (the data *z*-axis must project parallel to the device's *y*-axis).

SURFACE projects the three-dimensional array of points into two dimensions after rotating about the *z*- and then the *x*-axes. Each point is connected to its neighbors by lines. Hidden lines are suppressed. The rotation about the *x*- and *z*-axes can be specified with keywords or a complete three-dimensional transformation matrix can be stored in the field !P.T for use by SURFACE. Details concerning the mechanics of three-dimensional projection and rotation are covered in "Coordinates of 3-D Graphics" (Chapter 5, *Using IDL*).

Restrictions

If the *(X, Y)* grid is not regular or nearly regular, errors in hidden line removal occur. The TRIGRID and TRIANGULATE routines can be used to interpolate irregularly-gridded data points to a regular grid before plotting.

If the T3D keyword is set, the 3-D to 2-D transformation matrix contained in !P.T must project the Z axis to a line parallel to the device Y axis, or errors will occur.

The surface lines may blend together when drawing large arrays, especially on low or medium resolution displays. Use the REBIN or CONGRID procedure to resample the array to a lower resolution before plotting.

Syntax

SURFACE, *Z* [, *X*, *Y*] [, AX=*degrees*] [, AZ=*degrees*] [, BOTTOM=*index*]
   [, /HORIZONTAL] [, /LEGO] [, /LOWER_ONLY | , /UPPER_ONLY]
   [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, /SAVE] [, SHADES=*array*]
   [, SKIRT=*value*] [, /XLOG] [, /YLOG] [, ZAXIS={1 | 2 | 3 | 4}] [, /ZLOG]

Graphics Keywords: Accepts all graphics keywords accepted by PLOT except for: PSYM, SYMSIZE. See "Graphics Keywords Accepted" on page 2418.

Note ——————————————————————————————

Many of the graphic keyword parameters correspond directly to fields in the system variables !P, !X, !Y, or !Z. When specifying a keyword parameter name and value in a call that value affects only the current call, the corresponding system-variable field is not changed. Changing the value of a system-variable field changes the default for that particular parameter and remains in effect until explicitly changed. The system variables involving graphics and their corresponding keywords are detailed in "!P" in Appendix D.

———

Arguments

Z

The two-dimensional array to be displayed. If *X* and *Y* are provided, the surface is plotted as a function of the (*X*, *Y*) locations specified by their contents. Otherwise, the surface is generated as a function of the array index of each element of *Z*.

This argument is converted to double-precision floating-point before plotting. Plots created with SURFACE are limited to the range and precision of double-precision floating-point values.

X

A vector or two-dimensional array specifying the X coordinates of the grid. If this argument is a vector, each element of *X* specifies the X coordinate for a column of *Z* (e.g., X[0] specifies the X coordinate for Z[0,*]). If *X* is a two-dimensional array, each element of *X* specifies the X coordinate of the corresponding point in *Z* (X_{ij} specifies the X coordinate for Z_{ij}).

This argument is converted to double-precision floating-point before plotting.

Y

A vector or two-dimensional array specifying the Y coordinates of the grid. If this argument is a vector, each element of *Y* specifies the Y coordinate for a row of *Z* (e.g., Y[0] specifies the Y coordinate for Z[*,0]). If *Y* is a two-dimensional array, each element of *Y* specifies the Y coordinate of the corresponding point in *Z* (Y_{ij} specifies the Y coordinate for Z_{ij}).

This argument is converted to double-precision floating-point before plotting.

Keywords

AX

This keyword specifies the angle of rotation, about the X axis, in degrees towards the viewer. This keyword is effective only if !P.T3D is not set. If !P.T3D is set, the three-dimensional to two-dimensional transformation used by SURFACE is taken from the 4 by 4 array !P.T.

The surface represented by the two-dimensional array is first rotated, AZ (see below) degrees about the Z axis, then by AX degrees about the X axis, tilting the surface towards the viewer (AX > 0), or away from the viewer.

The AX and AZ keyword parameters default to +30 degrees if omitted and !P.T3D is 0.

The three-dimensional to two-dimensional transformation represented by AX and AZ, can be saved in !P.T by including the SAVE keyword.

AZ

This keyword specifies the counterclockwise angle of rotation about the Z axis. This keyword is effective only if !P.T3D is not set. The order of rotation is AZ first, then AX.

BOTTOM

The color index used to draw the bottom surface. If not specified, the bottom is drawn with the same color as the top.

HORIZONTAL

A keyword flag which if set causes SURFACE to only draw lines across the plot perpendicular to the line of sight. The default is for SURFACE to draw both across the plot and from front to back.

LEGO

Set this keyword to produce stacked histogram-style plots. Each data value is rendered as a box covering the XY extent of the cell and with a height proportional to the Z value.

If the *X* and *Y* arguments are specified, only N_x-1 columns and N_y-1 rows are drawn. (This means that the last row and column of array data are not displayed.) The rectangular area covered by *Z*[*i*, *j*] is given by *X*[*i*], *X*[*i*+1], *Y*[*j*], and *Y*[*j*+1].

LOWER_ONLY

Set this keyword to draw only the lower surface of the object. By default, both surfaces are drawn.

MAX_VALUE

The maximum value to be plotted. If this keyword is present, data values greater than the value of MAX_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

MIN_VALUE

The minimum value to be plotted. If this keyword is present, data values less than the value of MIN_VALUE are treated as missing and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

SAVE

Set this keyword to save the 3-D to 2-D transformation matrix established by SURFACE in the system variable field !P.T. Use this keyword when combining the output of SURFACE with additional output from other routines in the same plot.

When used with AXIS, the SAVE keyword parameter saves the scaling parameters established by the call in the appropriate axis system variable, !X, !Y, or !Z. This causes subsequent overplots to be scaled to the new axis.

For example, to display a two-dimensional array using SURFACE, and to then superimpose contours over the surface (this example assumes that !P.T3D is zero, its default value.), enter the following commands:

```
; Make a surface plot and save the transformation:
SURFACE, Z, /SAVE

; Make contours, don't erase, use the 3-D to 2-D transform placed
; in !P.T by SURFACE:
CONTOUR, Z, /NOERASE, /T3D
```

To display a surface and to then display a flat contour plot, registered above the surface:

```
; Make the surface, save transform:
SURFACE, Z, /SAVE
```

```
; Now display a flat contour plot, at the maximum Z value
; (normalized coordinates):
CONTOUR, Z, /NOERASE, /T3D, ZVALUE=1.0
```

You can display the contour plot below the surface with by using a ZVALUE of 0.0.

SHADES

This keyword allows user-specified coloring of the mesh surfaces. Set this keyword to an array that specifies the color index of the lines emanating from each data point toward the top and right.

Warning

When using the SHADES keyword on True Color devices, we recommend that decomposed color support be turned off, by setting DEVICE, DECOMPOSED=0. See "DEVICE" on page 612 and "DECOMPOSED" on page 5378.

SKIRT

This keyword represents a Z-value at which to draw a skirt around the array. The Z value is expressed in data units. The default is no skirt.

If the skirt is drawn, each point on the four edges of the surface is connected to a point on the skirt which has the given Z value, and the same X and Y values as the edge point. In addition, each point on the skirt is connected to its neighbor.

UPPER_ONLY

Set this keyword to draw only the upper surface of the object. By default, both surfaces are drawn.

XLOG

Set this keyword to specify a logarithmic X axis.

YLOG

Set this keyword to specify a logarithmic Y axis.

ZAXIS

This keyword specifies the placement of the Z axis for the SURFACE plot.

By default, SURFACE draws the Z axis at the upper left corner of the axis box. To suppress the Z axis, use ZAXIS=-1 in the call. The position of the Z axis is

determined from the value of ZAXIS as follows: 1 = lower right, 2 = lower left, 3 = upper left, and 4 = upper right.

ZLOG

Set this keyword to specify a logarithmic Z axis.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

BACKGROUND, CHARSIZE, CHARTHICK, CLIP, COLOR, DATA, DEVICE, FONT, LINESTYLE, NOCLIP, NODATA, NOERASE, NORMAL, POSITION, SUBTITLE, T3D, THICK, TICKLEN, TITLE, [XYZ]CHARSIZE, [XYZ]GRIDSTYLE, [XYZ]MARGIN, [XYZ]MINOR, [XYZ]RANGE, [XYZ]STYLE, [XYZ]THICK, [XYZ]TICKFORMAT, [XYZ]TICKINTERVAL, [XYZ]TICKLAYOUT, [XYZ]TICKLEN, [XYZ]TICKNAME, [XYZ]TICKS, [XYZ]TICKUNITS, [XYZ]TICKV, [XYZ]TICK_GET, [XYZ]TITLE, ZVALUE

Examples

Note ——

Also see the PLOT routine "Examples" on page 1796 for examples that control plot position, configure axes and position multiple plots on a page.

———

Surface of a Gaussian Function

The following IDL code illustrates the most basic call to SURFACE. ; Create a 40 by 40 array in which each element is

```
; equal to the Euclidean distance from the center:
Z = SHIFT(DIST(40), 20, 20)
; Make Gaussian with a 1/e width of 10:
Z = EXP(-(Z/10)^2)
; Call SURFACE to display plot:
SURFACE, Z
```

In the example above, the DIST function creates an (*n*, *n*) array in which each
element is set to its Euclidean distance from the origin. It produces a two-dimensional
Gaussian function, then calls SURFACE to produce the figure below.
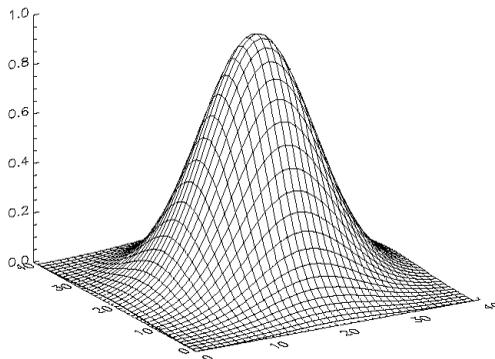
Figure 21-19: Simple SURFACE Plot of a Gaussian

Another simple example is created with the following statements:

```
; Create a simple dataset to display:
D = DIST(30)

; Plot a simple wire-mesh surface representation of D:
SURFACE, D

; Create a wire-mesh plot of D with a title and a "skirt" around
; the edges of the dataset at Z=0:
SURFACE, D, SKIRT=0.0, TITLE = 'Surface Plot', CHARSIZE = 2
```

Surface of Elevation Data

The figures below illustrate the application of the SURFACE procedure to the
Maroon Bells elevation data. As with CONTOUR, it is often useful to reduce the
number of individual data values, so that the surface is not obscured by excessive
detail.
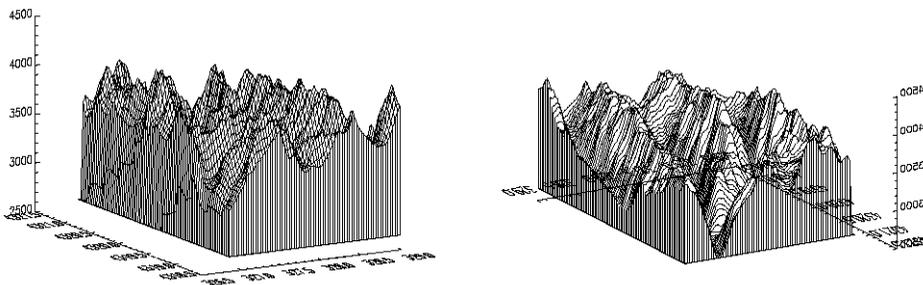
Figure 21-20: Maroon Bells Surface Plots

The left illustration in the figure above was produced by the following statements:

```
; Restore variables.
@cntour01
; Resize the original data into a 72 x 92 array, setting
; all data values which are less than 2650 (the lowest
; elevation we wish to show) to 2650.
surf = REBIN(elev > 2650, 360/5, 460/5)
; Display the surface, drawing a skirt down to 2650 meters:
SURFACE, surf, X, Y, SKIRT = 2650
```

Example Code

Alternatively, run the batch file surf01 with the following command at the IDL prompt:

```
@surf01
```

The right illustration in the figure shows the Maroon Peaks area looking from the back row to the front row (north to the south) of the Maroon Peaks area. This perspective on the data is created by setting the angle of rotation around the *z*-axis to 210 degrees (setting AZ = 210), and increasing the azimuth from the default 30 degrees to 45 (setting AX = 45). Also, only the horizontal lines are drawn because the /HORIZONTAL keyword is present in the following call:

```
SURFACE, surf, X, Y, SKIRT = 2650, /HORIZ, AZ = 210, AX = 45
```

Because the axes are rotated 210 degrees about the original *z*-axis, the annotation is reversed and the *x*-axis is behind and obscured by the surface. This undesirable effect can be eliminated by reversing the minimum and maximum values of the X and Y ranges used when drawing the surface:

```
; As above, but reverse the data rather than the axes:
SURFACE, surf, X, Y, SKIRT = 2650, /HORIZONTAL, AX = 45, $
   YRANGE = [MAX(Y), MIN(Y)], XRANGE=[MAX(X), MIN(X)]
```

Transformation Created by SURFACE

The SURFACE procedure creates a transformation matrix from its keyword parameters AX and AZ as follows:

1. Starting with the identity transformation, SURFACE translates the center of the normalized cube to the origin.

2. SURFACE rotates 90 degrees about the *x*-axis to make the + *z*-axis of the data the +*y* axis of the display. The +*y* data axis extends from the front of the display to the rear.

3. SURFACE rotates AZ degrees about the *y*-axis. This rotates the result counter-clockwise, as seen from above the page.

4. SURFACE rotates AX degrees about the *x*-axis, tilting the data towards the viewer.

5. The procedure then removes the translation applied in the first step and scales the data so that the data are still contained within the normal coordinate unit cube after transformation.

These transformations can be created using T3D as shown below. The SCALE3 procedure, mimics the transformation matrix created by SURFACE using the following method:

```
; Translate to move center of cube to origin.
T3D, /RESET, TRANSLATE = [-.5, -.5, -.5]
; Rotate 90 degrees about x-axis, so +z axis is now +y.
; Then rotate AZ degrees about y-axis.
T3D, ROTATE = [-90, AZ, 0]
; Rotate AX about x axis:
T3D, ROTATE = [AX, 0, 0]
; Restore origin.
T3D, TRANSLATE = [0.5, 0.5, 0.5]
```

The SCALE3 procedure, scales the unit cube by a fixed factor, 1/SQRT(3) to ensure that the corners of the rotated cube fit within the drawing area. If requested, it also will set the data scaling. Animations involving rotations or the SURFACE procedure

should have their scaling and viewing transformation set by SCALE3 rather than the obsolete SURFR procedure, so that the scaling does not vary between frames.

Combining CONTOUR and SURFACE

It is easy to combine the results of SURFACE with the other IDL graphics procedures. The keyword parameter SAVE causes SURFACE to save the graphic transformation it used in !P.T. Then, when either CONTOUR or PLOT is called with the keyword parameter T3D, its output is transformed with the same projection. For example, the figure below illustrates how SURFACE and CONTOUR can be combined. In essence, this is a combination of figures from 2 previous sections.
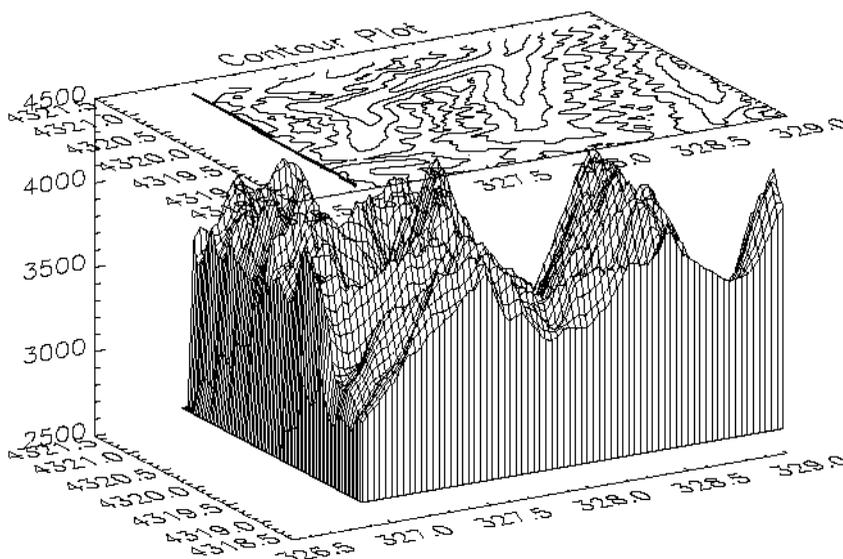
Figure 21-21: Combining CONTOUR with SURFACE, Maroon Bells Data

Using the same variables as in the earlier sections of this section, the figure was produced with the following statements:

```
; Restore variables.
@cntour01

; Resize the original data into a 72 x 92 array,
; setting all data values which are less than
; 2650 (the lowest elevation we wish to show) to 2650.
surf = REBIN(elev > 2650, 360/5, 460/5)
```

```
; Make the mesh.
SURFACE, surf, X, Y, SKIRT=2650, /SAVE

; Specify T3D to align with SURFACE, at ZVALUE of 1.0.
; Suppress clipping as the plot is outside the normal plot window.
CONTOUR, surf, X, Y, /T3D, /NOERASE, TITLE = 'Contour Plot', $
   MAX_VAL = 5000., ZVALUE = 1.0, /NOCLIP, $
   LEVELS = 2750. + FINDGEN(6) * 250
```

Version History

Original	Introduced

See Also

CONTOUR, ISURFACE, SHADE_SURF

SURFR

The SURFR procedure sets up 3-D transformations. This procedure duplicates the rotation, translation, and scaling features of the SURFACE routine, but does not display any data. The resulting transformations are stored in the !P.T system variable.

This routine is written in the IDL language. Its source code can be found in the file surfr.pro in the lib subdirectory of the IDL distribution.

Syntax

SURFR [, AX=*degrees*] [, AZ=*degrees*]

Arguments

None.

Keywords

AX

This keyword specifies the angle of rotation about the X axis in degrees towards the viewer. The default is 30 degrees.

First rotated, AZ (see below) degrees about the Z axis, then by AX degrees about the X axis, tilting the surface towards the viewer (AX > 0), or away from the viewer.

AZ

This keyword specifies the counterclockwise angle of rotation about the Z axis. The default is 30 degrees.

Version History

Original	Introduced

See Also

SCALE3, SCALE3D, T3D

SVDC

The SVDC procedure computes the Singular Value Decomposition (SVD) of a square (*n* x *n*) or non-square (*n* x *m*) array as the product of orthogonal and diagonal arrays. SVD is a very powerful tool for the solution of linear systems, and is often used when a solution cannot be determined by other numerical algorithms.

The SVD of an (*n* x *m*) non-square array *A* is computed as the product of an (*n* x *m*) column orthogonal array *U*, an (*n* x *n*) diagonal array *SV*, composed of the singular values, and the transpose of an (*n* x *n*) orthogonal array V: $A = U \ SV \ V^T$

SVDC is based on the routine `svdcmp` described in section 2.6 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note

If you are working with complex inputs, use the LA_SVD procedure instead.

Syntax

SVDC, *A*, *W*, *U*, *V* [, /COLUMN] [, /DOUBLE] [, ITMAX=*value*]

Arguments

A

The square (*n* x *n*) or non-square (*n* x *m*) single- or double-precision floating-point array to decompose.

W

On output, *W* is an *n*-element output vector containing the "singular values."

U

On output, *U* is an *n*-column, *m*-row orthogonal array used in the decomposition of *A*.

V

On output, *V* is an *n*-column, *n*-row orthogonal array used in the decomposition of *A*.

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

ITMAX

Set this keyword to specify the maximum number of iterations. The default value is 30.

Examples

To find the singular values of an array A:

```
; Define the array A:
A = [[1.0, 2.0, -1.0, 2.5], $
     [1.5, 3.3, -0.5, 2.0], $
     [3.1, 0.7,  2.2, 0.0], $
     [0.0, 0.3, -2.0, 5.3], $
     [2.1, 1.0,  4.3, 2.2], $
     [0.0, 5.5,  3.8, 0.2]]

; Compute the Singular Value Decomposition:
SVDC, A, W, U, V

; Print the singular values:
PRINT, W
```

IDL prints:

```
8.81973     2.65502     4.30598     6.84484
```

To verify the decomposition, use the relationship A = U ## SV ## TRANSPOSE(V), where SV is a diagonal array created from the output vector W:

```
sv = FLTARR(4, 4)
FOR K = 0, 3 DO sv[K,K] = W[K]
result = U ## sv ## TRANSPOSE(V)
PRINT, result
```

IDL prints:

```
        1.00000        2.00000       -1.00000        2.50000
        1.50000        3.30000       -0.500001       2.00000
        3.10000        0.700000       2.20000        0.00000
    2.23517e-08        0.300000      -2.00000        5.30000
        2.10000        0.999999       4.30000        2.20000
   -3.91155e-07        5.50000        3.80000        0.200000
```

This is the input array, to within machine precision.

Version History

4.0	Introduced

See Also

CHOLDC, LA_SVD, LUDC, SVSOL, "Linear Systems" (Chapter 9, *Using IDL*).

SVDFIT

The SVDFIT function performs a least squares fit with optional error estimates. Either a user-supplied function written in the IDL language or a built-in polynomial can be used to fit the data.

Note ───

SVDFIT only works for functions whose parameters are linearly independent. To perform a fit for a function whose parameters are linearly dependent, use either CURVEFIT or LMFIT.

───

SVDFIT is based on the routine svdfit described in section 15.4 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SVDFIT(*X*, *Y* [, *M*] [, A=*vector*] [, CHISQ=*variable*] [, COVAR=*variable*]
   [, /DOUBLE] [, FUNCTION_NAME=*string*] [, /LEGENDRE]
   [, MEASURE_ERRORS=*vector*] [, SIGMA=*variable*]
   [, SING_VALUES=*variable*] [, SINGULAR=*variable*] [, STATUS=*variable*]
   [, TOL=*value*] [, VARIANCE=*variable*] [, YFIT=*variable*])

Return Value

Returns a vector of coefficients.

Arguments

X

An n-element vector of independent variables.

Y

A vector of dependent variables, the same length as *X*.

M

The number of coefficients in the fitting function. For polynomials, *M* is equal to the degree of the polynomial + 1. If the *M* argument is not specified, you must supply

initial coefficient estimates using the A keyword. In this case, *M* is set equal to the number of elements of the array specified by the A keyword.

Keywords

A

This keyword is both an input and output keyword. Set this keyword equal to a variable containing a vector of initial estimates for the fitted function parameters. On exit, SVDFIT returns in this variable a vector of coefficients that are improvements of the initial estimates. If A is supplied, the *M* argument will be set equal to the number of elements in the vector specified by A.

CHISQ

Set this keyword equal to a named variable that will contain the value of the unreduced chi-square goodness-of-fit.

COVAR

Set this keyword equal to a named variable that will contain the covariance matrix of the fitted coefficients.

Note

The COVAR matrix depends only upon the independent variable X and (optionally) the MEASURE_ERRORS. The values do not depend upon Y. See section 15.4 of *Numerical Recipes in C* (Second Edition) for details.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

FUNCTION_NAME

Set this keyword equal to a string containing the name of a user-supplied IDL basis function with *M* coefficients. If this keyword is omitted, and the LEGENDRE keyword is not set, IDL assumes that the IDL procedure SVDFUNCT, found in the file svdfunct.pro, located in the lib subdirectory of the IDL distribution, is to be used. SVDFUNCT uses the basis functions for the fitting polynomial:

$$y = \sum_{i=0}^{M} A(i)x^i$$

The function to be fit must be written as an IDL function and compiled prior to calling SVDFIT. The function must accept values of *X* (a scalar), and *M* (a scalar). It must return an *M*-element vector containing the basis functions.

See the "Examples" section below for an example function.

LEGENDRE

Set this keyword to use Legendre polynomials instead of the function specified by the FUNCTION_NAME keyword. If the LEGENDRE keyword is set, the IDL uses the function SVDLEG found in the file svdleg.pro, located in the lib subdirectory of the IDL distribution.

MEASURE_ERRORS

Set this keyword to a vector containing standard measurement errors for each point *Y*[*i*]. This vector must be the same length as *X* and *Y*.

Note ───

For Gaussian errors (e.g., instrumental uncertainties), MEASURE_ERRORS should be set to the standard deviations of each point in *Y*. For Poisson or statistical weighting, MEASURE_ERRORS should be set to SQRT(*Y*).

───

SIGMA

Set this keyword to a named variable that will contain the 1-sigma uncertainty estimates for the returned parameters.

Note ───

If MEASURE_ERRORS is omitted, then you are assuming that the polynomial (or your user-supplied model) is the correct model for your data, and therefore, no independent goodness-of-fit test is possible. In this case, the values returned in SIGMA are multiplied by SQRT(CHISQ/(*N*–*M*)), where *N* is the number of points in *X*, and *M* is the number of coefficients. See section 15.2 of *Numerical Recipes in C* (Second Edition) for details.

───

SING_VALUES

Set this keyword to a named variable in which to return the singular values from the SVD. Singular values which have been removed will be set to zero.

SINGULAR

Set this keyword equal to a named variable that will contain the number of singular values returned. This value should be 0. If not, the basis functions do not accurately characterize the data.

STATUS

Set this keyword to a named variable that will contain the status of the computation. Possible values are:

- STATUS = 0: The computation was successful.

- STATUS > 0: Singular values were found and were removed. STATUS contains the number of singular values.

Note ———————————————————————————————————

If STATUS is not specified, any error messages will be output to the screen.

___

TOL

Set this keyword to the tolerance used when removing singular values. The default is 10^{-5} for single precision, and $2x10^{-12}$ for double precision (these defaults are approximately 100 and 10000 times the machine precisions for single and double precision, respectively).

Setting TOL to a larger value may remove coefficients that do not contribute to the solution, which may reduce the errors on the remaining coefficients.

VARIANCE

Set this keyword equal to a named variable that will contain the variance (sigma squared) of each coefficient *M*.

YFIT

Set this keyword equal to a named variable that will contain the vector of calculated *Y* values.

Examples

This example fits a function of the following form:

$$F(x) \,=\, A(0) + A(1)\sin\frac{(2x)}{x} + A(2)\cos(4x)^2$$

First, create the function in IDL, then create a procedure to perform the fit. Create the following file called `example_svdfit.pro`:

```
PRO example_svdfit

; Provide an array of coefficients:
C = [7.77, 8.88, -9.99]
X = FINDGEN(100)/15.0 + 0.1
Y = C[0] + C[1] * SIN(2*X)/X + C[2] * COS(4.*X)^2.

; Set uncertainties to 5%:
measure_errors = 0.05 * Y

; Provide an initial guess:
A=[1,1,1]
result_a = SVDFIT(X, Y, A=A, MEASURE_ERRORS=measure_errors, $
   FUNCTION_NAME='myfunct', SIGMA=SIGMA, YFIT=YFIT)

; Plot the results:
PLOT, X, YFIT
FOR I = 0, N_ELEMENTS(A)-1 DO $
   PRINT, I, result_a[I], SIGMA[I], C[I],$
   FORMAT = $
   '(" result_a ( ",I1," ) = ",F7.4," +- ",F7.4," VS. ",F7.4)'
END

FUNCTION myfunct, X ,M
   RETURN,[ [1.0], [SIN(2*X)/X], [COS(4.*X)^2.] ]
END
```

Place the file example_svdfit.pro in a directory in the IDL search path, and enter
example_svdfit at the command prompt to create the plot.
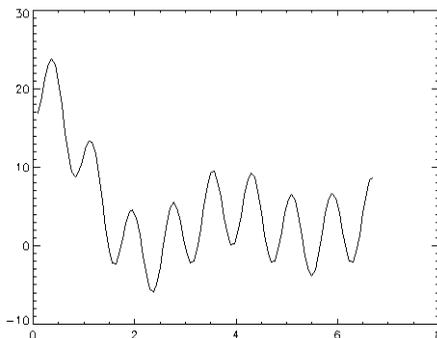
Figure 21-22: Example Plot

In addition to creating the above plot, IDL prints:

```
result_a ( 0 ) =  7.7700 +-  0.0390 VS.  7.7700
result_a ( 1 ) =  8.8800 +-  0.0468 VS.  8.8800
result_a ( 2 ) = -9.9900 +-  0.0506 VS. -9.9900
```

Version History

Original	Introduced
5.4	Deprecated the WEIGHTS keyword.
5.6	Added SING_VALUES, STATUS, and TOL keywords

See Also

CURVEFIT, GAUSSFIT, LINFIT, LMFIT, POLY_FIT, REGRESS, SFIT

SVSOL

The SVSOL function uses "back-substitution" to solve a set of simultaneous linear equations Ax = b, given the *U*, *W*, and *V* arrays returned by the SVDC procedure. None of the input arguments are modified, making it possible to call SVSOL multiple times with different right hand vectors, *B*.

SVSOL is based on the routine svbksb described in section 2.6 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = SVSOL(*U*, *W*, *V*, *B* [, /COLUMN] [, /DOUBLE])

Return Value

Returns the solution to the linear system using decomposition and back substitution.

Arguments

U

An *n*-column, *m*-row orthogonal array used in the decomposition of *A*. Normally, *U* is returned from the SVDC procedure.

W

An *n*-element vector containing "singular values." Normally, *W* is returned from the SVDC procedure. Small values (close to machine floating-point precision) should be set to zero prior to calling SVSOL.

V

An *n*-column, *n*-row orthogonal array used in the decomposition of *A*. Normally, *V* is returned from the SVDC procedure.

B

An *m*-element vector containing the right hand side of the linear system Ax = b.

Keywords

COLUMN

Set this keyword if the input arrays *U* and *V* are in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To solve the linear system Ax = b using Singular-value decomposition and back substitution, begin with an array A which serves as the coefficient array:

```
; Define the array A:
A = [[1.0, 2.0, -1.0, 2.5], $
     [1.5, 3.3, -0.5, 2.0], $
     [3.1, 0.7,  2.2, 0.0], $
     [0.0, 0.3, -2.0, 5.3], $
     [2.1, 1.0,  4.3, 2.2], $
     [0.0, 5.5,  3.8, 0.2]]

; Define the right-hand side vector B:
B = [0.0, 1.0, 5.3, -2.0, 6.3, 3.8]

; Decompose A:
SVDC, A, W, U, V

; Compute the solution and print the result:
PRINT, SVSOL(U, W, V, B)
```

IDL prints:

```
   1.00095    0.00881170     0.984176    -0.0100954
```

This is the correct solution.

Version History

4.0	Introduced

See Also

CRAMER, GS_ITER, LU_COMPLEX, CHOLSOL, LUSOL, SVDC, TRISOL

SWAP_ENDIAN

The SWAP_ENDIAN function reverses the byte ordering of arbitrary scalars, arrays or structures. It can make "big endian" number "little endian" and vice-versa.

Note ───

The BYTEORDER procedure can be used to reverse the byte ordering of *scalars and arrays* (SWAP_ENDIAN also allows structures).

──

This routine is written in the IDL language. Its source code can be found in the file swap_endian.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = SWAP_ENDIAN(*Variable* [, /SWAP_IF_BIG_ENDIAN]
   [, /SWAP_IF_LITTLE_ENDIAN])

Return Value

SWAP_ENDIAN returns values of the same type and structure as the input value, with the pertinent bytes reversed.

Arguments

Variable

The named variable—scalar, array, or structure—to be swapped.

Keywords

SWAP_IF_BIG_ENDIAN

If this keyword is set, the swap request will only be performed if the platform running IDL uses "big endian" byte ordering. On little endian machines, the SWAP_ENDIAN request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

SWAP_IF_LITTLE_ENDIAN

If this keyword is set, the swap request will only be performed if the platform running IDL uses "little endian" byte ordering. On big endian machines, the SWAP_ENDIAN request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

Examples

```
; Reverse the byte order of A:
A = SWAP_ENDIAN(A)
```

Version History

Pre-4.0	Introduced
5.6	Added SWAP_IF_BIG_ENDIAN and SWAP_IF_LITTLE_ENDIAN keywords

See Also

BYTEORDER, SWAP_ENDIAN_INPLACE

SWAP_ENDIAN_INPLACE

The SWAP_ENDIAN_INPLACE procedure reverses the byte ordering of arbitrary scalars, arrays or structures. It can make "big endian" number "little endian" and vice-versa.

Note ———————————————————————————————

The BYTEORDER procedure can be used to reverse the byte ordering of *scalars and arrays* (SWAP_ENDIAN_INPLACE also allows structures).

———————————————————————————————————————

SWAP_ENDIAN_INPLACE differs from the SWAP_ENDIAN function in that it alters the input data in place rather than making a copy as does SWAP_ENDIAN. SWAP_ENDIAN_INPLACE can therefore be more efficient, if a copy of the data is not needed. The pertinent bytes in the input variable are reversed.

This routine is written in the IDL language. Its source code can be found in the file swap_endian_inplace.pro in the lib subdirectory of the IDL distribution.

Syntax

SWAP_ENDIAN_INPLACE, *Variable* [, /SWAP_IF_BIG_ENDIAN]
   [, /SWAP_IF_LITTLE_ENDIAN]

Arguments

Variable

The named variable—scalar, array, or structure—to be swapped.

Keywords

SWAP_IF_BIG_ENDIAN

If this keyword is set, the swap request will only be performed if the platform running IDL uses "big endian" byte ordering. On little endian machines, the SWAP_ENDIAN_INPLACE request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

SWAP_IF_LITTLE_ENDIAN

If this keyword is set, the swap request will only be performed if the platform running IDL uses "little endian" byte ordering. On big endian machines, the SWAP_ENDIAN_INPLACE request quietly returns without doing anything. Note that this keyword does not refer to the byte ordering of the input data, but to the computer hardware.

Examples

Reverse the byte order of A:

```
SWAP_ENDIAN_INPLACE, A
```

Version History

5.6	Introduced

See Also

BYTEORDER, SWAP_ENDIAN

SWITCH

The SWITCH statement is used to select one statement for execution from multiple choices, depending upon the value of the expression following the word SWITCH.

Each statement that is part of a SWITCH statement is preceded by an expression that is compared to the value of the SWITCH expression. SWITCH executes by comparing the SWITCH expression with each selector expression in the order written. If a match is found, program execution jumps to that statement and execution continues from that point. Whereas CASE executes at most one statement within the CASE block, SWITCH executes the first matching statement and any following statements in the SWITCH block. Once a match is found in the SWITCH block, execution falls through to any remaining statements. For this reason, the BREAK statement is commonly used within SWITCH statements to force an immediate exit from the SWITCH block.

The ELSE clause of the SWITCH statement is optional. If included, it matches any selector expression, causing its code to be executed. For this reason, it is usually written as the last clause in the switch statement. The ELSE statement is executed only if none of the preceding statement expressions match. If an ELSE clause is not included and none of the values match the selector, program execution continues immediately below the SWITCH without executing any of the SWITCH statements.

SWITCH is similar to the CASE statement. For more information on using SWITCH and other IDL program control statements, as well as the differences between SWITCH and CASE, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

SWITCH *expression* OF

  expression: *statement*

  ...

  expression: *statement*

ELSE: *statement*

ENDSWITCH

Examples

This example illustrates how, unlike CASE, SWITCH executes the first matching statement and any following statements in the SWITCH block:

```
x=2

SWITCH x OF
   1: PRINT, 'one'
   2: PRINT, 'two'
   3: PRINT, 'three'
   4: PRINT, 'four'
ENDSWITCH
```

IDL Prints:

```
two
three
four
```

Version History

5.4	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, FOR, GOTO, IF...THEN...ELSE, REPEAT...UNTIL, WHILE...DO, Chapter 7, "Program Control" (*Application Programming*)

SYSTIME

The SYSTIME function returns the current time as either a date/time string, as the number of seconds elapsed since 1 January 1970, or as a Julian date/time value.

Syntax

String = SYSTIME([0 [, *ElapsedSeconds*]] [, /UTC])

or

Seconds = SYSTIME(1 | /SECONDS)

or

Julian = SYSTIME(/JULIAN [, /UTC])

Return Value

Returns the specified time.

Arguments

SecondsFlag

If *SecondsFlag* is present and nonzero, the number of seconds elapsed since 1 January 1970 UTC is returned as a double-precision, floating-point value.

Note ————————————————————————————————————

The precision of the returned value depends on your platform:
  On Windows platforms, the value is expressed as *seconds.milliseconds*.
  On UNIX platforms, the value is expressed as *seconds.microseconds*.

——

Otherwise, if *SecondsFlag* is not present or zero, a scalar string containing the date/time is returned in standard 24-character system format as follows:

```
DOW MON DD HH:MM:SS YEAR
```

where DOW is the day of the week, MON is the month, DD is the day of the month, HH is the hour, MM is the minute, SS is the second, and YEAR is the year. By default, the date/time string is adjusted for the local time zone; use the UTC keyword to override this default.

> **Note** ───
> If the JULIAN or SECONDS keyword is set, the *SecondsFlag* argument is ignored.

ElapsedSeconds

If the *SecondsFlag* argument is zero, the *ElapsedSeconds* argument may be set to the number of seconds past 1 January 1970 UTC. In this case, SYSTIME returns the corresponding date/time string (rather than the string for the current time). The returned date/time string is adjusted for the local time zone, unless the UTC keyword is set. If this argument is present, the JULIAN keyword is not allowed.

Keywords

JULIAN

Set this keyword to specify that the current time is to be returned as a a double precision floating value containing the current Julian date/time. By default, the current time is adjusted for the local time zone; use the UTC keyword to override this default. This keyword is not allowed if the *ElapsedSeconds* argument is present.

> **Note** ───
> If the JULIAN keyword is set, a small offset is added to the returned Julian date to eliminate roundoff errors when calculating the day fraction from hours, minutes, and seconds. This offset is given by the larger of EPS and EPS*Julian, where Julian is the integer portion of the Julian date, and EPS is the EPS field from MACHAR. For typical Julian dates, this offset is approximately $6x10^{-10}$ (which corresponds to $5x10^{-5}$ seconds). This offset ensures that if the Julian date is converted back to hour, minute, and second, then the hour, minute, and second will have the same integer values as were originally input.

SECONDS

Set this keyword to specify that the current time is to be returned as the number of seconds elapsed since 1 January 1970 UTC. This option is equivalent to setting the *SecondsFlag* argument to a non-zero value.

UTC

Set this keyword to specify that the value returned by SYSTIME is to be returned in Universal Time Coordinated (UTC) rather than being adjusted for the current time zone. UTC time is defined as Greenwich Mean Time updated with leap seconds.

Examples

Print today's date as a string:

```
PRINT, SYSTIME()
```

Print today's date as a string in UTC (rather than local time zone):

```
PRINT, SYSTIME(/UTC)
```

Print today's date as a Julian date/time value in UTC:

```
PRINT, SYSTIME(/JULIAN, /UTC), FORMAT='(f12.2)'
```

Compute and display the seconds elapsed since 1 January 1970 UTC, showing milliseconds (Windows) or microseconds (UNIX):

```
seconds = SYSTIME(1) ; or seconds = SYSTIME(/SECONDS)
PRINT, seconds, FORMAT='(D0.0)'
```

Verify that the seconds from the previous example are correct:

```
PRINT, SYSTIME(0, seconds)
```

Print the day of the week:

```
PRINT, STRMID(SYSTIME(0), 0, 3)
```

Compute the time required to perform a 16,384 point FFT:

```
T = SYSTIME(1)
A = FFT(FINDGEN(16384), -1)
PRINT, SYSTIME(1) - T, 'Seconds'
```

Version History

Original	Introduced

See Also

CALDAT, CALENDAR, JULDAY, TIMEGEN
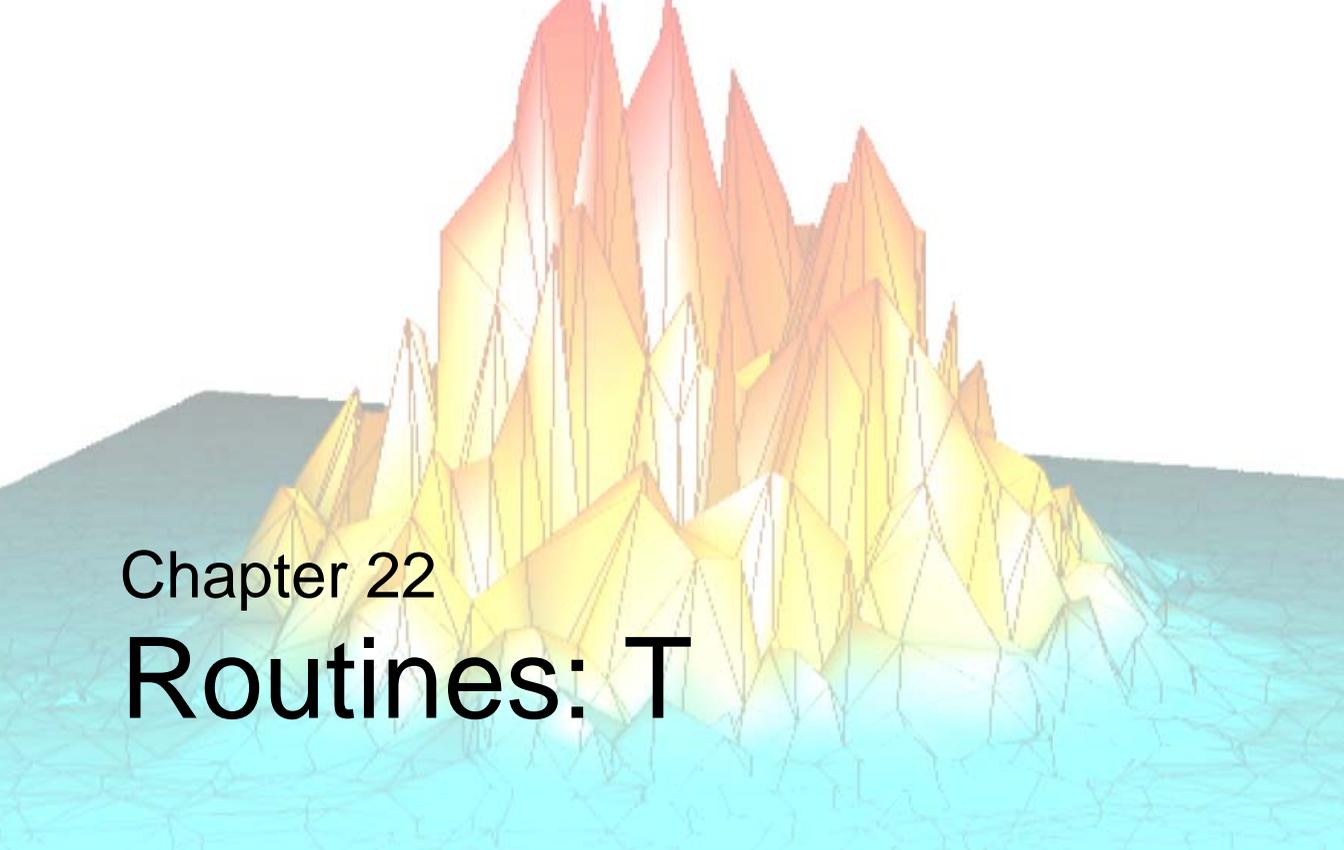
Chapter 22
Routines: T

T_CVF

The T_CVF function computes the cutoff value *V* in a Student's *t* distribution with *Df* degrees of freedom such that the probability that a random variable *X* is greater than *V* is equal to a user-supplied probability *P*.

Note ─────────────────────────────

T_CVF computes the cutoff value using the one-tailed probability. The cutoff value for the two-tailed probability, which is the probability that the absolute value of *X* is greater than *V*), can be computed as T_CVF(*P*/2, *Df*).

─────────────────────────────

This routine is written in the IDL language. Its source code can be found in the file t_cvf.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = T_CVF(*P*, *Df*)

Return Value

Returns the cutoff value.

Arguments

P

A non-negative single- or double-precision floating-point scalar, in the interval [0.0, 1.0], that specifies the probability of occurrence or success.

Df

A positive integer, single- or double-precision floating-point scalar that specifies the number of degrees of freedom of the Student's t distribution.

Keywords

None

Examples

Use the following command to compute the cutoff value in a Student's t distribution with five degrees of freedom such that the probability that a random variable X is greater than the cutoff value is 0.025.

```
result = T_CVF(0.025, 5)
PRINT, result
```

IDL prints:

```
2.57058
```

Version History

4.0	Introduced

See Also

CHISQR_CVF, F_CVF, GAUSS_CVF, T_PDF

T_PDF

The T_PDF function computes the probability *P* that, in a Student's t distribution with *Df* degrees of freedom, a random variable *X* is less than or equal to a user-specified cutoff value *V*.

Note ──

T_PDF computes the one-tailed probability. The two-tailed probability, which is the probability that the absolute value of *X* is less than or equal to *V*, can be computed as 1 - 2×(1 - T_PDF(*V*, *Df*)).

───

This routine is written in the IDL language. Its source code can be found in the file t_pdf.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = T_PDF(*V*, *Df*)

Return Value

If both arguments are scalar, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of *V* and *Df*, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the input array.

If any of the arguments are double-precision, the result is double-precision, otherwise the result is single-precision.

Arguments

V

A scalar or array that specifies the cutoff value(s).

Df

A scalar or array that specifies the number of degrees of freedom of the Student's t distribution.

Keywords

None.

Examples

Use the following command to compute the probability that a random variable X, from the Student's t distribution with 15 degrees of freedom, is less than or equal to 0.691:

```
PRINT, T_PDF(0.691, 15)
```

IDL prints:

```
0.749940
```

Version History

4.0	Introduced

See Also

BINOMIAL, CHISQR_PDF, F_PDF, GAUSS_PDF, T_CVF

T3D

The T3D procedure implements three-dimensional transforms.

This routine accumulates one or more sequences of translation, scaling, rotation, perspective, and oblique transformations and stores the result in !P.T, the 3D transformation system variable. All the IDL graphic routines use this (4,4) matrix for output. Note that !P.T3D is *not* set, so for the transformations to have effect you must set !P.T3D = 1 (or set the T3D keyword in subsequent calls to graphics routines).

This procedure is based on that of Foley & Van Dam, Chapter 8, "Viewing in Three Dimensions" (Foley, J.D., and A. Van Dam (1982), *Fundamentals of Interactive Computer Graphics*, Addison-Wesley Publishing Co.).

Transformations are applied in the order of the following keywords: 1)RESET, 2) TRANSLATE, 3) SCALE, 4) ROTATE, 5) PERSPECTIVE, 6) OBLIQUE, 7) XYEXCH, 8) XZEXCH, 9) YZEXCH.

A right-handed system is used. Positive rotations are counterclockwise when looking from a positive axis position towards the origin.

This routine is written in the IDL language. Its source code can be found in the file t3d.pro in the lib subdirectory of the IDL distribution.

Syntax

T3D [, *Array*][, /RESET] [, MATRIX=*variable*] [, OBLIQUE=*vector*]
   [, PERSPECTIVE=*p*{eye at 0,0,*p*}] [, ROTATE=*[x, y, z]*] [, SCALE=*[x, y, z]*]
   [, TRANSLATE=*[x, y, z]*] [, /XYEXCH | , /XZEXCH | , /YZEXCH]

Arguments

Array

An optional 4 x 4 matrix used as the starting transformation. If *Array* is missing, the current !P.T transformation is used. *Array* is ignored if /RESET is set.

Keywords

The transformation specified by each keyword is performed in the order of their descriptions below (e.g., if both TRANSLATE and SCALE are specified, the translation is done first).

MATRIX

Set this keyword to a named variable that will contain the result. If this keyword is specified, !P.T is not modified.

OBLIQUE

A two-element vector of oblique projection parameters. Points are projected onto the XY plane at Z=0 as follows:

```
x' = x + z(d * COS(a))
y' = y + z(d * SIN(a))
```

where OBLIQUE[0] = d and OBLIQUE[1] = a. An oblique projection is a parallel projection in which the normal to the projection plane is the *z*-axis, and the unit vector (0, 0, 1) is projected to (*d* cos α, *d* sin α) where α is expressed in degrees.

PERSPECTIVE

Perspective transformation. This parameter is a scalar (p) that indicates the Z distance of the center of the projection. Objects are projected into the XY plane at Z=0, and the "eye" is at point (0,0,p).

RESET

Set this keyword to reset the transformation to the default identity matrix. Set this keyword to begin a new accumulation of transformations. If this keyword is not present, the current transformation matrix !P.T is post-multiplied by the new transformation. The final transformation matrix is always stored back in !P.T. If this keyword is set, the *Array* argument is ignored.

ROTATE

A three-element vector of the rotations, in DEGREES, about the X, Y, and Z axes. The viewing area is rotated about each axis by the amount [θ_x, θ_y, θ_z], in degrees. Rotations are performed in the order of X, Y, and then Z.

SCALE

A three-element vector of scale factors for the X, Y, and Z axes. The viewing area is scaled by factor [S_x, S_y, S_z].

TRANSLATE

A three-element vector of the translations in the X, Y, and Z directions. The viewpoint is translated by the three-element vector [T_x, T_y, T_z].

XYEXCH

Set this keyword to exchange the X and Y axes.

XZEXCH

Set this keyword to exchange the X and Z axes.

YZEXCH

Set this keyword to exchange the Y and Z axes.

Examples

To reset the transformation, rotate 30 degs about the X axis and do perspective transformation with the center of the projection at Z = -1, X=0, and Y=0, enter:

```
T3D, /RESET, ROT = [ 30,0,0], PERS = 1.
```

Transformations may be cascaded, for example:

```
T3D, /RESET, TRANS = [-.5,-.5,0], ROT = [0,0,45]
T3D, TRANS = [.5,.5,0]
```

The first command resets, translates the point (.5,.5,0) to the center of the viewport, then rotates 45 degrees counterclockwise about the Z axis. The second call to T3D moves the origin back to the center of the viewport.

Also see "Transformation Created by SURFACE" on page 2421.

Establishing a Three-Dimensional Coordinate System

Usually, scaling parameters for coordinate conversion are set up by the higher-level procedures. To set up your own three-dimensional coordinate system with a given transformation matrix and *x*, *y*, *z* data range, follow these steps:

- Establish the scaling from your data coordinates to normalized coordinates—the (0, 1) cube. Assuming your data are contained in the range (X_{min}, Y_{min}, Z_{min}) to (X_{max}, Y_{max}, Z_{max}), set the data scaling system variables as follows:

    ```
    !X.S = [ -Xmin, 1 ] / (Xmax - Xmin)
    !Y.S = [ -Ymin, 1 ] / (Ymax - Ymin)
    !Z.S = [ -Zmin, 1 ] / (Zmax - Zmin)
    ```

- Establish the transformation matrix that determines the view of the unit cube. This can be done by either calling T3D, as explained above or by directly manipulating !P.T yourself. If you wish to simply mimic the rotations provided

by the SURFACE procedure, call the SCALE3 procedure (which can also be used to perform the previous step).

House Example

This example draws four views of a simple house. The procedure HOUSE defines the coordinates of the front and back faces of the house. The data-to-normal coordinate scaling is set, as shown above, to a volume about 25 percent larger than that enclosing the house. The PLOTS procedure is called to draw lines describing and connecting the front and back faces. XYOUTS is called to label the front and back faces.

The commands shown after the definition of the HOUSE procedure contain four sequences of calls to T3D to establish the coordinate transformation, each followed by a call to HOUSE.

Example Code

If you prefer not to enter the IDL code by hand, run the batch file showhaus with the following command at the IDL prompt:

```
@showhaus
```

```
PRO HOUSE
   ; X coordinates of 10 vertices. First 5 are front face,
   ; second 5 are back face. The range is 0 to 16.
   house_x = [0, 16, 16, 8, 0, 0, 16, 16, 8, 0]
   ; The corresponding y values range from 0 to 16.
   house_y = [0, 0, 10, 16, 10, 0, 0, 10, 16, 10]
   ; The z values range from 30 to 54.
   house_z = [54, 54, 54, 54, 54, 30, 30, 30, 30, 30]
   ; Define max and min xy values to scale.
   ; Slightly larger than data range.
   min_x = -4 & max_x = 20.
   ; Set x data scale to range from -4 to 20.
   !X.S = [-(-4), 1.]/(20 - (-4))
   ; Same for y.
   !Y.S = !X.S
   ; The z range is from 10 to 70.
   !Z.S = [-10, 1.]/(70 - 10)
   ; Indices of front face.
   face = [INDGEN(5), 0]
   ; Draw front face.
   PLOTS, house_x[face], house_y[face], $
      house_z[face], /T3D, /DATA
   ; Draw back face.
   PLOTS, house_x[face + 5], house_y[face + 5], $
      house_z[face + 5], /T3D, /DATA
```

```
                ; Connecting lines from front to back.
                FOR I = 0, 4 DO PLOTS, [house_x[i], house_x[i + 5]], $
                   [house_y[i], house_y[i + 5]], $
                   [house_z[i], house_z[i + 5]], /T3D, /DATA
                ; Annotate front peak.
                XYOUTS, house_x[3], house_y[3], Z = house_z[3], 'Front', $
                   /T3D, /DATA, SIZE = 2
                ; Annotate back.
                XYOUTS, house_x[8], house_y[8], Z = house_z[8], 'Back', $
                   /T3D, /DATA, SIZE = 2
             END
```

The HOUSE procedure could be called from the IDL command line to produce a number of different plots. For example:

```
     ; Set up no rotation, scale, and draw house.
     T3D, /RESET & HOUSE
     ; Create a handy constant.
     H = [0.5, 0.5, 0.5]
     ; Straight projection after rotating 30 degrees about x and y axes.
     T3D, /RESET, TRANS = -H, ROT = [30, 30, 0] & $
        T3D, TR = H & HOUSE
     ; No rotation, oblique projection, z factor = 0.5, angle = 45.
     T3D, /RESET, TRANS = -H, ROT=[0, 0, 0], OBLIQUE=[.5, -45] & $
        T3D, TR = H & HOUSE
     ; Rotate 6 degrees about x and y, then apply perspective.
     T3D, /RESET, TR=-H, ROT=[-6, 6, 0], PERS=4 & $
        T3D, TR=H & HOUSE
```
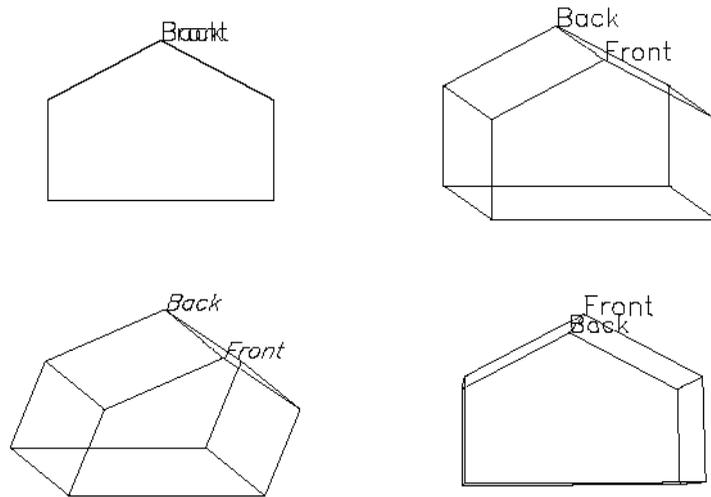
Figure 22-1: Illustration of Different Three-Dimensional Transformations

The figure illustrates the different transformations. The four rotations are:

- Upper left: no rotation, plain projection

- Upper right: oblique projection, factor = 0.5, angle = –45

- Bottom left: rotation of 30 degrees about both the *x*-and *y*-axes, plain projection

- Bottom right: rotation of –6 degrees about the *x*-axis and +6 degrees about the *y*-axis, and perspective projection with the eye at 4.

See "Rotating the Shaded Volume" on page 2226 for another T3D example.

Rotating the House

A common procedure for visualizing three-dimensional data is to animate the data by rotating it about one or more axes. To make an animation of the house in the preceding example ("House Example" on page 2454), use the XINTERANIMATE procedure as follows:

```
; Initialize animation: set frame size and number of frames.
sizx = 300
sizy = 300
```

```
nframes = 16
XINTERANIMATE, SET=[sizx, sizy, nframes]
; Rotate about the z axis. Draw the house.Save the window.
FOR i = 0, nframes - 1 DO BEGIN $
   SCALE3, AX = 75, AZ = i * 360. / nframes & $
   ERASE & $
   HOUSE & $
   SCALE3, AX = 75, AZ = i * 360. / nframes & $
   XINTERANIMATE, FRAME=i, WINDOW=!D.WINDOW & $
ENDFOR
; Show the animation.
XINTERANIMATE
```

In the above example, SCALE3 rather than SCALE3D is used to maintain the same scaling in all rotations.

Example Code

If you prefer not to enter the IDL code by hand, run the batch file animhaus with the following command at the IDL prompt:

```
@animhaus
```

Positioning Contours and Plots Three-Dimensions

The CONTOUR and PLOT procedures output their results using the three-dimensional coordinate transformation contained in !P.T when the keyword T3D is specified. Note that !P.T must contain a valid transformation matrix prior to using the T3D keyword.

PLOT and its variants output graphs in the *xy*-plane at the normal coordinate *z* value given by the keyword ZVALUE. If this keyword is not specified, the plot is drawn at the bottom of the unit cube at $z = 0$.

CONTOUR draws its axes at $z = 0$ and its contours at their *z* data value if ZVALUE is not specified. If ZVALUE is present, CONTOUR draws both the axes and contours in the *xy*-plane at the given *z* value. See the following for examples:

- "Combining CONTOUR and SURFACE" on page 2422
- "SCALE3 and More Complicated Transformations" on page 2164
- "Combining Images with Three-Dimensional Graphics" on page 2261

Version History

Original	Introduced

See Also

SCALE3, SCALE3D, SURFR

TAG_NAMES

The TAG_NAMES function returns a string array containing the names of the tags in a structure expression. It can also be used to determine the expression's structure name (if the structure has a name).

Syntax

Result = TAG_NAMES(*Expression* [, /STRUCTURE_NAME])

Return Value

Returns structure tag names or the expression's structure name.

Arguments

Expression

The structure expression for which the tag names are returned. This argument must be of structure type. TAG_NAMES does not search for tags recursively, so if *Expression* is a structure containing nested structures, only the names of tags in the outermost structure are returned.

Keywords

STRUCTURE_NAME

Set this keyword to return a scalar string that contains the name of the structure instead of the names of the tags in the structure. If the structure is "anonymous", a null string is returned.

Examples

Print the names of the tags in the system variable !P by entering:

```
PRINT, TAG_NAMES(!P)
```

IDL prints:

```
BACKGROUND CHARSIZE CHARTHICK CLIP COLOR FONT LINESTYLE MULTI
NOCLIP NOERASE NSUM POSITION PSYM REGION SUBTITLE SYMSIZE T
T3D THICK TITLE TICKLEN CHANNEL
```

Print the name of the structure in the system variable !P:

```
PRINT, TAG_NAMES(!P, /STRUCTURE_NAME)
```

IDL prints:

```
!PLT
```

Version History

Original	Introduced

See Also

CREATE_STRUCT, N_TAGS

TAN

The TAN function computes the tangent of *X*.

Syntax

Result = TAN(*X*)

Return Value

Returns the tangent of the specified angle.

Arguments

X

The angle for which the tangent is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. If *X* is an array, the result has the same structure, with each element containing the tangent of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

```
; Find the tangent of 0.5 radians and store the result in
; the variable T:
T = TAN(0.5)
```

Version History

Original	Introduced

See Also

ATAN, TANH

TANH

The TANH function returns the hyperbolic tangent of X.

Syntax

Result = TANH(*X*)

Return Value

Returns the single- or double-precision hyperbolic tangent.

Arguments

X

The value for which the hyperbolic tangent is desired, specified in radians. If *X* is double-precision floating or complex, the result is of the same type. All other types are converted to single-precision floating-point and yield floating-point results. TANH is defined as:

$$\tanh(x) \ = \ \frac{e^x - e^{-x}}{e^x + e^{-x}}$$

If *X* is an array, the result has the same structure, with each element containing the hyperbolic tangent of the corresponding element of *X*.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

```
; Find the hyperbolic tangent of 1 radian and print the result:
PRINT, TANH(1)

; Plot the hyperbolic tangent from -5 to +5 with an increment
; of 0.1:
PLOT, TANH(FINDGEN(101)/10. - 5)
```

Version History

Original	Introduced

See Also

ATAN, TAN

TEK_COLOR

The TEK_COLOR procedure loads a 32-color colortable similar to the default Tektronix 4115 colortable. This colortable is useful because of its distinct colors.

By default, this palette consists of 32 colors. The first 9 colors are: Index 0=black, 1=white, 2=red, 3=green, 4=blue, 5=cyan, 6=magenta, 8=orange.

This routine is written in the IDL language. Its source code can be found in the file `tek_color.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

TEK_COLOR [, *Start_Index*, *Colors*]

Arguments

Start_Index

An optional starting index for the palette. The default is 0. If this argument is included, the colors are loaded into the current colortable starting at the specified index.

Colors

The number of colors to load. The default is 32, which is also the maximum.

Keywords

None.

Version History

Pre-4.0	Introduced

See Also

LOADCT, XLOADCT

TEMPORARY

The TEMPORARY function returns a temporary copy of a variable, and sets the original variable to "undefined". This function can be used to conserve memory when performing operations on large arrays, as it avoids making a new copy of results that are only temporary. In general, the TEMPORARY routine can be used to advantage whenever a variable containing an array on the left hand side of an assignment statement is also referenced on the right hand side.

Syntax

Result = TEMPORARY(*Variable*)

Return Value

Returns a copy of a specified variable.

Arguments

Variable

The variable to be referenced and deleted.

Keywords

None.

Examples

Assume the variable A is a large array of integers. The statement:

```
A = A + 1
```

creates a new array for the result of the addition, places the sum into the new array, assigns it to A, and then frees the old allocation of A. Total storage required is twice the size of A. The statement:

```
A = TEMPORARY(A) + 1
```

requires no additional space.

Note

> If the operation performed on *Variable* requires that *Variable* be converted to another data type, there is no benefit to using TEMPORARY. For instance, if the array A in the above example contained byte data rather than integer data, the array would have to be converted to integer type before the addition could be performed. In such a case, memory could not be re-used.

Version History

Pre-4.0	Introduced

See Also

DELVAR

TETRA_CLIP

The TETRA_CLIP function clips a tetrahedral mesh to an arbitrary plane in space and returns a tetrahedral mesh of the remaining portion. An auxiliary array of data may also be passed and clipped. This array can have multiple values for each vertex (the trailing array dimension must match the number of vertices in the Vertsin array).

A tetrahedral connectivity array consists of groups of four vertex index values. Each set of four index values specifies four vertices which define a single tetrahedron.

Syntax

Result = TETRA_CLIP (*Plane*, *Vertsin*, *Connin*, *Vertsout*, *Connout*
   [, AUXDATA_IN=*array*, AUXDATA_OUT=*variable*]
   [, CUT_VERTS=*variable*])

Return Value

The return value is the number of tetrahedra returned.

Arguments

Plane

Input four-element array describing the equation of the plane to be clipped to. The elements are the coefficients (*a,b,c,d*) of the equation *ax+by+cz+d=0*.

Vertsin

Input array of tetrahedral vertices [3, *n*].

Connin

Input tetrahedral mesh connectivity array.

Vertsout

Output array of tetrahedral vertices [3, *n*].

Connout

Output tetrahedral mesh connectivity array.

Keywords

AUXDATA_IN

Input array of auxiliary data. If present, these values are interpolated and returned through AUXDATA_OUT. The trailing array dimension must match the number of vertices in the Vertsin array.

AUXDATA_OUT

Set this keyword to a named variable to contain an output array of interpolated auxiliary data.

CUT_VERTS

Set this keyword to a named variable to contain an output array of vertex indices (into Vertsout) of the vertices which are considered to be 'on' the clipped surface.

Version History

5.5	Introduced

TETRA_SURFACE

The TETRA_SURFACE function extracts a polygonal mesh as the exterior surface of a tetrahedral mesh. The output of this function is a polygonal mesh connectivity array that can be used with the input Verts array to display the outer surface of the tetrahedral mesh.

Syntax

Result = TETRA_SURFACE (*Verts*, *Connin*)

Return Value

Returns a polygonal mesh connectivity array. When used with the input vertex array, this function yields the exposed tetrahedral mesh surface.

Arguments

Verts

Array of vertices [3, *n*].

Connin

Tetrahedral connectivity array.

Keywords

None.

Version History

5.5	Introduced

TETRA_VOLUME

The TETRA_VOLUME function computes properties of a tetrahedral mesh array. The basic property is the volume. An auxiliary data array may be supplied which specifies weights at each vertex which are interpolated through the volume during integration. Higher order moments (with respect to the X, Y, and Z axis) may be computed as well (with or without weights).

Syntax

Result = TETRA_VOLUME (*Verts*, *Conn* [, AUXDATA=*array*]
   [, MOMENT=*variable*])

Return Value

Returns the cumulative (weighted) volume of the tetrahedrons in the mesh.

Arguments

Verts

Array of vertices [3, *n*].

Conn

Tetrahedral connectivity array.

Keywords

AUXDATA

Array of input auxiliary data (one value per vertex). If present, these values are used to weight a vertex. The volume area integral will linearly interpolate these values. The volume integral will linearly interpolate these values within each tetrahedra. The default weight is 1.0 which results in a basic volume.

MOMENT

Set this keyword to a named variable that will contain a three-element float vector which corresponds to the first order moments computed with respect to the X, Y and Z axis. The computation is:

$$\vec{m} \;=\; \sum_{ntetras} v_i \vec{c}_i$$

where v is the (weighted) volume of the tetrahedron and c is the centroid of the tetrahedron, thus

$$\vec{m}/volume$$

yields the (weighted) centroid of the tetrahedral mesh.

Version History

5.5	Introduced

THIN

The THIN function returns the "skeleton" of a bi-level image. The skeleton of an object in an image is a set of lines that reflect the shape of the object. The set of skeletal pixels can be considered to be the medial axis of the object. For a much more extensive discussion of skeletons and thinning algorithms, see *Algorithms for Graphics and Image Processing*, Theo Pavlidis, Computer Science Press, 1982. The THIN function is adapted from Algorithm 9.1 (the classical thinning algorithm).

On input, the bi-level image is a rectangular array in which pixels that compose the object have a nonzero value. All other pixels are zero. The result is a byte type image in which skeletal pixels are set to 2 and all other pixels are zero.

Syntax

Result = THIN(*Image* [, /NEIGHBOR_COUNT] [, /PRUNE])

Return Value

Returns the thinned, two-dimensional byte array.

Arguments

Image

The two-dimensional image (array) to be thinned.

Keywords

NEIGHBOR_COUNT

Set this keyword to select an alternate form of output. In this form, output pixel values count the number of neighbors an individual skeletal pixel has (including itself). For example, a pixel that is part of a line will have the value 3 (two neighbors and itself). Terminal pixels will have the value 2, while isolated pixels have the value 1.

PRUNE

If the PRUNE keyword is set, pixels with single neighbors are removed iteratively until only pixels with 2 or more neighbors exist. This effectively removes (or "prunes") skeleton branches, leaving only closed paths.

Examples

The following commands display the "thinned" edges of a Sobel filtered image:

```
; Open a file for reading:
OPENR, 1, FILEPATH('people.dat', SUBDIR = ['examples','data'])

; Create a byte array in which to store the image:
A = BYTARR(192, 192, /NOZERO)

; Read first 192 by 192 image:
READU, 1, A

; Close the file:
CLOSE, 1

; Display the image:
TV, A, 0

; Apply the Sobel filter, threshold the image at value 75, and
; display the thinned edges:
TVSCL, THIN(SOBEL(A) GT 75), 1
```

Version History

Pre-4.0	Introduced

See Also

ROBERTS, SOBEL

THREED

The THREED procedure plots a 2-D array as a pseudo 3-D plot. The orientation of the data is fixed. This routine is written in the IDL language. Its source code can be found in the file threed.pro in the lib subdirectory of the IDL distribution.

Syntax

THREED, *A* [, *Sp*] [, TITLE=*string*] [, XTITLE=*string*] [, YTITLE=*string*]

Arguments

A

The two-dimensional array to plot.

Sp

The spacing between plot lines. If *Sp* is omitted, the spacing is set to: (MAX(*A*)-MIN(*A*))/ROWS. If *Sp* is negative, hidden lines are not removed.

Keywords

TITLE

Set this keyword to the main plot title.

XTITLE

Set this keyword to the X axis title.

YTITLE

Set this keyword to the Y axis title.

Examples

```
; Create a 2-D dataset:
A = -SHIFT(DIST(30), 15, 15)
; Make a THREED plot:
THREED, A
; Compare to SURFACE:
SURFACE, A
```

Version History

Original	Introduced

See Also

SURFACE

TIME_TEST2

The TIME_TEST2 procedure is a general-purpose IDL benchmark program that performs approximately 20 common operations and prints the time required.

This routine is written in the IDL language. Its source code can be found in the file time_test.pro in the lib subdirectory of the IDL distribution. This file also contains the procedure GRAPHICS_TIMES, used to time graphical operations.

Syntax

TIME_TEST2 [, *Filename*]

Arguments

Filename

An optional string that contains the name of output file for the results of the time test.

Keywords

None.

Examples

```
; Run the computational tests:
TIME_TEST2

; Run the graphics tests. Note that TIME_TEST2 must be compiled
; before GRAPHICS_TIMES will run:
GRAPHICS_TIMES
```

Version History

4.0	Introduced

See Also

SYSTIME

TIMEGEN

The TIMEGEN function returns an array, with specified dimensions, of double-precision floating-point values that represent times in terms of Julian dates.

The Julian date is the number of days elapsed since Jan. 1, 4713 B.C.E., plus the time expressed as a day fraction. Following the astronomical convention, the day is defined to start at 12 PM (noon). Julian date 0.0d is therefore Jan. 1, 4713 B.C.E. at 12:00:00.

The first value of the returned array corresponds to a Julian date start time, and each subsequent value corresponds to the next Julian date in the sequence. The sequence is determined by specifying the time unit (such as months or seconds) and the step size, or spacing, between the units. You can also construct more complicated arrays by including smaller time units within each major time interval.

A small offset is added to each Julian date to eliminate roundoff errors when calculating the day fraction from the hour, minute, second. This offset is given by the larger of EPS and EPS*Julian, where Julian is the integer portion of the Julian date and EPS is the double-precision floating-point precision parameter from MACHAR. For typical Julian dates the offset is approximately 6×10^{-10} (which corresponds to 5×10^{-5} seconds). This offset ensures that when the Julian date is converted back to the hour, minute, and second, the hour, minute, and second will have the same integer values.

Tip ————————————————————————————————————

Because of the large magnitude of the Julian date (1 Jan 2000 is Julian day 2451545), the precision of most Julian dates is limited to 1 millisecond (0.001 seconds). If you are not interested in the date itself, you can improve the precision by subtracting a large offset or setting the START keyword to zero.

——

Note ————————————————————————————————————

Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000, respectively.

——

Syntax

Result = TIMEGEN([D_1,...,D_8] [, FINAL=*value*] [, DAYS=*vector*]
    [, HOURS=*vector*] [, MINUTES=*vector*] [, MONTHS=*vector*]
    [, SECONDS=*vector*] [, START=*value*] [, STEP_SIZE=*value*] [, UNITS=*string*]
    [, YEAR=*value*])

Return Value

Returns the specified time values.

Arguments

D*ᵢ*

The dimensions of the result. The dimension parameters may be any scalar expression. Up to eight dimensions may be specified. If the dimension arguments are not integer values, IDL will truncate them to integer values before creating the new array. The dimension arguments are required unless keyword FINAL is set, in which case they are ignored.

Keywords

DAYS

Set this keyword to a scalar or a vector giving the day values that should be included within each month. This keyword is ignored if the UNITS keyword is set to "Days", "Hours", "Minutes", or "Seconds".

Note

Day values that are beyond the end of the month will be set equal to the last day for that month. For example, setting DAY=[31] will automatically return the last day in each month.

FINAL

Set this keyword to a double-precision value representing the Julian date/time to use as the last value in the returned array. In this case, the dimension arguments are ignored and *Result* is a one-dimensional array, with the number of elements depending upon the step size. The FINAL time may be less than the START time, in which case STEP_SIZE should be negative.

Note

If the step size is not an integer then the last element may not be equal to the FINAL time. In this case, TIMEGEN will return enough elements such that the last element is less than or equal to FINAL.

HOURS

Set this keyword to a scalar or a vector giving the hour values that should be included within each day. This keyword is ignored if UNITS is set to "Hours", "Minutes", or "Seconds".

MINUTES

Set this keyword to a scalar or a vector giving the minute values that should be included within each hour. This keyword is ignored if UNITS is set to "Minutes" or "Seconds".

MONTHS

Set this keyword to a scalar or a vector giving the month values that should be included within each year. This keyword is ignored if UNITS is set to "Months", "Days", "Hours", "Minutes", or "Seconds".

SECONDS

Set this keyword to a scalar or a vector giving the second values that should be included within each minute. This keyword is ignored if UNITS is set to "Seconds".

START

Set this keyword to a double-precision value representing the Julian date/time to use as the first value in the returned array. The default is 0.0d [corresponding to January 1, 4713 B.C.E. at 12 pm (noon)].

Note

If subintervals are provided by MONTHS, DAYS, HOURS, MINUTES, or SECONDS, then the first element may not be equal to the START time. In this case the first element in the returned array will be greater than or equal to START.

Tip —————————————————————————————————————

Other array generation routines in IDL (such as FINDGEN) do not allow you to specify a starting value because the resulting array can be added to a scalar representing the start value. For TIMEGEN it is correct to add a scalar to the array if the units are days, hours, minutes, seconds, or sub-seconds. For example:

```
MyTimes = TIMEGEN(365, UNITS="Days") + SYSTIME(/JULIAN)
```

However, if the units are months or years, the start value is necessary because the number of days in a month or year can vary depending upon the year in which they fall (for instance, consider leap years). For example:

```
MyTimes = TIMEGEN(12, UNITS="Months", START=JULDAY(1,1,2000))
```

———

STEP_SIZE

Set this keyword to a scalar value representing the step size between the major intervals of the returned array. The step size may be negative. The default step size is 1. When the UNITS keyword is set to "Years" or "Months", the STEP_SIZE value is rounded to the nearest integer.

UNITS

Set this keyword to a scalar string indicating the time units to be used for the major intervals for the generated array. Valid values include:

- "Years" or "Y"
- "Months" or "M"
- "Days" or "D"
- "Hours" or "H"
- "Minutes" or "I"
- "Seconds" or "S"

The case (upper or lower) is ignored. If this keyword is not specified, then the default for UNITS is the time unit that is larger than the largest keyword present:

Largest Keyword Present	Default UNITS
SECONDS=*vector*	"Minutes"
MINUTES=*vector*	"Hours"
HOURS=*vector*	"Days"
DAYS=*vector*	"Months"
MONTHS=*vector*	"Years"
YEAR=*value*	"Years"

Table 22-1: Defaults for the UNITS keyword

If none of the above keywords are present, the default is UNITS="Days".

YEAR

Set this keyword to a scalar giving the starting year. If YEAR is specified then the starting year from START is ignored.

Examples

Generate an array of 366 time values that are one day apart starting with January 1, 2000:

```
MyDates = TIMEGEN(366, START=JULDAY(1,1,2000))
```

Generate an array of 20 time values that are 12 hours apart starting with the current time:

```
MyTimes = TIMEGEN(20, UNITS='Hours', STEP_SIZE=12, $
    START=SYSTIME(/JULIAN))
```

Generate an array of time values that are 1 hour apart from 1 January 2000 until the current time:

```
MyTimes = TIMEGEN(START=JULDAY(1,1,2000), $
    FINAL=SYSTIME(/JULIAN), UNITS='Hours')
```

Generate an array of time values composed of seconds, minutes, and hours that start from the current hour:

```
MyTimes = TIMEGEN(60, 60, 24, $
    START=FLOOR(SYSTIME(/JULIAN)*24)/24d, UNITS='S')
```

Generate an array of 24 time values with monthly intervals, but with subintervals at 5 PM on the first and fifteenth of each month:

```
MyTimes = TIMEGEN(24, START=FLOOR(SYSTIME(/JULIAN)), $
    DAYS=[1,15], HOURS=17)
```

Version History

5.4	Introduced

See Also

"Format Codes" (Chapter 18, *Application Programming*), CALDAT, JULDAY, LABEL_DATE, SYSTIME

TM_TEST

The TM_TEST function computes the Student's T-statistic and the probability that two sample populations *X* and *Y* have significantly different means. *X* and *Y* may be of different lengths. The default assumption is that the data is drawn from populations with the same true variance. This type of test is often referred to as the t-means test.

The T-statistic for sample populations *x* and *y* with means $\bar{x}$ and $\bar{y}$ is defined as:

$$T = \frac{\bar{x} - \bar{y}}{\sqrt{\dfrac{\displaystyle\sum_{i=0}^{N-1}(x_i - \bar{x})^2 + \sum_{i=0}^{M-1}(y_i - \bar{y})^2}{(N+M-2)}} \left(\dfrac{1}{N} + \dfrac{1}{M}\right)}$$

where $x = (x_0, x_1, x_2, ..., x_{N-1})$ and $y = (y_0, y_1, y_2 ..., y_{M-1})$

This routine is written in the IDL language. Its source code can be found in the file `tm_test.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = TM_TEST(*X*, *Y* [, /PAIRED] [, /UNEQUAL])

Return Value

The result is a two-element vector containing the T-statistic and its significance. The significance is a value in the interval [0.0, 1.0]; a small value (0.05 or 0.01) indicates that *X* and *Y* have significantly different means.

Arguments

X

An *n*-element integer, single-, or double-precision floating-point vector.

Y

An *m*-element integer, single-, or double-precision floating-point vector. If the PAIRED keyword is set, *X* and *Y* must have the same number of elements.

Keywords

PAIRED

If this keyword is set, *X* and *Y* are assumed to be paired samples and must have the same number of elements.

UNEQUAL

If this keyword is set, *X* and *Y* are assumed to be from populations with unequal variances.

Examples

```
; Define two n-element sample populations.
X = [257, 208, 296, 324, 240, 246, 267, 311, 324, 323, 263, $
     305, 270, 260, 251, 275, 288, 242, 304, 267]
Y = [201, 56, 185, 221, 165, 161, 182, 239, 278, 243, 197, $
     271, 214, 216, 175, 192, 208, 150, 281, 196]

; Compute the Student's t-statistic and its significance assuming
; that X and Y belong to populations with the same true variance:
PRINT, TM_TEST(X, Y)
```

IDL prints:

```
5.52839  2.52455e-06
```

The result indicates that *X* and *Y* have significantly different means.

Version History

4.0	Introduced

See Also

FV_TEST, KW_TEST, RS_TEST, S_TEST

TOTAL

The TOTAL function returns the sum of the elements of *Array*. The sum of the array elements over a given dimension is returned if the *Dimension* argument is present.

Syntax

Result = TOTAL(*Array* [, *Dimension*] [, /CUMULATIVE] [, /DOUBLE]
    [, /INTEGER] [, /NAN] [, /PRESERVE_TYPE])

Return Value

Returns the array sum for the specified dimensions.

Arguments

Array

The array to be summed. This array can be of any basic type except string. If *Array* is double-precision floating-point, complex, or double-precision complex, the result is of the same type. Otherwise, the result is single-precision floating-point.

Dimension

The dimension over which to sum, starting at one. If this argument is not present or zero, the scalar sum of all the array elements is returned. If this argument is present, the result is an array with one less dimension than *Array*. For example, if the dimensions of *Array* are N_1, N_2, N_3, and *Dimension* is 2, the dimensions of the result are (N_1, N_3), and element *(i,j)* of the result contains the sum:

$$\sum_{k=0}^{N_2-1} A_{i,k,j}$$

Keywords

CUMULATIVE

If this keyword is set, the result is an array of the same size as the input, with each element, *i*, containing the sum of the input array elements 0 to *i*. This keyword also works with the Dimension parameter, in which case the sum is performed over the given dimension.

Tip ———————————————————————————————————

If the input array is a temporary variable or an expression, and the result type matches the input type (for example by using the PRESERVE_TYPE keyword), then TOTAL will perform the cumulative sum in place and no additional memory will be used.

DOUBLE

Set this keyword to force the summation to be done using double-precision arithmetic. By default, if the input is of type DOUBLE, DCOMPLEX, LONG64, or ULONG64, IDL does the summation using double precision; otherwise IDL does the summation using single precision. If this keyword is set to zero, IDL still does the summation using the default precision, but the result is converted to single precision before returning.

INTEGER

Set this keyword to perform the TOTAL using integer arithmetic, and to return an integer result. If *Array* is of type ULONG64 then unsigned 64-bit integers are used for the computation and the Result is of type ULONG64, otherwise signed 64-bit integers are used and the Result is of type LONG64. If *Array* is complex and INTEGER is set, then only the real part of each value is used for the computation. The DOUBLE keyword is ignored if INTEGER is set.

Note ———————————————————————————————————

If *Array* has a large number of values or the values themselves are large, then the TOTAL with the INTEGER keyword may easily overflow the largest 64-bit integer and return an incorrect result. In this case you may want to avoid using the INTEGER keyword.

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Note ———————————————————————————————————

Since the value NaN is treated as missing data, if *Array* contains only NaN values the TOTAL routine will return 0.

PRESERVE_TYPE

Set this keyword to perform the TOTAL using the input type, and to return a result of the same type. The DOUBLE and INTEGER keywords are ignored if PRESERVE_TYPE is set.

Note

For byte or integer data the TOTAL with PRESERVE_TYPE may easily overflow the largest value for that type. The PRESERVE_TYPE keyword is only useful if you know that your values will not overflow, or you want to exploit the overflow, for example in computing a checksum. Otherwise, you may want to use the INTEGER keyword instead.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

The thread pool is used for non-cumulative sums, and is not used if the CUMULATIVE keyword is specified. In a cumulative sum, each result value depends on all of the previous results, so overlapped execution is not possible.

You should be aware that when summing a large number of values, the result from TOTAL can depend heavily upon the order in which the numbers are added. Since the thread pool will add values in a different order, you may obtain a different — but equally correct — result than that obtained using the standard non-threaded implementation. This effect occurs because TOTAL uses floating point arithmetic, and the mantissa of a floating point value has a fixed number of significant digits. The effect is especially obvious when using single precision arithmetic, but can also affect double precision computations. Such differences do not mean that the sums are incorrect. Rather, they mean that they are equal within the ability of the floating point representation used to represent them. For more information on floating-point numbers, see "Accuracy and Floating Point Operations" (Chapter 13, *Application Programming*).

It is also worth noting that this effect, while illustrated by the use of the thread pool, is not caused by the use of threading. It is simply caused by the different order in which the numbers are summed, as can be illustrated by the following non-threaded example:

```
vec = FINDGEN(100000)
PRINT, TOTAL(vec, /TPOOL_NO) - TOTAL(REVERSE(vec), /TPOOL_NO)
```

IDL prints:

```
-96768.0
```

As you can see, the small floating-point errors can accumulate across the sum of a large number of values.

Note ——————————————————————————————————————

The computation above was done on a Sun Sparc workstation. Your result will depend on the architecture of your CPU; it may be slightly different, and in the notable case of Intel-compatible X86 CPUs may actually be zero due to the use of internal 80-bit floating point registers on that CPU which give it better than double precision accuracy for some computations. Nonetheless, you should be aware of the fact that the order of operations can influence the result.

Examples

Example 1

This example sums the elements of a one-dimensional array:

```
; Define a one-dimensional array:
A = [20, 10, 5, 5, 3]

; Sum the elements of the array:
SUMA = TOTAL([20, 10, 5, 5, 3])

; Print the results:
PRINT, 'A = ', A
PRINT, 'Sum of A = ', SUMA
```

IDL prints:

```
A =   20   10   5   5   3
Sum of A =   43.0000
```

Example 2

The results are different when a multi-dimensional array is used:

```
; Define a multi-dimensional array:
A = FINDGEN(5,5)

; Sum each of the rows in A:
SUMROWS = TOTAL(A, 1)

; Sum each of the columns in A:
SUMCOLS = TOTAL(A, 2)

; Print the results:
PRINT, 'A = ', A
PRINT, 'Sum of each row:', SUMROWS
PRINT, 'Sum of each column:', SUMCOLS
```

IDL prints:

```
A = 0.000000    1.00000    2.00000    3.00000    4.00000
    5.00000     6.00000    7.00000    8.00000    9.00000
    10.0000     11.0000    12.0000    13.0000    14.0000
    15.0000     16.0000    17.0000    18.0000    19.0000
    20.0000     21.0000    22.0000    23.0000    24.0000

Sum of each row:  10.0000  35.0000  60.0000  85.0000  110.000

Sum of each column:  50.0000  55.0000  60.0000  65.0000  70.0000
```

Version History

Original	Introduced
6.1	Added INTEGER and PRESERVE_TYPE keywords

See Also

FACTORIAL, PRODUCT

TRACE

The TRACE function computes the trace of an *n* by *n* array.

This routine is written in the IDL language. Its source code can be found in the file trace.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = TRACE(*A* [, /DOUBLE])

Return Value

Returns the sum of the values along the array diagonal.

Arguments

A

An *n* by *n* real or complex array.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define an array:
A = [[ 2.0,1.0,  1.0, 1.5], $
     [ 4.0, -6.0,  0.0, 0.0], $
     [-2.0,  7.0,  2.0, 2.5], $
     [ 1.0,  0.5,  0.0, 5.0]]

; Compute the trace of A:
result = TRACE(A)

;Print the result:
PRINT, 'TRACE(A) = ', result
```

IDL prints:

```
TRACE(A) =   3.00000
```

Version History

5.0	Introduced

See Also

TOTAL

TrackBall Object

See "TrackBall" on page 5348.

TRANSPOSE

The TRANSPOSE function returns the transpose of *Array*. If an optional permutation vector is provided, the dimensions of *Array* are rearranged as well.

Syntax

Result = TRANSPOSE(*Array* [, *P*])

Return Value

Returns the reflection of the array along a diagonal.

Arguments

Array

The array to be transposed.

P

A vector specifying how the dimensions of *Array* will be permuted. The elements of *P* correspond to the dimensions of *Array*; the *i*th dimension of the output array is dimension *P*[*i*] of the input array. Each element of the vector *P* must be unique. Dimensions start at zero and can not be repeated.

If *P* is not present, the order of the dimensions of *Array* is reversed.

Keywords

None.

Examples

Note

Also see "Transposing Images" (Chapter 2, *Image Processing in IDL*) for a more extensive example.

Example 1

Print a simple array and its transpose by entering:

```
; Create an array:
A = INDGEN(3,3)
TRANSA = TRANSPOSE(A)

; Print the array and its transpose:
PRINT, 'A:'
PRINT, A
PRINT, 'Transpose of A:'
PRINT, TRANSA
```

IDL prints:

```
A:
   0  1  2
   3  4  5
   6  7  8

Transpose of A:
   0  3  6
   1  4  7
   2  5  8
```

Example 2

This example demonstrates multi-dimensional transposition:

```
; Create the array:
A = INDGEN(2, 3, 4)

; Take the transpose, reversing the order of the indices:
B = TRANSPOSE(A)

; Re-order the dimensions of A, so that the second dimension
; becomes the first, the third becomes the second, and the first
; becomes the third:
C = TRANSPOSE(A, [1, 2, 0])

; View the sizes of the three arrays:
HELP, A, B, C
```

IDL prints:

```
A    INT  = Array[2, 3, 4]
B    INT  = Array[4, 3, 2]
C    INT  = Array[3, 4, 2]
```

Version History

Original	Introduced

See Also

REFORM, ROT, ROTATE, REVERSE

TRI_SURF

The TRI_SURF function interpolates a regularly- or irregularly-gridded set of points with a smooth quintic surface.

TRI_SURF is similar to MIN_CURVE_SURF but the surface fitted is a smooth surface, not a minimum curvature surface. TRI_SURF has the advantage of being much more efficient for larger numbers of points.

Note
The TRI_SURF function is designed to interpolate low resolution data. Large arrays may cause TRI_SURF to issue the following error message:
`Partial Derivative Approximation Failed to Converge`"
In such cases, interpolation is most likely unnecessary.

This routine is written in the IDL language. Its source code can be found in the file `tri_surf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = TRI_SURF(*Z* [, *X*, *Y*] [, /EXTRAPOLATE] [, /LINEAR]
   [, MISSING=*value*] [, /REGULAR] [, XGRID=*[xstart, xspacing]* |
   [, XVALUES=*array*]] [, YGRID=*[yxstart, yspacing]* | [, YVALUES=*array*]]
   [, GS=*[xspacing, yspacing]*] [, BOUNDS=*[xmin, ymin, xmax, ymax]*]
   [, NX=*value*] [, NY=*value*])

Return Value

The result is s a two-dimensional floating-point array containing the interpolated surface, sampled at the grid points.

Arguments

X, Y, Z

arrays containing the X, Y, and Z coordinates of the data points on the surface. Points need not be regularly gridded. For regularly gridded input data, X and Y are not used: the grid spacing is specified via the XGRID and YGRID (or XVALUES and YVALUES) keywords, and Z must be a two dimensional array. For irregular grids, all three parameters must be present and have the same number of elements.

Keywords

EXTRAPOLATE

Set this keyword to cause TRI_SURF to extrapolate the surface to points outside the convex hull of input points. This keyword has no effect if the input points are regularly gridded.

LINEAR

Set this keyword to use linear interpolation, without gradient estimates, instead of quintic interpolation. Linear interpolation does not extrapolate, although it is faster and more numerically stable.

MISSING

Set this keyword equal to the value to which points outside the convex hull of input points should be set. The default is 0. This keyword has no effect if the input points are regularly gridded.

Input Grid Description:

REGULAR

If set, the *Z* parameter is a two-dimensional array of dimensions (*n,m*), containing measurements over a regular grid. If any of XGRID, YGRID, XVALUES, or YVALUES are specified, REGULAR is implied. REGULAR is also implied if there is only one parameter, *Z*. If REGULAR is set, and no grid specifications are present, the grid is set to (0, 1, 2, ...).

XGRID

A two-element array, [*xstart, xspacing*], defining the input grid in the *x* direction. Do not specify both XGRID and XVALUES.

XVALUES

An *n*-element array defining the *x* locations of Z[*i,j*]. Do not specify both XGRID and XVALUES.

YGRID

A two-element array, [*ystart, yspacing*], defining the input grid in the *y* direction. Do not specify both YGRID and YVALUES.

YVALUES

An *n*-element array defining the *y* locations of Z[*i,j*]. Do not specify both YGRID and YVALUES.

Output Grid Description:

Note —————————————————————————————————————

The output grid must enclose the convex hull of the input points.

GS

The output grid spacing. If present, GS must be a two-element vector [*xs, ys*], where *xs* is the horizontal spacing between grid points and *ys* is the vertical spacing. The default is based on the extents of *x* and *y*. If the grid starts at *x* value *xmin* and ends at *xmax*, then the default horizontal spacing is (*xmax - xmin*)/(NX-1). YS is computed in the same way. The default grid size, if neither NX or NY are specified, is 26 by 26.

BOUNDS

If present, BOUNDS must be a four-element array containing the grid limits in *x* and *y* of the output grid: [*xmin, ymin, xmax, ymax*]. If not specified, the grid limits are set to the extent of *x* and *y*.

NX

The output grid size in the *x* direction. NX need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

NY

The output grid size in the *y* direction. NY need not be specified if the size can be inferred from GS and BOUNDS. The default value is 26.

Examples

Example 1

Regularly gridded case:

```
; Make some random data
Z = randomu(seed, 5, 6)

; Interpolate to a 26 x 26 grid:
CONTOUR, TRI_SURF(Z, /REGULAR)
```

Example 2

Irregularly gridded case:

```
; Make a random set of points that lie on a Gaussian:
N = 15
X = RANDOMU(seed, N)
Y = RANDOMU(seed, N)

; The Gaussian:
Z = EXP(-2 * ((X-.5)^2 + (Y-.5)^2))

; Use a 26 by 26 grid over the rectangle bounding x and y.
; Get the surface:
R = TRI_SURF(Z, X, Y)

; Alternatively, get a surface over the unit square, with spacing
; of 0.05:
R = TRI_SURF(z, x, y, GS=[0.05, 0.05], BOUNDS=[0,0,1,1])

; Alternatively, get a 10 by 10 surface over the rectangle bounding
; x and y:
R = TRI_SURF(z, x, y, NX=10, NY=10)
```

Version History

Pre-4.0	Introduced

See Also

CONTOUR, MIN_CURVE_SURF

TRIANGULATE

The TRIANGULATE procedure constructs a Delaunay triangulation of a planar set of points. Delaunay triangulations are very useful for the interpolation, analysis, and visual display of irregularly-gridded data. In most applications, after the irregularly gridded data points have been triangulated, the function TRIGRID is invoked to interpolate surface values to a regular grid. TRIANGULATE uses double precision for all computations.

Since Delaunay triangulations have the property that the circumcircle of any triangle in the triangulation contains no other vertices in its interior, interpolated values are only computed from nearby points.

TRIANGULATE can, optionally, return the adjacency list that describes, for each node, the adjacent nodes in the Delaunay triangulation. With this list, the Voronoi polygon (the polygon described by the set of points which are closer to that node than to any other node) can be computed for each node. This polygon contains the area influenced by its associated node. Tiling of the region in this manner is also called Dirichlet, Wigner-Seithz, or Thiessen tessellation.

The grid returned by the TRIGRID function can be input to various routines such as SURFACE, TV, and CONTOUR. See the description of TRIGRID for an example.

TRIANGULATE and TRIGRID can also be used to perform gridding and interpolation over the surface of a sphere. The interpolation is C_1 continuous, meaning that the result is continuous over both the function value and its first derivative. This feature is ideal for interpolating an irregularly-sampled dataset over part or all of the surface of the earth (or other (spherical) celestial bodies). Extrapolation outside the convex hull of sample points is also supported. To perform spherical gridding, you must include the FVALUE and SPHERE keywords described below. The spherical gridding technique used in IDL is based on the paper "Interpolation of Data on the Surface of a Sphere", R. Renka, *Oak Ridge National Laboratory Report ORNL/CSD-108*, 1982.

The TRIANGULATE procedure uses the divide-and-conquer method described in "Two Algorithms for Constructing a Delaunay Triangulation," D.T. Lee and B.J. Schachter, *Int. J. of Computer and Information Sci.*, Vol. 9, 1980, pp. 219-242.

Syntax

TRIANGULATE, *X*, *Y*, *Triangles* [, *B*] [, CONNECTIVITY=*variable*]
   [, SPHERE=*variable* [, /DEGREES]] [, FVALUE=*variable*]
   [, REPEATS=*variable*] [, TOLERANCE=*value*]

Arguments

X

An array that contains the X coordinates of the points to be triangulated.

Y

An array that contains the Y coordinates of the points to be triangulated. Parameters *X* and *Y* must have the same number of elements.

Triangles

A named variable that, on exit, contains the list of triangles in the Delaunay triangulation of the points specified by the X and Y arguments. Triangles is a longword array dimensioned (3, *number of triangles*), where `Triangles[0, i]`, `Triangles[1, i]`, and `Triangles[2, i]` contain the indices of the vertices of the *i*-th triangle (i.e., `X[Tr[*, i]]` and `Y[Triangles[*, i]]` are the X and Y coordinates of the vertices of the *i*-th triangle).

B

An optional, named variable that, upon return, contains a list of the indices of the boundary points in counterclockwise order.

Keywords

CONNECTIVITY

Set this keyword to a named variable in which the adjacency list for each of the *N* nodes (xy point) is returned. The list has the following form:

Each element *i*, $0 \leq i < N$, contains the starting index of the connectivity list for node *i* within the list array. To obtain the adjacency list for node *i*, extract the list elements from LIST[*i*] to LIST[*i*+1]-1.

The adjacency list is ordered in the counter-clockwise direction. The first item on the list of boundary nodes is the subscript of the node itself. For interior nodes, the list contains the subscripts of the adjacent nodes in counter-clockwise order.

For example, the call:

```
TRIANGULATE, X, Y, CONNECTIVITY = LIST
```

returns the adjacency list in the variable LIST.

The subscripts of the nodes adjacent to X[*i*] and Y[*i*] are contained in the array:

```
LIST[LIST[i] : LIST[i+1]-1]
```

DEGREES

Set this keyword to indicate that the *X* and *Y* arguments contain longitude and latitude coordinates specified in degrees. This keyword is only effective if the SPHERE keyword is specified. If DEGREES is not set, *X* and *Y* are assumed to be specified in radians when a spherical triangulation is performed.

FVALUE

Set this keyword to a named variable that contains sample values for each longitude/latitude point in a spherical triangulation. On output, the elements of FVALUE are rearranged to correspond to the new ordering of *X* and *Y* (as described in the SPHERE keyword, below). This reordered array can be passed to TRIGRID to complete the interpolation.

REPEATS

Set this keyword to a named variable to return a (2, *n*) list of the indices of duplicated points. That is, for each *i*,

```
X[REPEATS[0,i]] = X[REPEATS[1,i]]
```

and

```
Y[REPEATS[0,i]] = Y[REPEATS[1,i]]
```

Note

Use the GRID_INPUT procedure to handle repeated points (duplicate locations).

SPHERE

Set this keyword to a named variable in which the results from a spherical triangulation are returned. This result is a structure that can be passed to TRIGRID to perform spherical gridding. The structure contains the 3D Cartesian locations sample points and the adjacency list that describes the triangulation.

When spherical triangulation is performed, *X* and *Y* are interpreted as longitude and latitude, in either degrees or radians (see the DEGREES keyword, above). The *X* and *Y* parameters are converted to double precision and are rearranged to match the spherical triangulation.

TOLERANCE

Set this keyword to the tolerance to be used when determining whether points are colinear. If *X* and *Y* are double-precision values, the default is $10^{-12} * Max(X,Y)$; otherwise the default is $10^{-6} * Max(X,Y)$, where *Max(X,Y)* is the maximum absolute value of the *X* and *Y* arrays. If three points are colinear within the given tolerance, a triangle will not be constructed for those points. The default is zero, which assumes that none of the points are colinear.

Tip ──

TRIANGULATE is typically used for irregular grids, where none of the points are colinear. For regular or semi-regular grids, you can use the TOLERANCE value to avoid creating artificial triangles along the boundary, and to triangulate the appropriate points within the grid. In this case, an appropriate tolerance value might be $10^{-6} * Max(X,Y)$, where *Max(X,Y)* is the maximum absolute value of the *X* and *Y* arrays.

──

Examples

For some examples using the TRIANGULATE routine, see the TRIGRID function.

Version History

Pre-4.0	Introduced

See Also

SPH_SCAT, TRIGRID

TRIGRID

For non-spherical data, given data points defined by the parameters *X, Y,* and *Z* and a triangulation of the planar set of points determined by *X* and *Y,* the TRIGRID function returns a regular grid of interpolated *Z* values. Linear or smooth quintic polynomial interpolation can be selected. Extrapolation for gridpoints outside of the triangulation area is also an option. An input triangulation can be constructed using the procedure TRIANGULATE. TRIGRID uses double precision for all computations.

For spherical data, given the data values *F* and the spherical triangulation, the TRIGRID function returns a regular grid of interpolated *F* values using quadratic polynomial interpolation.

Syntax

Result = TRIGRID(*X*, *Y*, *Z*, *Triangles* [, *GS*, *Limits*])

For spherical gridding:

Result = TRIGRID(*F* , *GS*, *Limits*, SPHERE=*S*)

Keywords: [, /DEGREES] [, EXTRAPOLATE=*array*] [, INPUT=*variable*]
   [, MAX_VALUE=*value*] [, MIN_VALUE=*value*] [, MISSING=*value*]
   [, NX=*value*] [, NY=*value*] [, /QUINTIC] [, SPHERE=*variable*]
   [, XGRID=*variable*] [, XOUT=*vector*] [, YGRID=*variable*] [, YOUT=*vector*]

Return Value

If any of *X*, *Y*, or *Z* are double precision, *Result* is double precision; otherwise, *Result* is single precision. If SPHERE is present, *Result* is always double precision.

Arguments

X, Y, Z

Input arrays of *X*, *Y*, and *Z* coordinates of data points. Integer, long, double-precision and floating-point values are allowed. In addition, *Z* can be a complex array. All three arrays must have the same number of elements.

F

When performing a spherical gridding, this argument should be the named variable that contains the rearranged sample values that were returned by TRIANGULATE's FVALUE keyword.

Triangles

A longword array of the form output by TRIANGULATE. That is, *Triangles* has the dimensions (3, *number of triangles*) and, for each *i*, `Triangles[0,i]`, `Triangles[1,i]`, and `Triangles[2,i]` are the indices of the vertices of the *i*-th triangle.

GS

If present, *GS* should be a two-element vector [*XS, YS*], where *XS* is the horizontal spacing between grid points and *YS* is the vertical spacing. The default is based on the extents of *X* and *Y*. If the grid starts at *X* value x_0 and ends at x_1, then the horizontal spacing is

$(x_1 - x_0)/50$

The default for *YS* is computed in the same way. Since the default grid spacing divides each axis into 50 intervals and produces 51 samples, TRIGRID returns a grid with dimensions (51, 51).

If the NX or NY keywords are set to specify the output grid dimensions, either or both of the values of *GS* may be set to 0. In this case, the grid spacing is computed as the respective range divided by the dimension minus one:

$(x_1 - x_0)/(NX-1)$ and $(y_1 - y_0)/(NY-1)$

For spherical gridding, *GS* is assumed to be specified in radians, unless the DEGREES keyword is set.

Limits

If present, *Limits* should be a four-element vector [x_0, y_0, x_1, y_1] that specifies the data range to be gridded (x_0 and y_0 are the lower X and Y data limits, and x_1 and y_1 are the upper limits). The default for *Limits* is:

```
[MIN(X), MIN(Y), MAX(X), MAX(Y)]
```

If the NX or NY keywords are not specified, the size of the grid produced is specified by the value of *Limits*. If the NX or NY keywords are set to specify the output grid dimensions, a grid of the specified size will be used regardless of the value of *Limits*.

Keywords

DEGREES

For a spherical gridding, set this keyword to indicate that the grid spacing (the *GS* argument) is specified in degrees rather than radians.

EXTRAPOLATE

Set this keyword equal to an array of boundary node indices (as returned by the optional parameter B of the TRIANGULATE procedure) to extrapolate to grid points outside the triangulation. The extrapolation is not smooth, but should give acceptable results in most cases.

Setting this keyword sets the quintic interpolation mode, as if the QUINTIC keyword has been specified.

This keyword is ignored for spherical gridding.

INPUT

Set this keyword to a named variable (which must be an array of the appropriate size to hold the output from TRIGRID) in which the results of the gridding are returned. This keyword is provided to make it easy and memory-efficient to perform multiple calls to TRIGRID. The interpolates within each triangle overwrite the array and the array is not initialized.

MAX_VALUE

Set this keyword to a value that represents the maximum *Z* value to be gridded. Data larger than this value are treated as missing data and are not gridded.

This keyword is ignored for spherical gridding.

MIN_VALUE

Set this keyword to a value that represents the minimum *Z* value to be gridded. Data smaller than this value are treated as missing data and are not gridded.

This keyword is ignored for spherical gridding.

MISSING

The *Z* value to be used for grid points that lie outside the triangles in *Triangles*. The default is 0. This keyword also applies to data points outside the range specified by MIN_VALUE and MAX_VALUE.

Note ──

Letting MISSING default to 0 does not always produce the same result as explicitly setting it to 0. For example, if you specify INPUT and not EXTRAPOLATE, letting MISSING default to 0 will result in the INPUT values being used for data outside the Triangles; explicitly setting MISSSING to 0 will result in 0 being used for the data outside the Triangles.

──

NX

The output grid size in the *x* direction. The default value is 51.

NY

The output grid size in the *y* direction. The default value is 51.

QUINTIC

If QUINTIC is set, smooth interpolation is performed using Akima's quintic polynomials from "A Method of Bivariate Interpolation and Smooth Surface Fitting for Irregularly Distributed Data Points" in *ACM Transactions on Mathematical Software*, 4, 148-159. For non-spherical data, the default method is linear interpolation. For spherical data, the default method is quadratic interpolation, and the QUINTIC keyword is ignored.

Derivatives are estimated by Renka's global method in "A Triangle-Based C1 Interpolation Method" in *Rocky Mountain Journal of Mathematics*, vol. 14, no. 1, 1984.

QUINTIC is not available for complex data values. Setting the EXTRAPOLATE keyword implies the use of quintic interpolation; it is not necessary to specify both.

SPHERE

For a spherical gridding, set this keyword to the named variable that contains the results of the spherical triangulation returned by TRIANGULATE's SPHERE keyword.

XGRID

Set this keyword to a named variable that will contain a vector of *X* values for the output grid.

XOUT

Set this keyword to a vector specifying the output grid *X* values. If this keyword is supplied, the *GS* and *Limits* arguments are ignored. Use this keyword to specify irregularly spaced rectangular output grids. If XOUT is specified, YOUT must also be specified. If keyword NX is also supplied then only the first NX points of XOUT will be used.

Note ──

The XOUT keyword cannot be used with the SPHERE keyword.

──

YGRID

Set this keyword to a named variable that will contain a vector of *Y* values for the output grid.

YOUT

Set this keyword to a vector specifying the output grid *Y* values. If this keyword is supplied, the *GS* and *Limits* arguments are ignored. Use this keyword to specify irregularly spaced rectangular output grids. If keyword NY is also supplied then only the first NY points of YOUT will be used.

Table 22-2 shows the interrelationships between the keywords EXATRAPOLATE, INPUT, MAX_VALUE, MIN_VALUE, and MISSING.

Note ──

The YOUT keyword cannot be used with the SPHERE keyword.

──

INPUT	EXTRAPOLATE	MISSING	Not in Triangles	Beyond MIN_VALUE, MAX_VALUE
no	no	no	uses 0	uses 0
no	no	yes	uses MISSING	uses MISSING
no	yes	no	EXTRAPOLATEs	uses 0
no	yes	yes	EXTRAPOLATEs	uses MISSING

Table 22-2: Keyword Interrelationships for the TRIGRID function

INPUT	EXTRAPOLATE	MISSING	Not in Triangles	Beyond MIN_VALUE, MAX_VALUE
yes	no	no	uses INPUT	uses INPUT
yes	no	yes	uses MISSING	uses MISSING
yes	yes	no	EXTRAPOLATEs	uses INPUT
yes	yes	yes	EXTRAPOLATEs	uses MISSING

Table 22-2: Keyword Interrelationships for the TRIGRID function (Continued)

Examples

Example 1

This example creates and displays a 50 point random normal distribution. The random points are then triangulated, with the triangulation displayed. Next, the interpolated surface is computed and displayed using linear and quintic interpolation. Finally, the smooth extrapolated surface is generated and shown.

```
PRO TrigridExample

; Make 50 normal x, y points:
x = RANDOMN(seed, 50)
y = RANDOMN(seed, 50)

; Make the Gaussian:
z = EXP(-(x^2 + y^2))

; Show points:
PLOT, x, y, psym=1
in=' '
READ,"Press enter",in

; Obtain triangulation:
TRIANGULATE, x, y, tr, b

; Show the triangles:
FOR i=0, N_ELEMENTS(tr)/3-1 DO BEGIN & $
   ; Subscripts of vertices [0,1,2,0]:
   t = [tr[*,i], tr[0,i]] & $
   ; Connect triangles:
   PLOTS, x[t], y[t] & $
ENDFOR
```

```
            ; Show linear surface:
            SURFACE, TRIGRID(x, y, z, tr)
            in=' '
            READ,"Press enter",in

            ; Show smooth quintic surface:
            SURFACE, TRIGRID(x, y, z, tr, /QUINTIC)
            in=' '
            READ,"Press enter",in

            ; Show smooth extrapolated surface:
            SURFACE, TRIGRID(x, y, z, tr, EXTRA = b)
            in=' '
            READ,"Press enter",in

            ; Output grid size is 12 x 24:
            SURFACE, TRIGRID(X, Y, Z, Tr, NX=12, NY=24)
            in=' '
            READ,"Press enter",in

            ; Output grid size is 20 x 11. The X grid is
            ; [0, .1, .2, ..., 19 * .1 = 1.9].  The Y grid goes from 0 to 1:
            SURFACE, TRIGRID(X, Y, Z, Tr, [.1, .1], NX=20)
            in=' '
            READ,"Press enter",in

            ; Output size is 20 x 40.  The range of the grid in X and Y is
            ; specified by the Limits parameter.  Grid spacing in X is
            ; [5-0]/(20-1) = 0.263.  Grid spacing in Y is (4-0)/(40-1) = 0.128:
            SURFACE, TRIGRID(X, Y, Z, Tr, [0,0], [0,0,5,4],NX=20, NY=40)
            in=' '
            READ,"Press enter",in

            WDELETE

            END
```

Example 2

This example shows how to perform spherical gridding:

```
            PRO SphericalGrid
            ; Create some random longitude points:
            lon = RANDOMU(seed, 50) * 360. - 180.

            ; Create some random latitude points:
            lat = RANDOMU(seed, 50) * 180. - 90.
```

```
; Make a fake function value to be passed to FVALUE. The system
; variable !DTOR contains the conversion value for degrees to
; radians.
f = SIN(lon * !DTOR)^2 * COS(lat * !DTOR)

; Perform a spherical triangulation:
TRIANGULATE, lon, lat, tr, $
    SPHERE=s, FVALUE=f, /DEGREES

; Perform a spherical triangulation using the values returned from
; TRIANGULATE. The result, r, is a 180 by 91 element array:
r=TRIGRID(f, SPHERE=s, [2.,2.],$
   [-180.,-90.,178.,90.], /DEGREES)

; Display the surface
SURFACE, r
END
```

Example 3

This example demonstrates the use of the INPUT keyword:

```
PRO TrigridInputKeyword

; Make 50 normal x, y points:
x = RANDOMN(seed, 50)
y = RANDOMN(seed, 50)

; Make the Gaussian:
z = EXP(-(x^2 + y^2))

; Show points:
PLOT, x, y, psym=1

; Obtain triangulation:
TRIANGULATE, x, y, tr, b

;Show the triangles.
FOR i=0, N_ELEMENTS(tr)/3-1 DO BEGIN $
   ; Subscripts of vertices [0,1,2,0]:
   t = [tr[*,i], tr[0,i]] & $
   ; Connect triangles:
   PLOTS, x[t], y[t]
ENDFOR

; The default size for the return value of trigrid. xtemp should be
; the same type as Z. xtemp provides temporary space for trigrid:
xtemp=FLTARR(51,51)
xtemp = TRIGRID(x, y, z, INPUT = xtemp, tr)
```

```
; Show linear surface:
SURFACE, xtemp, TITLE='Linear surface', CHARSIZE=2
in=' '
READ,"Press enter",in
xtemp = TRIGRID(x, y, z, tr, INPUT = xtemp, /QUINTIC)

; Show smooth quintic surface:
SURFACE, xtemp, TITLE='Smooth Quintic surface', CHARSIZE=2
in=' '
READ,"Press enter",in
xtemp = TRIGRID(x, y, z, tr, INPUT = xtemp, EXTRA = b)

; Show smooth extrapolated surface:
SURFACE, xtemp, TITLE='Smooth Extrapolated surface', CHARSIZE=2
in=' '
READ,"Press enter",in
END
```

Example 4

The XOUT and YOUT keywords allow you to obtain an irregular interval from the
TRIGRID routine. This example creates an irregularly-gridded dataset of a Gaussian
surface. A grid is formed from these points with the TRIANGULATE and TRIGRID
routines. The inputs to the XOUT and YOUT keywords are determined at random to
produce an irregular interval. These inputs are sorted before setting them to XOUT
and YOUT because these keywords require monotonically ascending or descending
values. The lines of the resulting surface are spaced at the irregular intervals provided
by the settings of the XOUT and YOUT keywords.

```
PRO GriddingIrregularIntervals

; Make 100 normal x, y points:
x = RANDOMN(seed, 100)
y = RANDOMN(seed, 100)
PRINT, MIN(x), MAX(x)
PRINT, MIN(y), MAX(y)

; Make a Gaussian surface:
z = EXP(-(x^2 + y^2))

; Obtain triangulation:
TRIANGULATE, x, y, triangles, boundary

; Create random x values.  These values will be used to
; form the x locations of the resulting grid.
gridX = RANDOMN(seed, 30)
; Sort x values. Sorted values are required for the XOUT
```

```
; keyword.
sortX = UNIQ(gridX, SORT(gridX))
gridX = gridX[sortX]
; Output sorted x values to be used with the XOUT
; keyword.
PRINT, 'gridX:'
PRINT, gridX

; Create random y values.  These values will be used to
; form the y locations of the resulting grid.
gridY = RANDOMN(seed, 30)
; Sort y values. Sorted values are required for the YOUT
; keyword.
sortY = UNIQ(gridY, SORT(gridY))
gridY = gridY[sortY]
; Output sorted y values to be used with the YOUT
; keyword.
PRINT, 'gridY:'
PRINT, gridY

; Derive grid of initial values.  The location of the
; resulting grid points are the inputs to the XOUT and
; YOUT keywords.
grid = TRIGRID(x, y, z, triangles, XOUT = gridX, $
   YOUT = gridY, EXTRAPOLATE = boundary)

; Display resulting grid.  The grid lines are not
; at regular intervals because of the randomness of the
; inputs to the XOUT and YOUT keywords.
SURFACE, grid, gridX, gridY, /XSTYLE, /YSTYLE

END
```

Version History

Pre-4.0	Introduced

See Also

SPH_SCAT, TRIANGULATE

TRIQL

The TRIQL procedure uses the QL algorithm with implicit shifts to determine the eigenvalues and eigenvectors of a real, symmetric, tridiagonal array. The routine TRIRED can be used to reduce a real, symmetric array to the tridiagonal form suitable for input to this procedure.

TRIQL is based on the routine `tqli` described in section 11.3 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ————————————————————————————————————

If you are working with complex inputs, use the LA_TRIQL procedure instead.

——

Syntax

TRIQL, *D*, *E*, *A* [, /DOUBLE]

Arguments

D

On input, this argument should be an *n*-element vector containing the diagonal elements of the array being analyzed. On output, *D* contains the eigenvalues.

E

An *n*-element vector containing the off-diagonal elements of the array. E_0 is arbitrary. On output, this parameter is destroyed.

A

A named variable that returns the *n* eigenvectors. If the eigenvectors of a tridiagonal array are desired, *A* should be input as an identity array. If the eigenvectors of an array that has been reduced by TRIRED are desired, *A* is input as the array *Q* output by TRIRED.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

To compute eigenvalues and eigenvectors of a real, symmetric, tridiagonal array, begin with an array A representing a symmetric array:

```
; Create the array A:
A = [[ 3.0,  1.0, -4.0], $
     [ 1.0,  3.0, -4.0], $
     [-4.0, -4.0,  8.0]]

; Compute the tridiagonal form of A:
TRIRED, A, D, E

; Compute the eigenvalues (returned in vector D) and the
; eigenvectors (returned in the rows of the array A):
TRIQL, D, E, A

; Print eigenvalues:
PRINT, 'Eigenvalues:'
PRINT, D

; Print eigenvectors:
PRINT, 'Eigenvectors:'
PRINT, A
```

IDL prints:

```
Eigenvalues:
  2.00000  4.76837e-7  12.0000

Eigenvectors:
  0.707107  -0.707107   0.00000
 -0.577350  -0.577350  -0.577350
 -0.408248  -0.408248   0.816497
```

The exact eigenvalues are:

```
   [2.0, 0.0, 12.0]
```

The exact eigenvectors are:

```
[ 1.0/sqrt(2.0), -1.0/sqrt(2.0), 0.0/sqrt(2.0)],
[-1.0/sqrt(3.0), -1.0/sqrt(3.0), -1.0/sqrt(3.0)],
[-1.0/sqrt(6.0), -1.0/sqrt(6.0), 2.0/sqrt(6.0)]
```

Version History

4.0	Introduced

See Also

EIGENVEC, ELMHES, HQR, LA_TRIQL, TRIRED

TRIRED

The TRIRED procedure uses Householder's method to reduce a real, symmetric array to tridiagonal form.

TRIRED is based on the routine `tred2` described in section 11.2 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note

If you are working with complex inputs, use the LA_TRIRED procedure instead.

Syntax

TRIRED, *A*, *D*, *E* [, /DOUBLE]

Arguments

A

An *n* by *n* real, symmetric array that is replaced, on exit, by the orthogonal array *Q* effecting the transformation. The routine TRIQL can use this result to find the eigenvectors of the array *A*.

D

An *n*-element output vector containing the diagonal elements of the tridiagonal array.

E

An *n*-element output vector containing the off-diagonal elements.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

See the description of TRIQL for an example using this function.

Version History

4.0	Introduced

See Also

EIGENVEC, ELMHES, HQR, LA_TRIRED, TRIQL

TRISOL

The TRISOL function solves tridiagonal systems of linear equations that have the form: $A^T U = R$

Note ──

Because IDL subscripts are in column-row order, the equation above is written $A^T U = R$ rather than $AU = R$. The result *U* is a vector of length *n* whose type is identical to *A*.

──

TRISOL is based on the routine `tridag` described in section 2.4 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Note ──

If you are working with complex inputs, use the LA_TRISOL procedure instead.

──

Syntax

Result = TRISOL(*A*, *B*, *C*, *R* [, /DOUBLE])

Return Value

Returns a vector containing the solutions.

Arguments

A

A vector of length *n* containing the *n*-1 sub-diagonal elements of A^T. The first element of *A*, A_0, is ignored.

B

An *n*-element vector containing the main diagonal elements of A^T.

C

An *n*-element vector containing the *n*-1 super-diagonal elements of A^T. The last element of *C*, C_{n-1}, is ignored.

R

An *n*-element vector containing the right hand side of the linear system $A^T U = R$.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Example

To solve a tridiagonal linear system, begin with an array representing a real tridiagonal linear system. (Note that only three vectors need be specified; there is no need to enter the entire array shown.)

$$\begin{bmatrix} -4.0 & 1.0 & 0.0 & 0.0 \\ 2.0 & -4.0 & 1.0 & 0.0 \\ 0.0 & 2.0 & -4.0 & 1.0 \\ 0.0 & 0.0 & 2.0 & -4.0 \end{bmatrix}$$

```
; Define a vector A containing the sub-diagonal elements with a
; leading 0.0 element:
A = [0.0, 2.0, 2.0, 2.0]

; Define B containing the main diagonal elements:
B = [-4.0, -4.0, -4.0, -4.0]

; Define C containing the super-diagonal elements with a trailing
; 0.0 element:
C = [1.0, 1.0, 1.0, 0.0]

; Define the right-hand side vector:
R = [6.0, -8.0, -5.0, 8.0]

; Compute the solution and print:
result = TRISOL(A, B, C, R)
PRINT, result
```

IDL prints:

```
-1.00000  2.00000  2.00000  -1.00000
```

The exact solution vector is [-1.0, 2.0, 2.0, -1.0].

Version History

4.0	Introduced

See Also

CRAMER, GS_ITER, LA_TRISOL, LU_COMPLEX, CHOLSOL, LUSOL, SVSOL, TRISOL

TRUNCATE_LUN

The TRUNCATE_LUN procedure truncates the contents of a file (which must be open for write access) at the current position of the file pointer. After this operation, all data before the current file pointer remains intact, and all data following the file pointer are gone. The position of the current file pointer is not altered.

Syntax

TRUNCATE_LUN, *Unit₁*, ..., *Unitₙ*

TRUNCATE_LUN, $Unit_1$, ..., $Unit_n$

Arguments

Unit$_n$

Scalar or array variables containing the logical file unit numbers of the open files to be truncated.

Keywords

None.

Examples

Example 1

Truncate the entire contents of an existing file:

```
OPENU, unit, 'baddata.dat', /GET_LUN
TRUNCATE_LUN, unit
FREE_LUN, unit
```

Example 2

Given an existing file of 10,000 bytes, throw away the final 5,000 bytes, and then write an additional 2,000 byte array in their place. The resulting file will be 7,000 bytes in length.

```
OPENU, unit, 'mydata.dat', /GET_LUN
POINT_LUN, unit, 5000
TRUNCATE_LUN, unit
WRITEU, unit, BYTARR(2000)
FREE_LUN, unit
```

Version History

5.6	Introduced

See Also

GET_LUN, OPENR/OPENU/OPENW, POINT_LUN

TS_COEF

The TS_COEF function computes the coefficients ϕ_1, ϕ_2, ... , ϕ_P used in a *P*-th order autoregressive time-series forecasting model. This routine is written in the IDL language. Its source code can be found in the file ts_coef.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = TS_COEF(*X*, *P* [, /DOUBLE] [, MSE=*variable*])

Return Value

Returns a *P*-element vector whose type is identical to *X*.

Arguments

X

An *n*-element single- or double-precision floating-point vector containing time-series samples.

P

An integer or long integer scalar that specifies the number of coefficients to be computed.

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

MSE

Set this keyword to a named variable that will contain the mean square error of the *P*-th order autoregressive model.

Examples

```
; Define an n-element vector of time-series samples:
X = [6.63, 6.59, 6.46, 6.49, 6.45, 6.41, 6.38, 6.26, 6.09, 5.99, $
     5.92, 5.93, 5.83, 5.82, 5.95, 5.91, 5.81, 5.64, 5.51, 5.31, $
     5.36, 5.17, 5.07, 4.97, 5.00, 5.01, 4.85, 4.79, 4.73, 4.76]
; Compute the coefficients of a 5th order autoregressive model:
PRINT, TS_COEF(X, 5)
```

IDL prints:

```
1.30168    -0.111783    -0.224527     0.267629    -0.233363
```

Version History

4.0	Introduced

See Also

TS_FCAST

TS_DIFF

The TS_DIFF function recursively computes the forward differences of an *n*-element time-series *k* times. This routine is written in the IDL language. Its source code can be found in the file ts_diff.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = TS_DIFF(*X*, *K* [, /DOUBLE])

Return Value

The result is an *n*-element differenced time-series with its last *k* elements as zeros.

Arguments

X

An *n*-element integer, single- or double-precision floating-point vector containing time-series samples.

K

A positive integer or long integer scalar that specifies the number of times *X* is to be differenced. *K* must be in the interval [1, N_ELEMENTS(*X*) - 1].

Keywords

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define an n-element vector of time-series samples:
X = [389, 345, 303, 362, 412, 356, 325, 375, $
     410, 350, 310, 388, 399, 362, 325, 382, $
     399, 382, 318, 385, 437, 357, 310, 391]
; Compute the second forward differences of X:
PRINT, TS_DIFF(X, 2)
```

IDL prints:

```
   2  101   -9 -106   25   81  -15  -95   20
 118  -67  -48    0   94  -40  -34  -47  131
 -15 -132   33  128    0    0
```

Version History

4.0	Introduced

See Also

SMOOTH, TS_FCAST

TS_FCAST

The TS_FCAST function computes future or past values of a stationary time-series using a *P*-th order autoregressive model.

A *P*-th order autoregressive model relates a forecasted value x_t of the time series $X = [x_0, x_1, x_2, \ldots, x_{t-1}]$, as a linear combination of *P* past values.

$$x_t = \phi_1 x_{t-1} + \phi_2 x_{t-2} + \ldots + \phi_P x_{t-P} + w_t$$

The coefficients $\phi_1, \phi_2, \ldots, \phi_P$ are calculated such that they minimize the uncorrelated random error terms, *wt*.

This routine is written in the IDL language. Its source code can be found in the file ts_fcast.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = TS_FCAST(*X*, *P*, *Nvalues* [, /BACKCAST] [, /DOUBLE])

Return Value

The result is an *Nvalues*-element vector whose type is identical to *X*.

Arguments

X

An *n*-element single- or double-precision floating-point vector containing time-series samples.

P

An integer or long integer scalar that specifies the number of actual time-series values to be used in the forecast. In general, a larger number of values results in a more accurate forecast.

Nvalues

An integer or long integer scalar that specifies the number of future or past values to be computed.

Keywords

BACKCAST

Set this keyword to produce past values (backward forecasts or "backcasts")

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

Examples

```
; Define an n-element vector of time-series samples:
X = [6.63, 6.59, 6.46, 6.49, 6.45, 6.41, 6.38, 6.26, 6.09, 5.99, $
     5.92, 5.93, 5.83, 5.82, 5.95, 5.91, 5.81, 5.64, 5.51, 5.31, $
     5.36, 5.17, 5.07, 4.97, 5.00, 5.01, 4.85, 4.79, 4.73, 4.76]

; Compute and print five future values of the time-series using ten
; time-series values:
PRINT, TS_FCAST(X, 10, 5)

; Compute five past values of the time-series using ten time-series
;values:
PRINT, TS_FCAST(X, 10, 5, /BACKCAST)
```

IDL prints:

```
4.65870      4.58380      4.50030      4.48828      4.46971
6.94862      6.91103      6.86297      6.77826      6.70282
```

Version History

4.0	Introduced

See Also

A_CORRELATE, COMFIT, CURVEFIT, SMOOTH, TS_COEF, TS_DIFF

TS_SMOOTH

The TS_SMOOTH function computes central, backward, or forward moving averages of an *n*-element time-series. Autoregressive forecasting and backcasting are used to extrapolate the time-series and compute a moving average for each point.

Note ───

Central moving averages require *Nvalues*/2 forecasts and *Nvalues*/2 backcasts. Backward moving averages require *Nvalues*-1 backcasts. Forward moving averages require *Nvalues*-1 forecasts.

───

This routine is written in the IDL language. Its source code can be found in the file ts_smooth.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = TS_SMOOTH(*X*, *Nvalues* [, /BACKWARD] [, /DOUBLE] [, /FORWARD] [, ORDER=*value*])

Return Value

The result is an *n*-element vector of the same data type as the input vector.

Arguments

X

An *n*-element single- or double-precision floating-point vector containing time-series samples. Note that *n* must be greater than or equal to 11.

Nvalues

A scalar of type integer or long integer that specifies the number of time-series values used to compute each moving-average. If central-moving averages are computed (the default), this parameter must be an odd integer greater than or equal to three.

Keywords

BACKWARD

Set this keyword to compute backward-moving averages. If BACKWARD is set, the *Nvalues* argument must be an integer greater than one.

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

FORWARD

Set this keyword to compute forward-moving averages. If FORWARD is set, the *Nvalues* argument must be an integer greater than one.

ORDER

An integer or long-integer scalar that specifies the order of the autoregressive model used to compute the forecasts and backcasts of the time-series. By default, a time-series with a length between 11 and 219 elements will use an autoregressive model with an order of 10. A time-series with a length greater than 219 will use an autoregressive model with an order equal to 5% of its length. The ORDER keyword is used to override this default.

Examples

```
; Define an n-element vector of time-series samples:
X = [6.63, 6.59, 6.46, 6.49, 6.45, 6.41, 6.38, 6.26, 6.09, 5.99,$
     5.92, 5.93, 5.83, 5.82, 5.95, 5.91, 5.81, 5.64, 5.51, 5.31,$
     5.36, 5.17, 5.07, 4.97, 5.00, 5.01, 4.85, 4.79, 4.73, 4.76]

; Compute the 11-point central-moving-averages of the time-series:
PRINT, TS_SMOOTH(X, 11)
```

IDL prints:

```
6.65761 6.60592 6.54673 6.47646 6.40480 6.33364
6.27000 6.20091 6.14273 6.09364 6.04455 5.99000
5.92273 5.85455 5.78364 5.72636 5.65818 5.58000
5.50182 5.42727 5.34182 5.24545 5.15273 5.07000
5.00182 4.94261 4.87205 4.81116 4.75828 4.71280
```

Version History

5.0	Introduced

See Also

SMOOTH, TS_DIFF, TS_FCAST

TV

The TV procedure displays images in a Direct Graphics window without scaling the intensity. To display an image with scaling, use the TVSCL procedure.

Note

The TV procedure displays an image in its original form. The TVSCL procedure displays an image scaled to range from 0 up to 255 depending on the colors available to IDL.

RGB images are displayed with the TV procedure. To display a TrueColor image (an image with 16, 24, or 32 bits per pixel) you must use the TRUE keyword.

While the TV procedure does not *scale* the intensity of an image, it does convert the input image data to byte type. Values outside the range [0,255] are "wrapped" during the conversion. In addition, for displays with less than 256 colors, elements of the input image with values between !D.TABLE_SIZE and 255 will be displayed using the color index !D.TABLE_SIZE-1.

If no optional parameters are present, IMAGE is output to the display with its lower-left corner at coordinate (0, 0). The optional parameters can be used to specify the screen position of the image in a variety of ways.

Syntax

TV, *Image* [, *Position*] [, /CENTIMETERS | , /INCHES] [, /ORDER]
    [, TRUE={1 | 2 | 3}] [, /WORDS] [, XSIZE=*value*] [, YSIZE=*value*]

or

TV, *Image* [, *X*, *Y* [, *Channel*]] [, /CENTIMETERS | , /INCHES] [, /ORDER]
    [, TRUE={1 | 2 | 3}] [, /WORDS] [, XSIZE=*value*] [, YSIZE=*value*]

Graphics Keywords: [, CHANNEL=*value*] [, /DATA | , /DEVICE | , /NORMAL]
[, /T3D] [, Z=*value*]

Arguments

Image

A vector or two-dimensional, or three-dimensional array to be displayed as an image. If this argument is not already of byte type, it is converted prior to use.

X, Y

If *X* and *Y* are present, they specify the lower-left coordinate of the displayed image, relative to the lower-left corner of the screen.

Position

An integer specifying the position for *Image* within the graphics window. Image positions run from the top left of the screen to the bottom right. If a position number is used instead of *X* and *Y*, the position of the image is calculated from the dimensions of the image as follows (integer arithmetic is used).

$$\text{Xsize, Ysize} = \text{Size of display or window}$$

$$\text{Xdim, Ydim} = \text{Dimensions of image to be displayed}$$

$$N_x = \frac{\text{Xsize}}{\text{Xdim}} = \text{Images across screen}$$

$$X = \text{Xdim Position}_{\text{modulo} N_x} = \text{Starting X}$$

$$Y = \text{Ysize} - \text{Ydim} \left[1 + \frac{\text{Position}}{N_x} \right] = \text{Starting Y}$$

For example, when displaying 128 by 128 images on a 512 by 512 display, the position numbers run from 0 to 15 as follows:

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Note ───

When using a device with scalable pixels (e.g., PostScript), the XSIZE and YSIZE keywords should also be used.

───

Channel

Some image display devices are capable of storing more than a single image or can combine three single color images to form a TrueColor image. CHANNEL specifies the memory channel to be written. It is assumed to be zero if not specified. This parameter is ignored on display systems that have only one memory channel. The *Channel* argument is identical to the CHANNEL graphics keyword.

Keywords

CENTIMETERS

Set this keyword to indicate that the *X*, *Y*, *Xsize*, *Ysize*, and *Z* arguments are given in centimeters from the origin. This system is useful when dealing with devices, such as PostScript printers, that do not provide a direct relationship between image pixels and the size of the resulting image.

INCHES

Set this keyword to indicate that all position and size values are given in inches from the origin. This system is useful when dealing with devices, such as PostScript printers, that do not provide a direct relationship between image pixels and the size of the resulting image.

ORDER

If specified, ORDER overrides the current setting of the !ORDER system variable for the current image only. If set, the image is drawn from the top down instead of the normal bottom up.

TRUE

Set this keyword to a nonzero value to indicate that a TrueColor (16-, 24-, or 32-bit) image is to be displayed. The value assigned to TRUE specifies the index of the dimension over which color is interleaved. The image parameter must have three dimensions, one of which must be equal to three. For example, set TRUE to 1 to display an image that is pixel interleaved and has dimensions of (3, *m, n*). Specify 2 for row-interleaved images, of size (*m*, 3, *n*), and 3 for band-interleaved images of the form (*m*, *n*, 3).

See "TrueColor Images" on page 5427 for an example using this keyword to write 24-bit images to the PostScript device.

Note ───

When a TrueColor image is specified, the image is displayed using decomposed color, regardless of the setting of the DECOMPOSED keyword for the current graphics device.

──

WORDS

Set this keyword to indicate that words (short integers) instead of 8-bit bytes are to be transferred to the device. This keyword is valid only when using devices that can transfer 16-bit pixels. The normal transfer uses 8-bit pixels. If this keyword is set, the *Image* parameter is converted to short integer type, if necessary, and then written to the display.

XSIZE

The width of the resulting image. On devices with scalable pixel size (such as PostScript), if XSIZE is specified the image will be scaled to fit the specified width. If neither XSIZE nor YSIZE is specified, the image will be scaled to fill the plotting area, while preserving the image's aspect ratio. This keyword is ignored by pixel-based devices that are unable to change the size of their pixels.

YSIZE

The height of the resulting image. On devices with scalable pixel size (such as PostScript), if YSIZE is specified the image will be scaled to fit the specified height. If neither XSIZE nor YSIZE is specified, the image will be scaled to fill the plotting area, while preserving the image's aspect ratio. This keyword is ignored by pixel-based devices that are unable to change the size of their pixels.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CHANNEL, DATA, DEVICE, NORMAL, T3D, Z

Note ───

The T3D and Z keywords are only honored when the DATA keyword is also set. Note also that when the T3D keyword is set, the X and Y arguments and the Z keyword position the lower left corner of the image displayed by TV, but do not change its orientation. Use the POLY_2D routine to warp the image into 3D space.

──

Examples

In addition to the following basic example, this section also includes :

```
; Create and display a simple image:
D = BYTSCL(DIST(256)) & TV, D

; Erase the screen:
ERASE

; Use the position parameter to display a number of images in the
; same window.
; Display the image in the upper left corner.
TV, D, 0

; Display another copy of the image in the next position:
TV, D, 1
```

Positioning Multiple Images in Direct Graphics

The following example imports an RGB image from the rose.jpg image file. This RGB image is a close-up photograph of a red rose and is pixel interleaved. This example extracts the three color channels of this image, and displays them as grayscale images in various locations within the same window. Complete the following steps for a detailed description of the process.

Example Code

See displaymultiples_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering displaymultiples_direct at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT displaymultiples_direct.pro.

1. Determine the path to the rose.jpg file:

```
file = FILEPATH('rose.jpg', $
   SUBDIRECTORY = ['examples', 'data'])
```

2. Use QUERY_IMAGE to query the file to determine image parameters:

```
queryStatus = QUERY_IMAGE(file, imageInfo)
```

3. Set the image size parameter from the query information:

   ```
   imageSize = imageInfo.dimensions
   ```

4. Use READ_IMAGE to import the image from the file:

   ```
   image = READ_IMAGE(file)
   ```

5. Extract the channels (as images) from the pixel interleaved RGB image:

   ```
   redChannel = REFORM(image[0, *, *])
   greenChannel = REFORM(image[1, *, *])
   blueChannel = REFORM(image[2, *, *])
   ```

6. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

   ```
   DEVICE, DECOMPOSED = 0
   ```

7. Since the channels are grayscale images, load a grayscale color table:

   ```
   LOADCT, 0
   ```

   The TV procedure can be used to display the channels (grayscale images). The TV procedure has two different location input arguments. One argument is *position*. This argument arranges the image in a calculated location based on the size of the display and the dimension sizes of the image.

8. Create a window and horizontally display the three channels with the *position* argument:

   ```
   WINDOW, 0, XSIZE = 3*imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'The Channels of an RGB Image'
   TV, redChannel, 0
   TV, greenChannel, 1
   TV, blueChannel, 2
   ```

   The following figure shows the resulting grayscale images.
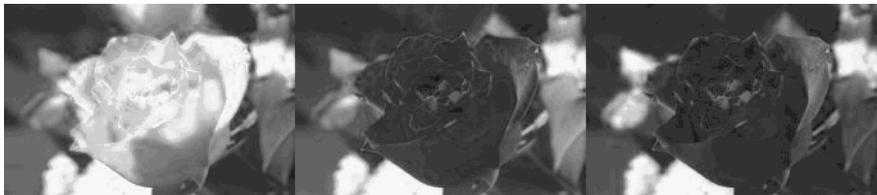
Figure 22-2: Horizontal Display of RGB Channels in Direct Graphics

The TV procedure can also be used with its *x* and *y* input arguments. These arguments define the location of the lower left corner of the image. The values of these arguments are in device coordinates by default. However, you can provide data or normalized coordinates when the DATA or NORMAL keyword is set.

9. Create a window and vertically display the three channels with the *x* and *y* arguments:

```
WINDOW, 0, XSIZE = imageSize[0], YSIZE = 3*imageSize[1], $
   TITLE = 'The Channels of an RGB Image'
TV, redChannel, 0, 0
TV, greenChannel, 0, imageSize[1]
TV, blueChannel, 0, 2*imageSize[1]
```

The following figure shows the resulting grayscale images.
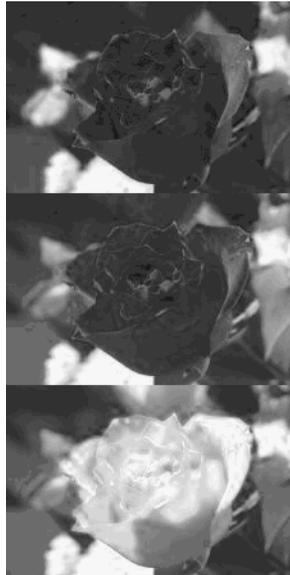
Figure 22-3: Vertical Display of RGB Channels in Direct Graphics

The *x* and *y* arguments can also be used to create a display of overlapping images. When overlapping images in Direct Graphics, you must remember the last image placed in the window will be in front of the previous images. So if you want to bring a display from the back of the window to the front, you must redisplay it after all the other displays.

10. Create another window:

```
WINDOW, 2, XSIZE = 2*imageSize[0], YSIZE = 2*imageSize[1], $
   TITLE = 'The Channels of an RGB Image'
```

11. Make a white background to distinguish the edges of the images:

```
ERASE, !P.COLOR
```

12. Diagonally display the three channels with the *x* and *y* arguments:

```
TV, redChannel, 0, 0
TV, greenChannel, imageSize[0]/2, imageSize[1]/2
TV, blueChannel, imageSize[0], imageSize[1]
```

The following figure shows the resulting grayscale images.
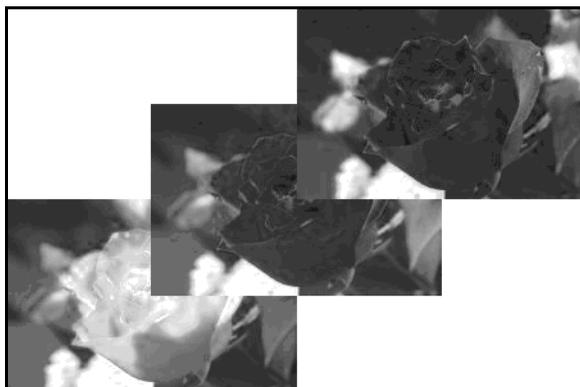
Figure 22-4: Diagonal Display of RGB Channels in Direct Graphics

Displaying RGB Images with Direct Graphics

RGB images are three-dimensional arrays made up of width, height, and three channels of color information. In Direct Graphics, these images are displayed with the TV procedure. The TRUE keyword to TV is set according to the interleaving of the RGB image. With RGB images, the interleaving, or arrangement of the channels within the image file, dictates the setting of the TRUE keyword. If the image is:

- pixel interleaved (3, w, h), TRUE is set to 1.

- line interleaved (w, 3, h), TRUE is set to 2.

- planar interleaved (w, h, 3), TRUE is set to 3.

You can determine if an image file contains an RGB image by querying the file. The CHANNELS tag of the resulting query structure will equal 3 if the file's image is RGB. The query does not determine which interleaving is used in the image, but the array returned in DIMENSIONS tag of the query structure can be used to determine the type of interleaving.

If you are using a PseudoColor display, your RGB images must be converted to indexed images to be displayed within IDL.

The following example queries and imports a pixel-interleaved RGB image from the rose.jpg image file. This pixel interleaved RGB image is a close-up photograph of a red rose. Complete the following steps for a detailed description of the process.

Example Code

See displayrgbimage_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering displayrgbimage_direct at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT displayrgbimage_direct.pro.

1. Determine the path to the rose.jpg file:

```
file = FILEPATH('rose.jpg', $
    SUBDIRECTORY = ['examples', 'data'])
```

2. Use QUERY_IMAGE to query the file to determine image parameters:

```
queryStatus = QUERY_IMAGE(file, imageInfo)
```

3. Output the results of the file query:

```
PRINT, 'Query Status = ', queryStatus
HELP, imageInfo, /STRUCTURE
```

The following text appears in the Output Log:

```
Query Status =           1
** Structure <14055f0>, 7 tags, length=36, refs=1:
    CHANNELS     LONG      3
    DIMENSIONS   LONG      Array[2]
    HAS_PALETTE  INT       0
    IMAGE_INDEX  LONG      0
    NUM_IMAGES   LONG      1
    PIXEL_TYPE   INT       1
    TYPE         STRING    'JPEG'
```

The CHANNELS tag has a value of 3. Thus, the image is an RGB image.

4. Set the image size parameter from the query information:

```
imageSize = imageInfo.dimensions
```

The type of interleaving can be determined from the image size parameter and actual size of each dimension of the image. To determine the size of each dimension, you must first import the image.

5. Use READ_IMAGE to import the image from the file:

```
image = READ_IMAGE(file)
```

6. Determine the size of each dimension within the image:

    ```
    imageDims = SIZE(image, /DIMENSIONS)
    ```

7. Determine the type of interleaving by comparing the dimension sizes to the image size parameter from the file query:

    ```
    interleaving = WHERE((imageDims NE imageSize[0]) AND $
       (imageDims NE imageSize[1])) + 1
    ```

8. Output the results of the interleaving computation:

    ```
    PRINT, 'Type of Interleaving = ', interleaving
    ```

    The following text appears in the Output Log:

    ```
    Type of Interleaving = 1
    ```

    The image is pixel interleaved. If the resulting value was 2, the image would have been line interleaved. If the resulting value was 3, the image would have been planar interleaved.

9. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to one before your first RGB image is displayed within an IDL session or program.

    ```
    DEVICE, DECOMPOSED = 1
    ```

10. Create a window and display the image with the TV procedure:

    ```
    WINDOW, 0, XSIZE = imageSize[0], YSIZE = imageSize[1], $
       TITLE = 'An RGB Image'
    TV, image, TRUE = interleaving[0]
    ```

    The following figure shows the resulting RGB image display.

Figure 22-5: RGB Image in Direct Graphics

Displaying RGB Images and Converting to Grayscale

The following example displays an RGB image, extracts the three channels contained in the glowing_gas.jpg file, which is in the examples/data directory. This file is provided by the Hubble Heritage Team, which is made of AURA, STScI, and NASA.

This example uses REFORM t o extract individual channels as grayscale (intensity) images from the original RGB image. These images are converted to floating-point data and then added together to form a single image, which is a grayscale version of the original RGB image. Complete the following steps for a detailed description of the process.

Example Code

See rgbtograyscale.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering rgbtograyscale at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT rgbtograyscale.pro.

1. Determine the path to the file:

   ```
   file = FILEPATH('glowing_gas.jpg', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Query the file to determine the image parameters:

   ```
   queryStatus = QUERY_JPEG(file, imageInfo)
   ```

3. Set the image size parameter from the query information:

   ```
   imageSize = imageInfo.dimensions
   ```

4. Import the image from the file:

   ```
   READ_JPEG, file, image
   ```

5. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to one before your first RGB image is displayed within an IDL session or program.

   ```
   DEVICE, DECOMPOSED = 1
   ```

6. Create a window and display the image:

   ```
   WINDOW, 0, XSIZE = imageSize[0], YSIZE = imageSize[1], $
      TITLE = 'Glowing Gas RGB Image'
   TV, image, TRUE = 1
   ```

The following figure shows the original RGB image.

Figure 22-6: The Glowing Gas RGB Image

7. Extract the channels (as images) from the RGB image:

```
redChannel = REFORM(image[0, *, *])
greenChannel = REFORM(image[1, *, *])
blueChannel = REFORM(image[2, *, *])
```

8. Initialize the grayscale display:

```
DEVICE, DECOMPOSED = 0
LOADCT, 0
```

9. Create another window and display each channel of the RGB image:

```
WINDOW, 1, XSIZE = 3*imageSize[0], YSIZE = imageSize[1], $
   TITLE = 'Red (left), Green (middle), ' + $
   'and Blue (right) Channels of the RGB Image'
TV, redChannel, 0
TV, greenChannel, 1
TV, blueChannel, 2
```

The following figure shows the RGB channels. The red channel is on the left, the green channel is in the middle, and the blue channel is on the right.
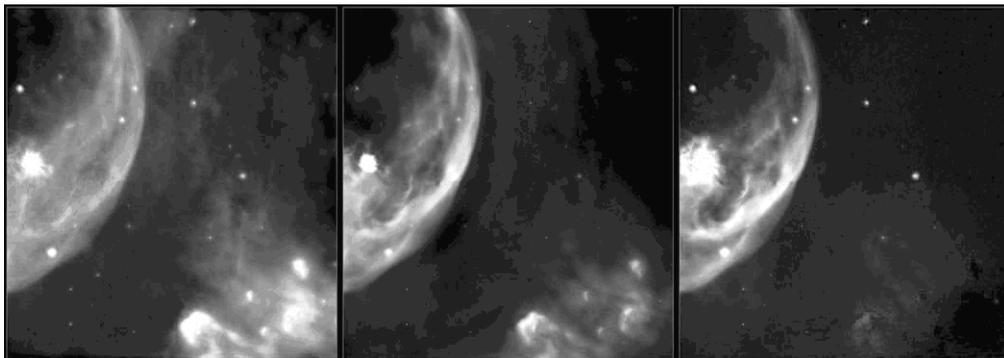
Figure 22-7: The Channels of the Glowing Gas RGB Image

10. Convert the channels into a single grayscale image.

```
grayscaleImage = BYTE(0.299*FLOAT(redChannel) + $
    0.587*FLOAT(redChannel) + 0.114*FLOAT(blueChannel))
```

The pixel values of the channels are converted from byte values to floating-point values because byte values cannot exceed 255. The adjustment factors (0.299, 0.587, and 0.114) are used to enhance visual perception and to scale the results to a range from 0 to 255. The BYTE function is used to restore the pixel values back to their original data type.

11. Create another window and display the grayscale image:

```
WINDOW, 2, XSIZE = 2*imageSize[0], YSIZE = imageSize[1], $
    TITLE = 'Resulting Grayscale Image' + $
TV, grayscaleImage
```

The following figure shows the result of creating a grayscale image from the individual channels of an RGB image.
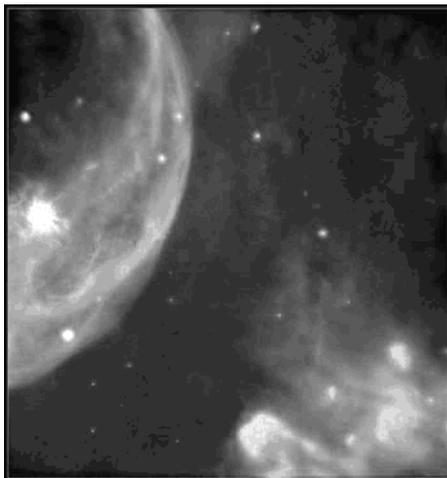
Figure 22-8: Resulting Grayscale Image

Version History

Original	Introduced

See Also

ERASE, IIMAGE, SLIDE_IMAGE, TVRD, TVSCL, WIDGET_DRAW, WINDOW, and the DECOMPOSED keyword to the DEVICE routine

TVCRS

The TVCRS procedure manipulates the display device cursor. The initial state of the cursor is device dependent. Call TVCRS with one argument to enable or disable the cursor. Call TVCRS with two parameters to enable the cursor and place it on pixel location *(X, Y)*.

Syntax

TVCRS [, *ON_OFF*] [, /CENTIMETERS | , /INCHES] [, /HIDE_CURSOR]

or

TVCRS [, *X*, *Y*] [, /CENTIMETERS | , /INCHES] [, /HIDE_CURSOR]

Graphics Keywords: [, /DATA | , /DEVICE | , /NORMAL] [, /T3D | Z=*value*]

Arguments

ON_OFF

This argument specifies whether the cursor should be on or off. If this argument is present and nonzero, the cursor is enabled. If *ON_OFF* is zero or no parameters are specified, the cursor is turned off.

X

The column to which the cursor is set.

Y

The row to which the cursor is set.

Keywords

CENTIMETERS

Set this keyword to cause X and Y to be interpreted as centimeters, based on the current device resolution.

INCHES

Set this keyword to cause X and Y to be interpreted as inches, based on the current device resolution.

HIDE_CURSOR

By default, disabling the cursor works differently for window systems than for other devices. For window systems, the cursor is restored to the standard cursor used for non-IDL windows (and remains visible), while for other devices it is completely blanked out. If the HIDE keyword is set, disabling the cursor causes it to always be blanked out.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

DATA, DEVICE, NORMAL, T3D, Z

Examples

To enable the graphics cursor and position it at device coordinate (100, 100), enter:

```
TVCRS, 100, 100
```

To position the cursor at data coordinate (0.5, 3.2), enter:

```
TVCRS, 0.5, 3.2, /DATA
```

Version History

Original	Introduced

See Also

CURSOR, RDPIX

TVLCT

The TVLCT procedure loads the display color translation tables from the specified variables. Although IDL uses the RGB color system internally, color tables can be specified to TVLCT using any of the following color systems: RGB (Red, Green, Blue), HLS (Hue, Lightness, Saturation), and HSV (Hue, Saturation, Value). Alpha values may also be used when using the second form of the command. The type and meaning of each argument is dependent upon the color system selected, as described below. Color arguments can be either scalar or vector expressions. If no color-system keywords are present, the RGB color system is used.

Syntax

TVLCT, V_1, V_2, V_3 [, *Start*] [, /GET] [, /HLS | , /HSV]

or

TVLCT, V [, *Start*] [, /GET] [, /HLS | , /HSV]

Arguments

TVLCT will accept either three *n*-element vectors (V_1, V_2, and V_3) or a single *n*-by-3 array (*V*) as an argument. The vectors (or rows of the array) have different meanings depending on the color system chosen. If an array *V* is specified, *V*[*,0] is the same as V_1, *V*[*,1] is the same as V_2, *V*[*,2] is the same as V_3. In the description below, we assume that three vectors, V_1, V_2, and V_3 are specified.

V_1, V_2, and V_3

The V_1, V_2, and V_3 arguments have different meanings depending upon which color system they represent.

If the GET keyword is specified, V_1, V_2, and V_3 should be set to named variables.

R, G, B Color System

The parameters V_1, V_2, and V_3 contain the red, green, and blue values, respectively. Values are interpreted as integers in the range 0 (lowest intensity) to 255 (highest intensity). The parameters can be scalars or vectors of up to 256 elements. By default, the three arguments are assumed to be R, G, and B values.

H, L, S Color System

Parameters V_1, V_2, and V_3 contain the Hue, Lightness, and Saturation values respectively. All parameters are floating-point. Hue is expressed in degrees and is reduced modulo 360. V_2 (lightness) and V_3 (saturation) and can range from 0 to 1.0. Set the HLS keyword to have the arguments interpreted this way.

H, S, V Color System

Parameters V_1, V_2, and V_3 contain values for Hue, Saturation, and Value (similar to intensity). All parameters are floating-point. Hue is in degrees. The Saturation and Value can range from 0 to 1.0. Set the HSV keyword to have the arguments interpreted this way.

Start

An integer value that specifies the starting point in the color translation table into which the color intensities (V_1, V_2, and V_3) are loaded. If this argument is not specified, a value of zero is used, causing the tables to be loaded starting at the first element of the translation tables. The *Start* argument can be used to change only part of the color table.

Keywords

GET

Set this keyword to return the RGB values from the internal color tables into the V_1, V_2, and V_3 parameters. For example, the statements:

```
TVLCT, H, S, V, /HSV
TVLCT, R, G, B, /GET
```

load a color table based in the HSV system, and then read the equivalent RGB values into the variables R, G, and B.

If GET is specified, either *V* (for the single argument form), or V_1, V_2, and V_3 (for the three argument form) must be set to named variables.

HLS

Set this keyword to indicate that the parameters specify color using the HLS color system. The plain argument parameters are in the order H-L-S. Hue is expressed in degrees, and the lightness and saturation range from 0 to 1.

HSV

Set this keyword to indicate that the parameters specify color using the HSV color system. The plain argument parameters are in the order H-S-V. As above, hue is in degrees, and the saturation and value range from 0 to 1.

Examples

This section includes the following simple example as well as the following, more extensive examples:

- "Highlighting Features with Color in Direct Graphics" on page 2553

- "Converting Indexed Images to RGB Images" on page 2557

```
; Initialize display.
DEVICE, DECOMPOSED = 0

; Create a set of R, G, and B colormap vectors:
R = BYTSCL(SIN(FINDGEN(256)))
G = BYTSCL(COS(FINDGEN(256)))
B = BINDGEN(256)

; Load these vectors into the color table:
TVLCT, R, G, B

; Display an image to see the effect of the new color table:
TVSCL, DIST(400)
```

Highlighting Features with Color in Direct Graphics

The data in the mineral.png file in the examples/data directory comes with its own color table. The following example will apply this related color table, then a pre-defined color table, and finally derive a new color table to highlight specific features. Complete the following steps for a detailed description of the process.

Example Code

See highlightfeatures_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering highlightfeatures_direct at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT highlightfeatures_direct.pro.

1. Determine the path to the mineral.png file:

```
mineralFile = FILEPATH('mineral.png', $
```

```
SUBDIRECTORY = ['examples', 'data'])
```

2. Import the image from the `mineral.png` file into IDL:

```
mineralImage = READ_PNG(mineralFile, red, green, blue)
```

The image's associated color table is contained within the resulting red, green, and blue vectors.

3. Determine the size of the imported image:

```
mineralSize = SIZE(mineralImage, /DIMENSIONS)
```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

```
DEVICE, DECOMPOSED = 0
```

5. Load the image's associated color table with the TVLCT routine:

```
TVLCT, red, green, blue
```

6. Initialize the display:

```
WINDOW, 0, XSIZE = mineralSize[0], YSIZE = mineralSize[1], $
    TITLE = 'mineral.png'
```

7. Display the imported image:

```
TV, mineralImage
```

This scanning electron microscope image shows mineral deposits in a sample of polished granite and gneiss. The associated color table is a reverse grayscale.

The following figure shows that the associated color table highlights the gneiss very well, but the other features are not very clear. The other features can be defined with IDL's pre-defined color table, RAINBOW.
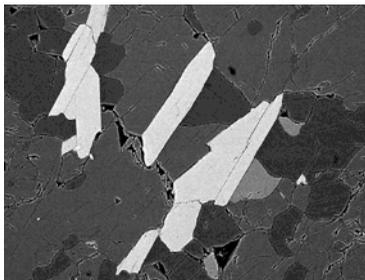
Figure 22-9: Mineral Image and Default Color Table (Direct Graphics)

8. Load the RAINBOW color table and redisplay the image in another window:

```
LOADCT, 13
WINDOW, 1, XSIZE = mineralSize[0], YSIZE = mineralSize[1], $
   TITLE = 'RAINBOW Color'
TV, mineralImage
```

The following figure shows that the yellow, cyan, and red sections are now apparent, but the cracks are no longer visible. Details within the yellow areas and the green background are also difficult to distinguish. These features can be highlighted by designing your own color table.
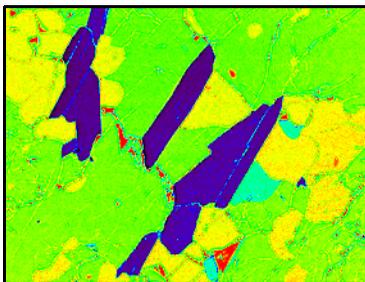
Figure 22-10: Mineral Image and RAINBOW Color Table (Direct Graphics)

The features within the image are at specific ranges in between 0 and 255. Instead of a progressive color table, specific colors can be defined to be

constant over these ranges. Any contrasting colors can be used, but it is easiest to derive the additive and subtractive primary colors used in the previous section.

9. Define the colors for a new color table:

```
colorLevel = [[0, 0, 0], $ ; black
   [255, 0, 0], $ ; red
   [255, 255, 0], $ ; yellow
   [0, 255, 0], $ ; green
   [0, 255, 255], $ ; cyan
   [0, 0, 255], $ ; blue
   [255, 0, 255], $ ; magenta
   [255, 255, 255]] ; white
```

10. Create a new color table that contains eight levels, including the highest end boundary by first deriving levels for each color in the new color table:

```
numberOfLevels = CEIL(!D.TABLE_SIZE/8.)
level = INDGEN(!D.TABLE_SIZE)/numberOfLevels
```

11. Place each color level into its appropriate range.

```
newRed = colorLevel[0, level]
newGreen = colorLevel[1, level]
newBlue = colorLevel[2, level]
```

12. Include the last color in the last level:

```
newRed[!D.TABLE_SIZE - 1] = 255
newGreen[!D.TABLE_SIZE - 1] = 255
newBlue[!D.TABLE_SIZE - 1] = 255
```

13. Make the new color table current:

```
TVLCT, newRed, newGreen, newBlue
```

14. Display the image with this new color table in another window:

```
WINDOW, 2, XSIZE = mineralSize[0], $
   YSIZE = mineralSize[1], TITLE = 'Cube Corner Colors'
TV, mineralImage
```

The following figure shows that each feature is now highlighted including the cracks. The color table also highlights at least three different types of cracks.
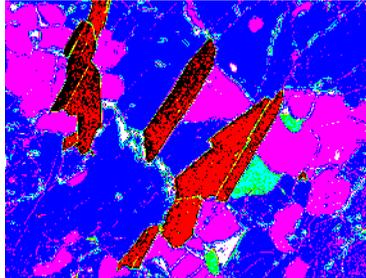
Figure 22-11: Mineral Image and Derived Color Table (Direct Graphics)

Converting Indexed Images to RGB Images

The convec.dat file is a binary file that contains an indexed image (a two-dimensional image and its associated color table) of the convection of the earth's mantle. This file does not contain a related color table. The following example applies a color table to this image and then converts the image and table to an RGB image (which contains its own color information) and writes it to a JPEG file. Complete the following steps for a detailed description of the process.

Example Code

See indexedtorgb.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering indexedtorgb at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT indexedtorgb.pro.

1. Determine the path to the convec.dat binary file:

```
convecFile = FILEPATH('convec.dat', $
   SUBDIRECTORY = ['examples', 'data'])
```

2. Initialize the image size parameter:

```
convecSize = [248, 248]
```

3. Import the image from the file:

```
convecImage = READ_BINARY(convecFile, $
   DATA_DIMS = convecSize)
```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED
    keyword to the DEVICE command to zero before your first color table related
    routine is used within an IDL session or program.

    ```
    DEVICE, DECOMPOSED = 0
    ```

5. Load the EOS B color table (index number 27) to highlight the image's
    features and initialize the display:

    ```
    LOADCT, 27
    WINDOW, 0, TITLE = 'convec.dat', $
       XSIZE = convecSize[0], YSIZE = convecSize[1]
    ```

6. Now display the image with this color table.

    ```
    TV, convecImage
    ```
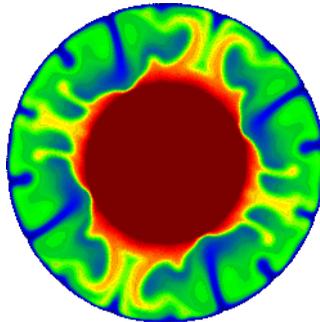

Figure 22-12: Example of an Indexed Image With Associated Color Table

A color table is formed from three vectors (the red vector, the green vector, and
the blue vector). The same element of each vector together form an RGB
triplet to create a color. For example, the *i-th* element of the red vector may be
255, the *ith* element of the green vector may be 255, and the *ith* element of the
blue vector maybe 0. The RGB triplet of the *ith* element would then be (255,
255, 0), which is the color yellow. Since a color table contains 256 indices, its
three vectors have 256 elements each. You can access these vectors with the
TVLCT routine using the GET keyword.

Note ——————————————————————————————

On some PseudoColor displays, fewer than 256 entries will be available.

7. Access the values of the color table by setting the GET keyword to the TVLCT
    routine.

```
TVLCT, red, green, blue, /GET
```

This color table (color information) can be stored within the image by converting it to an RGB image. For this example, the RGB image will be pixel interleaved in order to be exported to a JPEG file.

Tip ───────────────────────────────────────
If the original indexed image contains values of a data type other than byte, you should byte-scale the image (with the BYTSCL routine) before using the following method.
──

8. Before converting the indexed image into an RGB image, the resulting three-dimensional array must be initialized. Initialize the data type and the dimensions of the resulting RGB image:

   ```
   imageRGB = BYTARR(3, convecSize[0], convecSize[1], /NOZERO)
   ```

9. Use the red, green, and blue vectors of the color table and the original indexed image to form a single image composed of these channels:

   ```
   imageRGB[0, *, *] = red[convecImage]
   imageRGB[1, *, *] = green[convecImage]
   imageRGB[2, *, *] = blue[convecImage]
   ```

10. Export the resulting RGB image to a JPEG file:

   ```
   WRITE_JPEG, 'convecImage.jpg', imageRGB, TRUE = 1, $
      QUALITY = 100.
   ```

The TRUE keyword is set to 1 because the resulting RGB image is pixel interleaved. See WRITE_JPEG for more information.

Version History

Original	Introduced

See Also

LOADCT, XLOADCT, XPALETTE

TVRD

The TVRD function returns the contents of the specified rectangular portion of the current Direct Graphics window or device. (X_0, Y_0) is the coordinate of the lower left corner of the area to be read and N_x, N_y is the size of the rectangle in columns and rows. The result is a byte array of dimensions N_x by N_y. All parameters are optional. If no arguments are supplied, the entire display device area is read.

Important Note about TVRD and Backing Store

On some systems, when backing store is provided by the window system (the RETAIN keyword to DEVICE or WINDOW is set to 1), reading data from a window using TVRD may cause unexpected results. For example, data may be improperly read from the window even when the image displayed on screen is correct. Having IDL provide the backing store (set the RETAIN keyword to 2) ensures that the window contents will be read properly. More detailed notes about TVRD and the X Window system can be found below in "Unexpected Results Using TVRD with X Windows" on page 2562.

Syntax

Result = TVRD([X_0 [, Y_0 [, N_x [, N_y [, *Channel*]]]]] [, CHANNEL=*value*]
   [, /ORDER] [, TRUE={1 | 2 | 3}] [, /WORDS])

Return Value

Returns a byte array of the specified dimensions.

Arguments

X*₀*

The starting column of data to read. The default is 0.

Y*₀*

The starting row of data to read. The default is 0.

N*ₓ*

The number of columns to read. The default is the width of the display device or window less X_0.

N*y*

The number of rows to read. The default is the height of the display device or window less Y_0.

Channel

The memory channel to be read. If not specified, this argument is assumed to be zero. This parameter is ignored on display systems that have only one memory channel.

Keywords

CHANNEL

The memory channel to be read. The CHANNEL keyword is identical to the optional *Channel* argument.

Note

If the display is a 24-bit display, and both the CHANNEL and TRUE parameters are absent, the maximum RGB value in each pixel is returned.

ORDER

Set this keyword to override the current setting of the !ORDER system variable for the current image only. If set, it causes the image to be read from the top down instead of the normal bottom up.

TRUE

If this keyword is present, it indicates that a TrueColor image is to be read, if the display is capable. The value assigned to TRUE specifies the index of the dimension over which color is interleaved. The result is an $(3, n_x, n_y)$ pixel-interleaved array if TRUE is 1; or an $(n_x, 3, n_y)$ line-interleaved array if TRUE is 2; or an $(n_x, n_y, 3)$ image-interleaved array if TRUE is 3.

Note

IDL simply returns the MAX of the three channels when you do TVRD without setting TRUE on a TrueColor system.

WORDS

Set this keyword to indicate that words are to be transferred from the device. This keyword is valid only when using devices that can transfer 16-bit pixels. The normal transfer uses 8-bit pixels. If this keyword is set, the function result is an integer array.

Unexpected Results Using TVRD with X Windows

When using TVRD with the X Windows graphics device, there are two unexpected behaviors that can be confusing to users:

- When reading from a window that is obscured by another window (i.e., the target window has another window "on top" or "in front" of it), TVRD may return the contents of the window in front as part of the image contained in the target window.

- When reading from an iconified window, the X server may return a stream of "BadMatch" protocol events.

IDL uses the Xlib function `XGetSubImage()` to implement TVRD. The following quote is from the documentation for XGetSubImage() found in *The X Window System* by Robert W. Scheifler and James Gettys, Second Edition, page 174. It explains the reasons for the behaviors described above:

"If the drawable is a window, the window must be viewable, and it must be the case that if there were no... overlapping windows, the specified rectangle of the window would be fully visible on the screen, ... or a BadMatch error results. If the window has backing-store, then the backing-store contents are returned for regions of the window that are obscured... If the window does not have backing-store, the returned contents of such obscured regions are undefined."

Hence, the first behavior is caused by attempting to use TVRD on an obscured window that does not have backing store provided by the X server. The result in this case is undefined, meaning that the different servers can produce entirely different results. Many servers simply return the image of the obscuring window.

The second behavior is caused by attempting to read from a non-viewable (i.e., unmapped) window. Although IDL could refuse to allow TVRD to work with unmapped windows, some X servers return valid and useful results. Therefore, TVRD is allowed to attempt to read from unmapped windows.

Both of these behavior problems can be solved by using one of the following methods:

- Always make sure that your target window is mapped and is not obscured before using TVRD on it. The following IDL command can be used:

    ```
    WSET, Window_Index
    ```

- Make IDL provide backing store (rather than the window system) by setting the RETAIN keyword to DEVICE or WINDOW equal to 2.

For a full description of backing store, see "Backing Store" on page 5409. Note that under X Windows, backing store is a request that may or may not be honored by the X server. Many servers will honor backing store for 8-bit visuals but ignore them for 24-bit visuals because they require three times as much memory.

Examples

```
; Read the entire contents of the current display device into the
; variable T:
T = TVRD()
```

To read from the display to an IDL variable or expression, use the TVRD function with either the CHANNEL parameter or TRUE keyword parameter. The calling sequence for TVRD is:

$Result$ = TVRD($[X_0, Y_0, N_x, N_y, Channel]$)

where (X_0, Y_0) specifies the window coordinate of the lower-left corner of the rectangle to be read, and (N_x, N_y) contains the number of columns and rows to read. Note that all parameters to TVRD are optional. If no arguments are supplied, the entire area of the display device is returned.

When used without the TRUE parameter, TVRD returns an (N_x, N_y) byte image read from the indicated channel. If the channel number is not specified or is zero, the maximum RGB value of each pixel is returned, approximating the luminance.

If present and nonzero, the TRUE keyword indicates that a TrueColor image is to be read and specifies the index of the dimension over which color is interleaved. The result is a $(3, N_x, N_y)$ pixel interleaved array if TRUE is 1; or an $(N_x, 3, N_y)$ line interleaved array if TRUE is 2; or an $(N_x, N_y, 3)$ image interleaved array if TRUE is 3.

Some examples of TVRD follow.

```
; Read a 512 × 512 image, starting at (0, 0),
; from the red channel into R:
R = TVRD(0, 0, 512, 512, 1)
; Read a TrueColor 512 × 512, line interleaved image,
; starting at (0, 0) into T. The variable T is
```

```
; now dimensioned (512, 3, 512):
T = TVRD(0, 0, 512, 512, TRUE = 2)
; Read the maximum RGB value of each pixel into L:
L = TVRD(0, 0, 512, 512)
```

Version History

Original	Introduced

See Also

RDPIX, TV, WINDOW

TVSCL

The TVSCL procedure scales the intensity values of *Image* into the range of the Direct Graphics image display device and outputs the data to the image display at the specified location. The array is scaled so the minimum data value becomes 0 and the maximum value becomes the maximum number of available colors (held in the system variable !D.TABLE_SIZE) as follows:

$$\text{Output} = (\text{!D.TABLE\_SIZE - 1})\frac{\text{Data} - \text{Data}_{min}}{\text{Data}_{max} - \text{Data}_{min}}$$

where the maximum and minimum are found by scanning the array. The parameters and keywords of the TVSCL procedure are identical to those accepted by the TV procedure. For additional information about each parameter, consult the description of TV.

Syntax

TVSCL, *Image* [, *Position*] [, /CENTIMETERS] [, /INCHES] [, /NAN] [, /ORDER]
   [, TOP=*value*] [, TRUE={1 | 2 | 3}] [, /WORDS] [, XSIZE=*value*]
   [, YSIZE=*value*]

or

TVSCL, *Image* [, *X*, *Y* [, *Channel*] [, /CENTIMETERS] [, /INCHES] [, /NAN]
   [, /ORDER] [, TOP=*value*] [, TRUE={1 | 2 | 3}] [, /WORDS] [, XSIZE=*value*]
   [, YSIZE=*value*]]

Graphics Keywords: [, CHANNEL=*value*] [, /DATA | , /DEVICE | , /NORMAL]
[, /T3D] [, Z=*value*]

Arguments

Image

A two-dimensional array to be displayed as an image. If this argument is not already of byte type, it is converted prior to use.

X, Y

If *X* and *Y* are present, they specify the lower left coordinate of the displayed image.

Position

Image position. See the discussion of "Position" on page 2535 under TV for a full description.

Channel

Some image display devices are capable of storing more than a single image or can combine three single color images to form a TrueColor image. *Channel* specifies the memory channel to be written. It is assumed to be zero if not specified. This parameter is ignored on display systems that have only one memory channel. The *Channel* argument is identical to the CHANNEL graphics keyword.

Keywords

CENTIMETERS

Set this keyword to indicate that the *X*, *Y*, *Xsize*, *Ysize*, and *Z* arguments are given in centimeters from the origin. This system is useful when dealing with devices, such as PostScript printers, that do not provide a direct relationship between image pixels and the size of the resulting image.

INCHES

Set this keyword to indicate that all position and size values are given in inches from the origin. This system is useful when dealing with devices, such as PostScript printers, that do not provide a direct relationship between image pixels and the size of the resulting image.

NAN

Set this keyword to cause TVSCL to treat elements of *Image* that are not numbers (that is, elements that have the special IEEE floating-point values *Infinity* or *NaN*) as missing data, and display them using color index 0 (zero). Note that color index 0 is also used to display elements that have the minimum value in the *Image* array. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

ORDER

If specified, ORDER overrides the current setting of the !ORDER system variable for the current image only. If set, the image is drawn from the top down instead of the normal bottom up.

TOP

The maximum value of the scaled result. If TOP is not specified, !D.TABLE_SIZE-1 is used. Note that the minimum value of the scaled result is always 0.

TRUE

Set this keyword to a nonzero value to indicate that a TrueColor (16-, 24-, or 32-bit) image is to be displayed. The value assigned to TRUE specifies the index of the dimension over which color is interleaved. The image parameter must have three dimensions, one of which must be equal to three. For example, set TRUE to 1 to display an image that is pixel interleaved and has dimensions of (3, *m, n*). Specify 2 for row-interleaved images, of size (*m*, 3, *n*), and 3 for band-interleaved images of the form (*m*, *n*, 3).

See "TrueColor Images" on page 5427 for an example using this keyword to write 24-bit images to the PostScript device.

WORDS

Set this keyword to indicate that words (short integers) instead of 8-bit bytes are to be transferred to the device. This keyword is valid only when using devices that can transfer 16-bit pixels. The normal transfer uses 8-bit pixels. If this keyword is set, the *Image* parameter is converted to short integer type, if necessary, and then written to the display.

XSIZE

The width of the resulting image. On devices with scalable pixel size (such as PostScript), if XSIZE is specified the image will be scaled to fit the specified width. If neither XSIZE nor YSIZE is specified, the image will be scaled to fill the plotting area, while preserving the image's aspect ratio. This keyword is ignored by pixel-based devices that are unable to change the size of their pixels.

YSIZE

The height of the resulting image. On devices with scalable pixel size (such as PostScript), if YSIZE is specified the image will be scaled to fit the specified height. If neither XSIZE nor YSIZE is specified, the image will be scaled to fill the plotting area, while preserving the image's aspect ratio. This keyword is ignored by pixel-based devices that are unable to change the size of their pixels.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CHANNEL, DATA, DEVICE, NORMAL, T3D, Z

Note ──
The T3D and Z keywords are only honored when the DATA keyword is also set. Note also that when the T3D keyword is set, the X and Y arguments and the Z keyword position the lower left corner of the image displayed by TVSCL, but do not change its orientation. Use the POLY_2D routine to warp the image into 3D space.
──

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

Display a floating-point array as an image using the TV command:

```
TV, DIST(200)
```

Note that the image is not easily visible because the values in the array have not been scaled into the full range of display values. Now display the image with the TVSCL command by entering:

```
TVSCL, DIST(200)
```

Notice how much brighter the image appears.

Version History

Original	Introduced

See Also

ERASE, SLIDE_IMAGE, TV, WIDGET_DRAW, WINDOW, and the DECOMPOSED keyword to the DEVICE routine
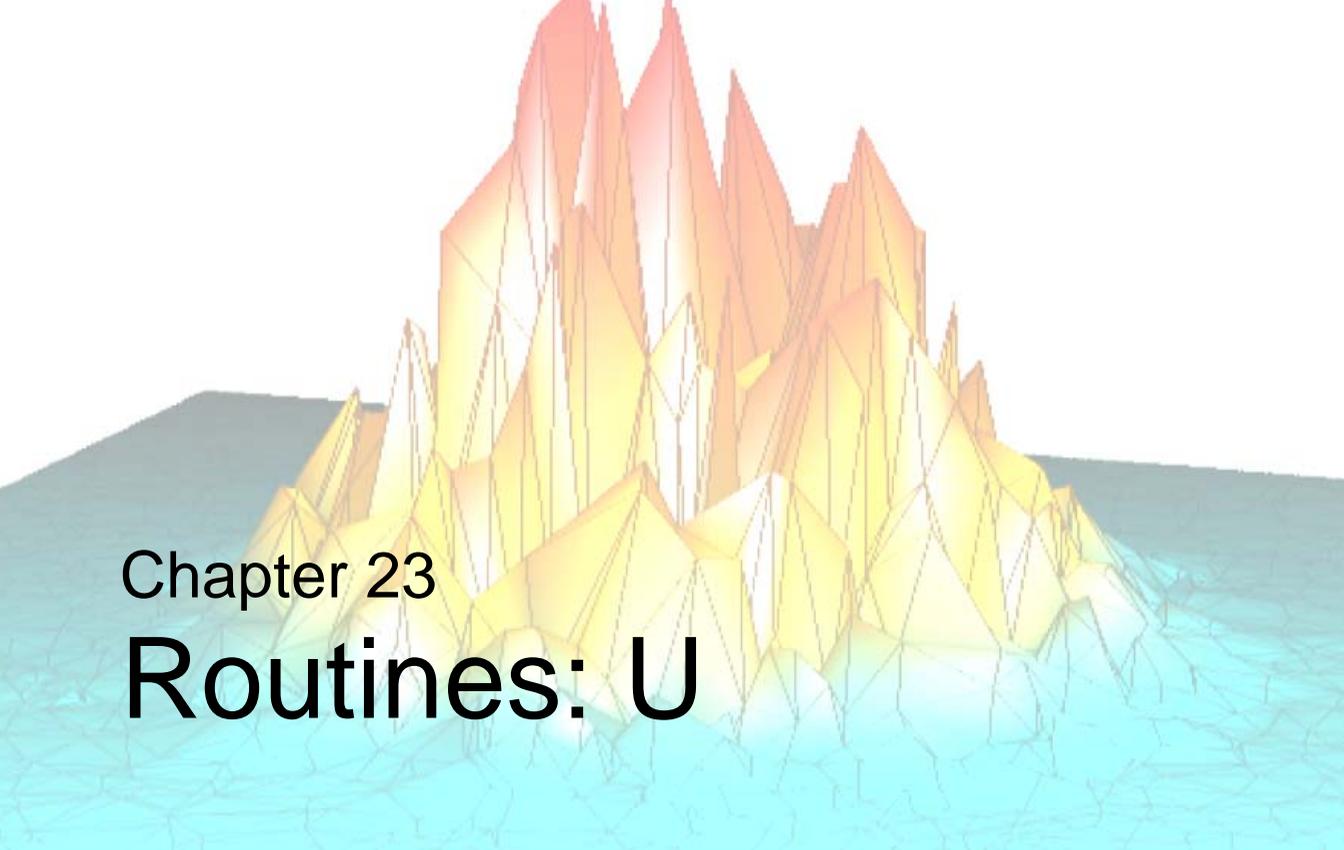
Chapter 23
Routines: U

UINDGEN

The UINDGEN function creates an unsigned integer array. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = UINDGEN(D_1 [, ..., D_8])

Return Value

Returns an unsigned integer array of the specified dimensions.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create UI, a 10-element by 10-element 16-bit array where each element is set to the value of its one-dimensional subscript, enter:

```
UI = UINDGEN(10, 10)
```

Version History

5.2	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, L64INDGEN, LINDGEN, SINDGEN, UL64INDGEN, ULINDGEN

UINT

The UINT function returns a result equal to *Expression* converted to unsigned integer type.

Syntax

Result = UINT(*Expression[*, *Offset [*, *D_1 [*, ..., *D_8]]]*)

Return Value

Returns an unsigned integer value or array of the same dimensions as the result of the *Expression.* If *Expression* is a complex number, UINT returns the real part.

Arguments

Expression

The expression to be converted to unsigned integer.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as unsigned integer data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D_i

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid integer and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If A contains the floating-point value 32000.0, it can converted to an unsigned integer and stored in the variable B by entering:

```
B = UINT(A)
```

Version History

5.2	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, LONG64, STRING, ULONG, ULONG64

UINTARR

The UINTARR function creates an unsigned integer vector or array.

Syntax

Result = UINTARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns an unsigned integer vector or array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, UINTARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and UINTARR executes faster.

Examples

To create L, a 100-element, unsigned integer vector with each element set to 0, enter:

```
L = UINTARR(100)
```

Version History

5.2	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, ULON64ARR, ULONARR

UL64INDGEN

The UL64INDGEN function returns an unsigned 64-bit integer array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = UL64INDGEN(D_1 [, ..., D_8])

Return Value

Returns the specified unsigned integer array.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create L, a 10-element by 10-element 64-bit array where each element is set to the value of its one-dimensional subscript, enter:

```
L = UL64INDGEN(10, 10)
```

Version History

5.2	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, L64INDGEN, LINDGEN, SINDGEN, UINDGEN, ULINDGEN

ULINDGEN

The ULINDGEN function returns an unsigned longword array with the specified dimensions. Each element of the array is set to the value of its one-dimensional subscript.

Syntax

Result = ULINDGEN(D_1 [, ..., D_8])

Return Value

Returns the specified unsigned longword array.

Arguments

D$_i$

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified. If the dimension arguments are not integer values, IDL will convert them to integer values before creating the new array.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

To create L, a 10-element by 10-element 32-bit array where each element is set to the value of its one-dimensional subscript, enter:

```
L = ULINDGEN(10, 10)
```

Version History

5.2	Introduced

See Also

BINDGEN, CINDGEN, DCINDGEN, DINDGEN, FINDGEN, L64INDGEN, LINDGEN, SINDGEN, UINDGEN, UL64INDGEN

ULON64ARR

The ULON64ARR function returns an unsigned 64-bit integer vector or array.

Syntax

Result = ULON64ARR(*D₁ [, ..., D₈]* [, /NOZERO])

Return Value

Returns a vector or array of the specified dimensions.

Arguments

D*ᵢ*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, ULON64ARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and ULON64ARR executes faster.

Examples

To create L, a 100-element, unsigned 64-bit vector with each element set to 0, enter:

```
L = ULON64ARR(100)
```

Version History

5.2	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULONARR

ULONARR

The ULONARR function returns an unsigned longword integer vector or array.

Syntax

Result = ULONARR(D_1 *[, ..., D_8]* [, /NOZERO])

Return Value

Returns an unsigned longword integer array of the specified dimensions.

Arguments

D*i*

Either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

Keywords

NOZERO

Normally, ULONARR sets every element of the result to zero. If NOZERO is set, this zeroing is not performed and ULONARR executes more quickly.

Examples

To create L, a 100-element, unsigned longword vector with each element set to 0, enter:

```
L = ULONARR(100)
```

Version History

5.2	Introduced

See Also

BYTARR, COMPLEXARR, DBLARR, DCOMPLEXARR, FLTARR, INTARR, LON64ARR, LONARR, MAKE_ARRAY, STRARR, UINTARR, ULON64ARR,

ULONG

The ULONG function returns a result equal to *Expression* converted to the unsigned longword integer type.

Syntax

Result = ULONG(*Expression[*, *Offset [*, *D₁ [*, ..., *D₈]]]*)

Return Value

Returns an unsigned longword integer value or array of the same dimensions as the result of the *Expression.* If *Expression* is a complex number, ULONG returns the real part.

Arguments

Expression

The expression to be converted to unsigned longword integer.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as unsigned longword integer data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D$_i$

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid integer and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If A contains the floating-point value 32000.0, it can converted to an unsigned longword integer and stored in the variable B by entering:

```
B = ULONG(A)
```

Version History

5.2	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, LONG64, STRING, UINT, ULONG64

ULONG64

The ULONG64 function returns a result equal to *Expression* converted to the unsigned 64-bit integer type.

Syntax

Result = ULONG64(*Expression[, Offset [, D_1 [, ..., D_8]]]*)

Return Value

Returns an unsigned 64-bit longword integer value or array of the same dimensions as the result of the *Expression.* If *Expression* is a complex number, ULONG64 returns the real part.

Arguments

Expression

The expression to be converted to unsigned 64-bit integer.

Offset

Offset from beginning of the *Expression* data area. Specifying this argument allows fields of data extracted from *Expression* to be treated as unsigned 64-bit integer data. See the description in Chapter 13, "Working with Data in IDL" (*Application Programming*) for details.

D_i

When extracting fields of data, the D_i arguments specify the dimensions of the result. If no dimension arguments are given, the result is taken to be scalar.

The D_i arguments can be either an array or a series of scalar expressions specifying the dimensions of the result. If a single argument is specified, it can be either a scalar expression or an array of up to eight elements. If multiple arguments are specified, they must all be scalar expressions. Up to eight dimensions can be specified.

When converting from a string argument, it is possible that the string does not contain a valid integer and no conversion is possible. The default action in such cases is to print a warning message and return 0. The ON_IOERROR procedure can be used to establish a statement to be jumped to in case of such errors.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

If A contains the floating-point value 32000.0, it can converted to an unsigned 64-bit integer and stored in the variable B by entering:

```
B = ULONG64(A)
```

Version History

5.2	Introduced

See Also

BYTE, COMPLEX, DCOMPLEX, DOUBLE, FIX, FLOAT, LONG, LONG64, STRING, UINT, ULONG

UNIQ

The UNIQ function returns the subscripts of the unique elements in an array. Note that repeated elements must be adjacent in order to be found. This routine is intended to be used with the SORT function: see the examples below. This function was inspired by the UNIX `uniq(1)` command.

This routine is written in the IDL language. Its source code can be found in the file `uniq.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = UNIQ(*Array* [, *Index*])

Return Value

UNIQ returns an array of indices into the original array. Note that the index of the last element in each set of non-unique elements is returned. If the optional *Index* argument is supplied, then the last index in the order provided by the *Index* array is returned.

The following expression returns a copy of the sorted array with duplicate adjacent elements removed:

```
Array[UNIQ(Array)]
```

UNIQ returns 0 (zero) if the argument supplied is a scalar rather than an array.

Arguments

Array

The array to be scanned. For UNIQ to work properly, the array must be sorted into monotonic order unless the optional parameter *Index* is supplied.

Index

This optional parameter is an array of indices into *Array* that order the elements into monotonic order. That is, the expression:

```
Array[Index]
```

yields an array in which the elements of *Array* are rearranged into monotonic order.

The *Index* array can be generated from *Array* using the SORT function:

```
Index = SORT(Array)
```

If *Array* is not already in monotonic order, use the command:

```
UNIQ(Array, SORT(Array))
```

Examples

Find the unique elements of an unsorted array:

```
; Create an array:
array = [1, 2, 1, 2, 3, 4, 5, 6, 6, 5]

; Variable B holds an array containing the sorted, unique values in
; array:
b = array[UNIQ(array, SORT(array))]
PRINT, b
```

IDL prints

```
1    2    3    4    5    6
```

Version History

Pre-4.0	Introduced

See Also

SORT, WHERE

UNSHARP_MASK

The UNSHARP_MASK function performs an unsharp-mask sharpening filter on a two-dimensional array or a TrueColor image. For TrueColor images the unsharp mask is applied to each channel.

The unsharp mask algorithm works by enhancing the contrast between neighboring pixels in an image, and is widely used for astronomical images and for digital photographs.

The algorithm involves the following steps:

1. Smooth the original image with a Gaussian filter, with the width controlled by the RADIUS keyword.

2. Subtract the smoothed image from the original to create a high-pass filtered image.

3. Apply any clipping needed on the high-pass image, as controlled by the THRESHOLD keyword.

4. Add a certain percentage of the high-pass filtered image to the original image, with the percentage controlled by the AMOUNT keyword.

In pseudocode this algorithm can be written as:

```
HighPass = Image - Convol ( Image, Gaussian )
Result = Image + A * HighPass * ( |HighPass| ≥ T )
```

where A is the amount, T is the threshold, and ≥ indicates a Boolean operation, 1 if true, or 0 otherwise.

Note

To avoid overflow for byte or integer data, the computations are performed using a larger integer type, the result is clipped to the minimum and maximum values for the original type, and the result is then converted back to the original type.

This routine is written in the IDL language. Its source code can be found in the file `unsharp_mask.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = UNSHARP_MASK(*Image* [, AMOUNT=*value*] [, RADIUS=*value*]
   [, THRESHOLD=*value*] [, TRUE={1|2|3}])

Return Value

The *Result* is an array with the same dimensions and type as *Image* that contains the filtered image.

Arguments

Image

The two-dimensional array or multichannel image to be filtered. If *Image* is a multichannel image, then the TRUE keyword may be used to indicate which dimension represents the channels.

Keywords

AMOUNT

Set this keyword to a floating-point value giving the amount (or strength) of filtering to be applied. The default is AMOUNT=1.0, which implies that 100% of the filter difference will be applied to the *Image*. AMOUNT may be negative, which will have the effect of blurring the image instead of sharpening.

RADIUS

Set this keyword to a floating-point value giving the radius in pixels of the Gaussian smoothing filter. The default is RADIUS=3. The Gaussian filter is designed to fall to $1/e$ (~0.367) at a distance of RADIUS/sqrt(2). The total width of the Gaussian filter is given by ceil(2 * RADIUS)/2 * 2 + 1 (if RADIUS is an integer then this is just 2 * RADIUS + 1).

Note
The value of RADIUS must be smaller than one-half of the largest array dimension.

Tip
Use small RADIUS values (such as 3) for small images or images with fine details. Use larger RADIUS values for large images with larger details.

THRESHOLD

Set this keyword to a non-negative integer (or a floating-point if *Image* is floating point) giving the clipping threshold. For each element, if the absolute value of the difference between the original image and the low-pass filtered array is greater than

or equal to THRESHOLD then the filter is applied to that point. The default is THRESHOLD=0, which implies that every point will be filtered.

Tip ————————————————————————————————————

Lower values of THRESHOLD will provide greater sharpening but may cause more speckling, while higher values of THRESHOLD will exclude regions of low contrast and cause less speckling.

TRUE

If *Image* is a three-dimensional array (a multichannel image), set this keyword to 1, 2, or 3 to indicate which dimension represents the channels. The default is 1, for pixel interleaving, (3, *m*, *n*). A value of 2 indicates line interleaving (*m*, 3, *n*), and 3 indicates band interleaving, (*m*, *n*, 3).

Example

```
file = FILEPATH('marsglobe.jpg', SUBDIR=['examples','data'])
READ_JPEG, file, image
; Display the original image.
iImage, image, VIEW_GRID=[2,1], DIMENSIONS = [800, 500]
; Display the unsharp-mask-filtered image.
result = UNSHARP_MASK(image, RADIUS=4)
iImage, result, /VIEW_NEXT
```
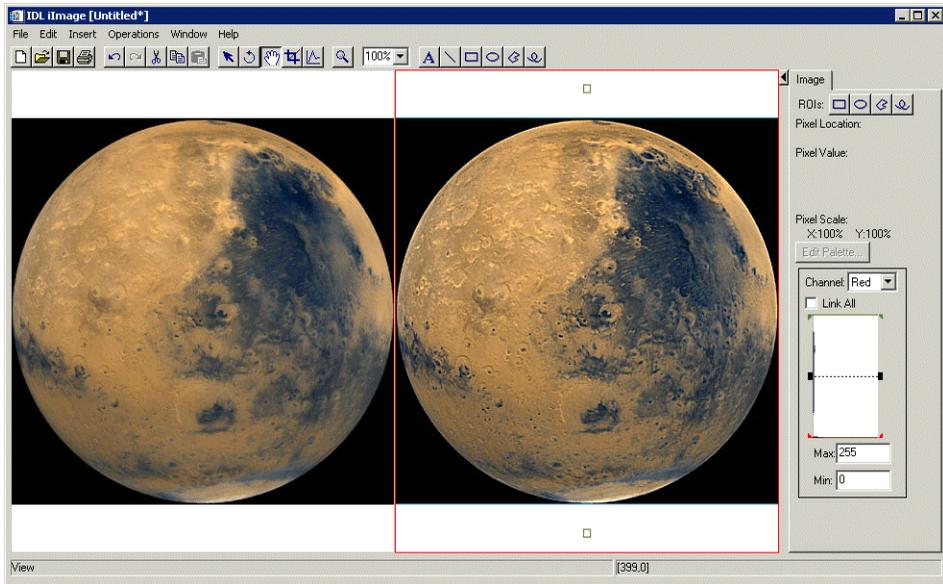
Figure 23-1: Mars Viewed in iImage with UNSHARP_MASK

Version History

6.1	Introduced

See Also

CONVOL, LEEFILT, ROBERTS, SOBEL

USERSYM

The USERSYM procedure is used to define the plotting symbol that marks points when the PSYM keyword symbol is set to plus or minus 8. Symbols can be drawn with vectors or can be filled. Symbols can be of any size and can have up to 49 vertices.

The symbol you define can be drawn using lines or it can be filled using the polygon filling operator. USERSYM accepts two vector parameters: a vector of *x* values and a vector of *y* values. The coordinate system you use to define the symbol's shape is centered on each data point, and each unit is approximately the size of a character. The color and line thickness used to draw the symbols are also optional keyword parameters of USERSYM.

Syntax

USERSYM, *X* [, *Y*] [, COLOR=*value*] [, /FILL] [, THICK=*value*]

Arguments

X, Y

The *X* and/or *Y* parameters define the vertices of the symbol as offsets from the data point in units of approximately the size of a character. In the case of a vector drawn symbol, the symbol is formed by connecting the vertices in order. If only one argument is specified, it must be a (2, *N*) array of vertices, with element [0, *i*] containing the X coordinate of the vertex, and element [1, *i*] containing the Y. If both arguments are provided, *X* contains only the X coordinates.

Keywords

COLOR

The color used to draw the symbols, or used to fill the polygon. The default color is the same as the line color.

FILL

Set this keyword to fill the polygon defined by the vertices. If FILL is not set, lines are drawn connecting the vertices.

THICK

The thickness of the lines used in drawing the symbol. The default thickness is 1.0.

Examples

To define the simplest symbol, use a one character-wide dash centered over the data point:

```
USERSYM, [-.5, .5], [0, 0]
```

Make a large, diamond-shaped plotting symbol. Define the vectors of X values by entering:

```
X = [-6, 0, 6, 0, -6]
```

Define the vectors of Y values by entering:

```
Y = [0, 6, 0, -6, 0]
```

Now call USERSYM to create the new plotting symbol 8. Enter:

```
USERSYM, X, Y
```

Generate a simple plot to test the plotting symbol by entering:

```
PLOT, FINDGEN(20), PSYM = 8
```

Creating a Filled Circle Symbol

The following code illustrates the use of USERSYM to define a new symbol—a filled circle:

```
; Make a vector of 16 points, A[i] = 2pi/16:
A = FINDGEN(17) * (!PI*2/16.)
; Define the symbol to be a unit circle with 16 points,
; and set the filled flag:
USERSYM, COS(A), SIN(A), /FILL
```

Using the variables defined in a batch file, we then create the plot, specifying 8 (user-defined) for the PSYM keyword to PLOT:

```
; Define variables.
@plot01
; Use the LINFIT function to fit the data to a line:
coeff = LINFIT(YEAR, SOCKEYE)
;YFIT is the fitted line:
YFIT = coeff[0] + coeff[1]*YEAR
```

```
PLOT, YEAR, SOCKEYE, /YNOZERO, PSYM = 8, $
   TITLE = 'Quadratic Fit', XTITLE = 'Year', $
   YTITLE = 'Sockeye Population'
; Overplot the smooth curve using a plain line:
OPLOT, YEAR, YFIT
```

The following figure shows the result of this code:
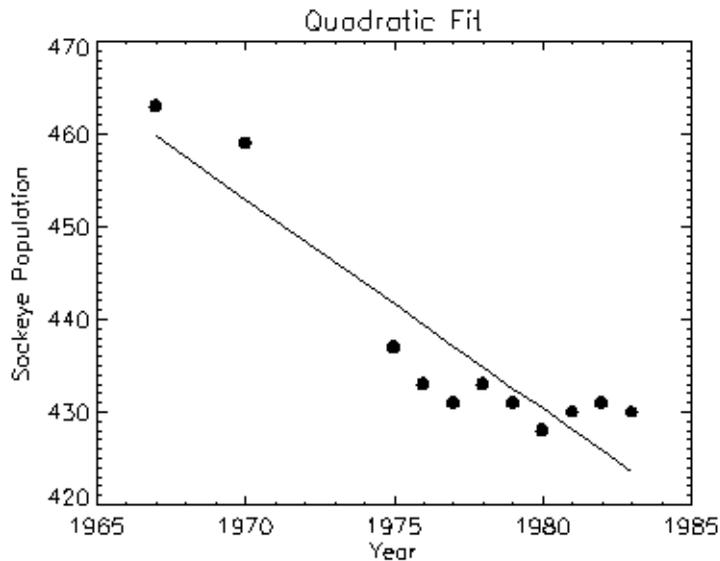
Figure 23-2: Plotting with User-defined Plotting Symbols

Note ───

If IDL does not find the batch file, the required directory may not be in your IDL search path. All of the files mentioned are located in the examples/doc subdirectory of the IDL distribution. By default, this directory is part of IDL's path; if you have not changed your path, you will be able to run the examples as described here. See !PATH for information on modifying IDL's path.

Version History

Original	Introduced

See Also

PLOT
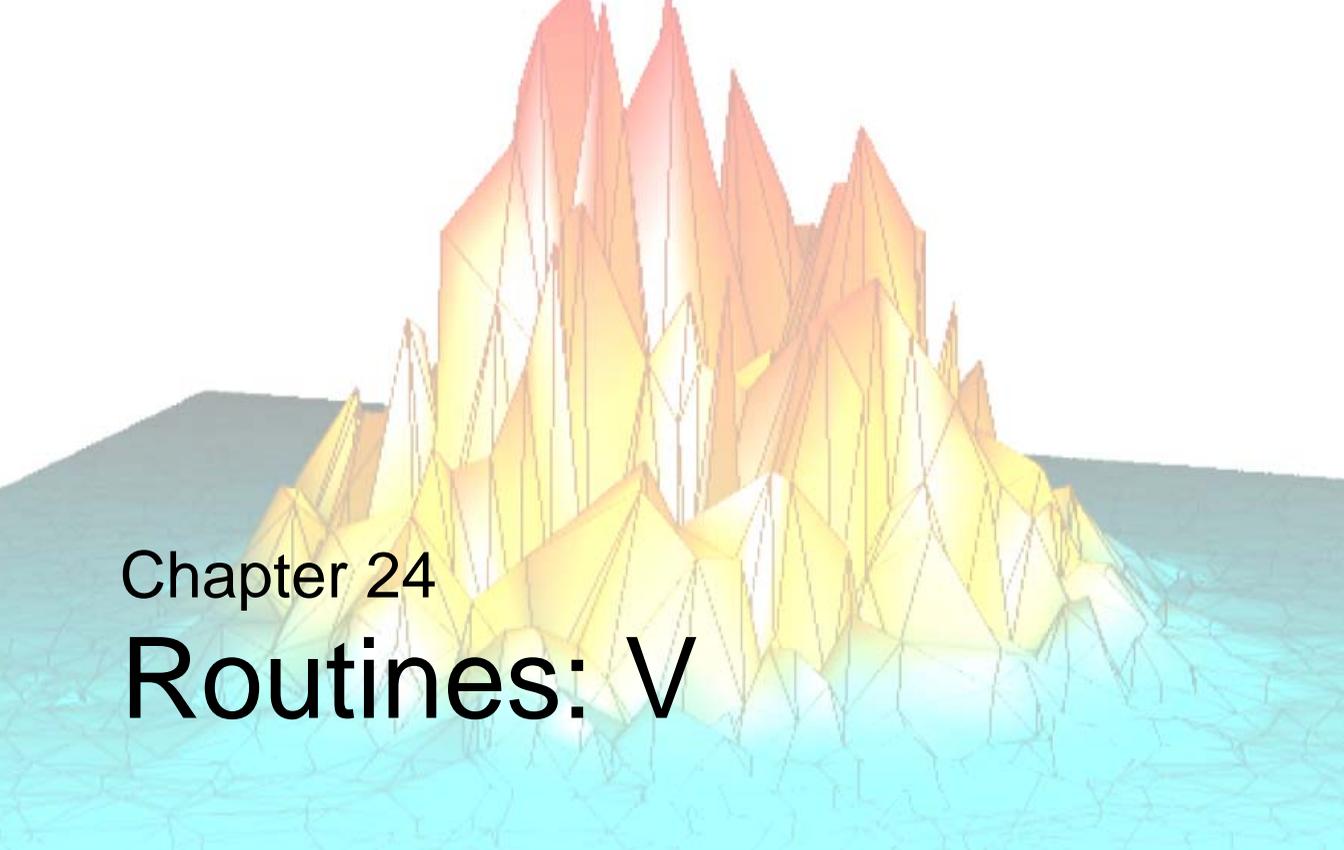
Chapter 24
Routines: V

VALUE_LOCATE

The VALUE_LOCATE function finds the intervals within a given monotonic vector that brackets a given set of one or more search values. This function is useful for interpolation and table-lookup, and is an adaptation of the locate() routine in Numerical Recipes. VALUE_LOCATE uses the bisection method to locate the interval.

Syntax

Result = VALUE_LOCATE (*Vector*, *Value* [, /L64])

Return Value

Each return value, *Result* [*i*], is an index, *j*, into *Vector*, corresponding to the interval into which the given *Value* [*i*] falls. The returned values are in the range $-1 \leq j \leq N-1$, where *N* is the number of elements in the input vector.

If *Vector* is monotonically increasing, the result *j* is:

if $j = -1$ *Value* [*i*] < *Vector* [0]

if $0 \leq j < N-1$ *Vector* [*j*] $\leq$ *Value* [*i*] < *Vector* [*j*+1]

if $j = N-1$ *Vector* [*N*–1] $\leq$ *Value* [*i*]

If *Vector* is monotonically decreasing

if $j = -1$ *Vector* [*0*] $\leq$ *Value* [*i*]

if $0 \leq j < N-1$ *Vector* [*j*+1] $\leq$ *Value* [*i*] < *Vector* [*j*]

if $j = N-1$ *Value* [*i*] < *Vector* [*N*–1]

Arguments

Vector

A vector of monotonically increasing or decreasing values. *Vector* may be of type string, or any numeric type except complex, and may not contain the value NaN (not-a-number).

Value

The value for which the location of the intervals is to be computed. *Value* may be either a scalar or an array. The return value will contain the same number of elements as this parameter.

Keywords

L64

By default, the result of VALUE_LOCATE is 32-bit integer when possible, and 64-bit integer if the number of elements being processed requires it. Set L64 to force 64-bit integers to be returned in all cases.

Note ————————————————————————————————

Only 64-bit versions of IDL are capable of creating variables requiring a 64-bit result. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit or not.

Examples

```
; Define a vector of values.
vec = [2,5,8,10]

; Compute location of other values within that vector.
loc = VALUE_LOCATE(vec, [0,3,5,6,12])
PRINT, loc
```

IDL prints:

```
-1   0   1   1   3
```

Version History

5.3	Introduced

VARIANCE

The VARIANCE function computes the statistical variance of an *n*-element vector.

Syntax

Result = VARIANCE(*X* [, /DOUBLE] [, /NAN])

Return Value

Returns the floating-point or double-precision statistical variance of the input vector.

Arguments

X

An *n*-element, floating-point or double-precision vector.

Keywords

DOUBLE

If this keyword is set, VARIANCE performs its computations in double precision arithmetic and returns a double precision result. If this keyword is not set, the computations and result depend upon the type of the input data (integer and float data return float results, while double data returns double results).

NAN

Set this keyword to cause the routine to check for occurrences of the IEEE floating-point values *NaN* or *Infinity* in the input data. Elements with the value *NaN* or *Infinity* are treated as missing data. (See "Special Floating-Point Values" (Chapter 8, *Application Programming*) for more information on IEEE floating-point values.)

Examples

```
; Define the n-element vector of sample data:
x = [1, 1, 1, 2, 5]
; Compute the variance:
result = VARIANCE(x)
PRINT, result
```

IDL prints:

```
3.00000
```

Version History

5.1	Introduced

See Also

KURTOSIS, MEAN, MEANABSDEV, MOMENT, STDDEV, SKEWNESS

VECTOR_FIELD

The VECTOR_FIELD procedure is used to place colored, oriented vectors of specified length at each vertex in an input vertex array. The output can be sent directly to an IDLgrPolyline object. The generated display is generally referred to as a hedgehog display and is used to convey various aspects of a vector field.

Syntax

VECTOR_FIELD, *Field*, *Outverts*, *Outconn* [, ANISOTROPY=*array*]
    [, SCALE=*value*] [, VERTICES=*array*]

Arguments

Field

Input vector field array. This can be a [3, *x*, *y*, *z*] array or a [2, *x*, *y*] array. The leading dimension is the vector quantity to be displayed.

Outverts

Output vertex array ([3, *N*] or [2, *N*] array of floats). Useful if the routine is to be used with Direct Graphics or the user wants to manipulate the data directly.

Outconn

Output polyline connectivity array to be applied to the output vertices.

Keywords

ANISOTROPY

Set this keyword to a two- or three-element array describing the distance between grid points in each dimension. The default value is [1.0, 1.0, 1.0] for three-dimensional data and [1.0, 1.0] for two-dimensional data.

SCALE

Set this keyword to a scalar scaling factor. All vector lengths are multiplied by this value. The default is 1.0.

VERTICES

Set this keyword to a [3, *n*] or [2, *n*] array of points. If this keyword is set, the vector field is interpolated at these points. The resulting interpolated vectors are displayed as line segments at these locations. If the keyword is not set, each spatial sample point in the input Field grid is used as the base point for a line segment.

Version History

5.3	Introduced

VEL

The VEL procedure draws a velocity (flow) field with arrows following the field proportional in length to the field strength. Arrows are composed of a number of small segments that follow the streamlines.

This routine is written in the IDL language. Its source code can be found in the file `vel.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

VEL, *U*, *V* [, NVECS=*value*] [, XMAX= *value*{*xsize/ysize*}]
   [, LENGTH=*value*{*longest/steps*}] [, NSTEPS=*value*] [, TITLE=*string*]

Arguments

U

The X component at each point of the vector field. *U* must be a 2-D array.

V

The Y component at each point of the vector field. *V* must have the same dimensions as *U*.

Keywords

LENGTH

The length of each arrow line segment expressed as a fraction of the longest vector divided by the number of steps. The default is 0.1.

NSTEPS

The number of shoots or line segments for each arrow. The default is 10.

NVECS

The number of vectors (arrows) to draw. If this keyword is omitted, 200 vectors are drawn.

TITLE

A string containing the title for the plot.

XMAX

X axis size as a fraction of Y axis size. The default is 1.0. This argument is ignored when !P.MULTI is set.

Examples

```
; Create a vector of X values:
X = DIST(20)

; Create a vector of Y values:
Y = SIN(X)*100

; Plot the vector field:
VEL, X, Y
```

Version History

Pre-4.0	Introduced

See Also

FLOW3, PLOT_FIELD, VELOVECT

VELOVECT

The VELOVECT procedure produces a two-dimensional velocity field plot. A directed arrow is drawn at each point showing the direction and magnitude of the field.

This routine is written in the IDL language. Its source code can be found in the file velovect.pro in the lib subdirectory of the IDL distribution.

Syntax

VELOVECT, *U*, *V* [, *X*, *Y*] [, COLOR=*index*] [, MISSING=*value* [, /DOTS]]
    [, LENGTH=*value*] [, /OVERPLOT] [Also accepts all PLOT keywords]

Arguments

U

The X component of the two-dimensional field. *U* must be a two-dimensional array.

V

The Y component of the two dimensional field. *V* must have the same dimensions as *U*.

X

Optional abscissae values. *X* must be a vector with a length equal to the first dimension of *U* and *V*.

Y

Optional ordinate values. *Y* must be a vector with a length equal to the second dimension of *U* and *V*.

Keywords

Note

Keywords not described here are passed directly to the PLOT procedure and may be used to set options such as TITLE, POSITION, NOERASE, etc.

COLOR

Set this keyword equal to the color index used for the plot.

DOTS

Set this keyword to 1 to place a dot at each missing point. Set this keyword to 0 or omit it to draw nothing for missing points. Has effect only if MISSING is specified.

LENGTH

Set this keyword equal to the length factor. The default of 1.0 makes the longest (*U*,*V*) vector the length of a cell.

MISSING

Set this keyword equal to the missing data value. Vectors with a length greater than MISSING are ignored.

OVERPLOT

Set this keyword to make VELOVECT "overplot". That is, the current graphics screen is not erased, no axes are drawn, and the previously established scaling remains in effect.

PLOT Keywords Accepted

See PLOT for the description of the following plotting keywords:

ISOTROPIC, MAX_VALUE, MIN_VALUE, NSUM, POLAR, THICK, XLOG, YLOG, YNOZERO

Examples

```
; Create some random data:
U = RANDOMN(S, 20, 20)
V = RANDOMN(S, 20, 20)

; Plot the vector field:
VELOVECT, U, V

; Plot the field, using dots to represent vectors with values
; greater than 18:
VELOVECT, U, V, MISSING=18, /DOTS
```

```
; Plot with a title. Note that the XTITLE keyword is passed
; directly to the PLOT procedure:
VELOVECT, U, V, MISSING=18, /DOTS, XTITLE='Random Vectors'
```

Version History

Original	Introduced

See Also

FLOW3, PLOT, PLOT_FIELD, VEL

VERT_T3D

The VERT_T3D function transforms a 3-D array by a 4x4 transformation matrix. The 3-D points are typically an array of polygon vertices that were generated by SHADE_VOLUME or MESH_OBJ.

This routine is written in the IDL language. Its source code can be found in the file vert_t3d.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = VERT_T3D(*Vertex_List* [, DOUBLE=*value*] [, MATRIX=*4x4_array*] [, /NO_COPY] [, /NO_DIVIDE [, SAVE_DIVIDE=*variable*]])

Return Value

Returns the single- or double-precision coordinates of the transformed array.

Arguments

Vertex_List

A 3 x *n* array of 3-D coordinates to transform.

Keywords

DOUBLE

Set this keyword to a nonzero value to indicate that the returned coordinates should be double-precision. If this keyword is not set, the default is to return single-precision coordinates (unless double-precision arguments are input, in which case the DOUBLE keyword is implied to be non-zero).

MATRIX

The 4x4 transformation matrix to use. The default is to use the system viewing matrix (!P.T).

NO_COPY

Normally, a copy of *Vertex_list* is transformed and the original *Vertex_list* is preserved. If NO_COPY is set, however, then the original *Vertex_List* will be undefined after the call to VERT_T3D. Using the NO_COPY requires less memory.

NO_DIVIDE

Normally, when a [*x*, *y*, *z*, 1] vector is transformed by a 4x4 matrix, the final homogeneous coordinates are obtained by dividing the *x*, *y*, and *z* components of the result vector by the fourth element in the result vector. Setting the NO_DIVIDE keyword will prevent VERT_T3D from performing this division. In some cases (usually when a perspective transformation is involved) the fourth element in the result vector can be very close to (or equal to) zero.

SAVE_DIVIDE

Set this keyword to a named variable that will hold receive the fourth element of the transformed vector(s). If *Vertex_list* is a vector then SAVE_DIVIDE is a scalar. If *Vertex_list* is an array then SAVE_DIVIDE is an array of *n* elements. This keyword only has effect when the NO_DIVIDE keyword is set.

Examples

Transform four points representing a square in the x-y plane by first translating +2.0 in the positive X direction, and then rotating 60.0 degrees about the Y axis.

```
points = [[0.0, 0.0, 0.0], [1.0, 0.0, 0.0], $
          [1.0, 1.0, 0.0], [0.0, 1.0, 0.0]]
T3D, /RESET
T3D, TRANSLATE=[2.0, 0.0, 0.0]
T3D, ROTATE=[0.0, 60.0, 0.0]
points = VERT_T3D(points)
```

Version History

Pre-4.0	Introduced

See Also

T3D

VOIGT

The VOIGT function returns the value of the classical Voigt function, H(a, u), defined in terms of the Voigt damping parameter a and the frequency offset u:

$$H(a, u) = \frac{a}{\pi} \int_{-\infty}^{\infty} \frac{e^{-y^2}dy}{a^2 + (u - y)^2}$$

The dimensionless frequency offset u and the damping parameter a are determined by:

$$u = \frac{\nu - \nu_0}{\Delta\nu_D}$$

$$a = \frac{\Gamma}{4\pi\Delta\nu_D}$$

where ν_0 is the line center frequency and the Doppler width $\Delta\nu_D$ (assuming no turbulence), is defined as:

$$\Delta\nu_D = \frac{\nu_0}{c}b = \frac{\nu_0}{c}\sqrt{2kT/m}$$

and, Γ is the transition rate:

$$\Gamma = \gamma + 2\nu_{col}$$

where γ is the spontaneous decay rate, and ν_{col} is the atomic collision rate. (See *Radiative Processes in Astrophysics* by G. B. Rybicki and A. P. Lightman (1979) p. 291 for more information.)

The Voigt function can be used to compute the intensity of an atomic absorption line profile (also known as a VOIGT profile). The line profile $\phi(a, u)$ is defined as:

$$\phi(a, u) \equiv \frac{H(a, u)}{\Delta\nu_D\sqrt{\pi}}$$

The algorithm is from Armstrong, *JQSRT 7*, 85. (1967). The definition of the classical Voigt function H(*a*,*u*) can be found in Equation 7.4.13 of Abramowitz, M. and Stegun, I.A., 1964, *Handbook of Mathematical Functions* (Washington:National Bureau of Standards).

Syntax

Result = VOIGT(*A*, *U*)

Return Value

If both arguments are scalars, the function returns a scalar. If both arguments are arrays, the function matches up the corresponding elements of A and U, returning an array with the same dimensions as the smallest array. If one argument is a scalar and the other argument is an array, the function uses the scalar value with each element of the array, and returns an array with the same dimensions as the smallest input array. If A is double-precision, the result is double-precision, otherwise the result is single-precision.

Arguments

A

A scalar or array specifying the values for the Voigt damping parameter.

U

A scalar or array specifying the values for the dimensionless frequency offset in Doppler widths.

Keywords

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Version History

Pre-4.0	Introduced

See Also

LEEFILT, ROBERTS, SOBEL

VORONOI

The VORONOI procedure computes the Voronoi polygon of a point within an irregular grid of points, given the Delaunay triangulation. The Voronoi polygon of a point contains the region closer to that point than to any other point.

For interior points, the polygon is constructed by connecting the midpoints of the lines connecting the point with its Delaunay neighbors. Polygons are traversed in a counterclockwise direction.

For exterior points, the set is described by the midpoints of the connecting lines, plus the circumcenters of the two triangles that connect the point to the two adjacent exterior points.

This routine is written in the IDL language. Its source code can be found in the file `voronoi.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

VORONOI, *X*, *Y*, *I0*, *C*, *Xp*, *Yp*, *Rect*

Arguments

X

An array containing the X locations of the points.

Y

An array containing the Y locations of the points.

I0

An array containing the indices of the points.

C

A connectivity list from the Delaunay triangulation. This list is produced with the CONNECTIVITY keyword of the TRIANGULATE procedure.

Xp, Yp

Named variables that will contain the X and Y vertices of Voronoi polygon.

Rect

The bounding rectangle: [Xmin, Ymin, Xmax, Ymax]. Because the Voronoi polygon (VP) for points on the convex hull extends to infinity, a clipping rectangle must be supplied to close the polygon. This rectangle has no effect on the VP of interior points. If this rectangle does not enclose all the Voronoi vertices, the results will be incorrect. If this parameter, which must be a named variable, is undefined or set to a scalar value, it will be calculated.

Examples

To draw the Voronoi polygons of each point of an irregular grid:

```
N = 20

; Create a random grid of N points:
X = RANDOMU(seed, N)
Y = RANDOMU(seed, N)

; Triangulate it:
TRIANGULATE, X, Y, tr, CONN=C

FOR I=0, N-1 DO BEGIN & $
   ; Get the ith polygon:
   VORONOI, X, Y, I, C, Xp, Yp & $
      ; Draw it:
      POLYFILL, Xp, Yp, COLOR = (I MOD 10) + 2 & $
ENDFOR
```

Version History

Pre-4.0	Introduced

See Also

TRIANGULATE

VOXEL_PROJ

The VOXEL_PROJ function generates visualizations of volumetric data by computing 2-D projections of a colored, semi-transparent volume. Parallel rays from any given direction are cast through the volume, onto the viewing plane. User-selected colors and opacities can be assigned to arbitrary data ranges, simulating the appearance of the materials contained within the volume.

The VOXEL_PROJ function can be combined with the Z-buffer to render volume data over objects. Cutting planes can also be specified to view selected portions of the volume. Other options include: selectable resolution to allow quick "preview" renderings, and average and maximum projections.

VOXEL_PROJ renders volumes using an algorithm similar to the one described by Drebin, Carpenter, and Hanrahan, in "Volume Rendering", *Computer Graphics*, Volume 22, Number 4, August 1988, pp. 125-134, but without the surface extraction and enhancement step.

Voxel rendering can be quite time consuming. The time required to render a volume is proportional to the viewing areas size, in pixels, times the thickness of the volume cube in the viewing direction, divided by the product of the user-specified X, Y, and Z steps.

Note ───

It is necessary to use SCALE3 to initialize a display before calling VOXEL_PROJ as shown in the following Examples section.

──

Syntax

Result = VOXEL_PROJ(*V* [, *RGBO*] [, BACKGROUND=*array*]
   [, CUTTING_PLANE=*array*] [, /INTERPOLATE]
   [, /MAXIMUM_INTENSITY] [, STEP=*[Sx, Sy, Sz]*] [, XSIZE=*pixels*]
   [, YSIZE=*pixels*] [, ZBUFFER=*int_array*] [, ZPIXELS=*byte_array*])

Return Value

Returns the specified voxel projection results.

Arguments

V

A three-dimensional array containing the volume to be rendered. This array is converted to byte type if necessary.

RGBO

This optional parameter is used to specify the look-up tables that indicate the color and opacity of each voxel value. This argument can be one of the following types:

- A (256, 4) byte array for TrueColor rendering. This array represents 256 sets of red, green, blue, and opacity (RGBO) components for each voxel value, scaled into the range of bytes (0 to 255). The R, G, and B components should already be scaled by the opacity. For example, if a voxel value of 100 contains a material that is red, and 35% opaque, the RGBO values should be, respectively: [89, 0, 0, 89] because $255 * 0.35 = 89$. If more than one material is present, the RGBO arrays contain the sum of the individual RGBO arrays. The content and shape of the RGBO curves is highly dependent upon the volume data and experimentation is often required to obtain the best display.

- A (256, 2) byte array for volumes with only one material or monochrome rendering. This array represents 256 sets of pixel values and their corresponding opacities for each voxel value.

- If this argument is omitted, the average projection method, or maximum intensity method (if the MAXIMUM_INTENSITY keyword is set) is used.

Keywords

BACKGROUND

A one- or three-element array containing the background color indices. The default is (0,0,0), yielding a black background with most color tables.

CUTTING_PLANE

A floating-point array specifying the coefficients of additional cutting planes. The array has dimensions of (4, N), where N is the number of additional cutting planes from 1 to 6. Cutting planes are constraints in the form of:

$$C[0] * X + C[1] * Y + C[2] * Z + D > 0$$

The X, Y, and Z coordinates are specified in voxel coordinates. For example, to specify a cutting plane that excludes all voxels with an X value greater than 10:

CUTTING_PLANE = [-1.0, 0, 0, 10.], for the constraint: -X + 10 > 0.

INTERPOLATE

Set this keyword to use tri-linear interpolation to determine the data value for each step on a ray. Otherwise, the nearest-neighbor method is used. Setting this keyword improves the quality of images produced, especially when the volume has low resolution in relation to the size of the viewing plane, at the cost of more computing time.

MAXIMUM_INTENSITY

Set this keyword to make the value of each pixel in the viewing plane the maximum data value along the corresponding ray. The *RGBO* argument is ignored if present.

STEP

Set this keyword to a three-element vector, [*Sx*, *Sy*, *Sz*], that controls the resolution of the resulting projection. The first two elements contain the step size in the X and Y view plane, in pixels. The third element is the sampling step size in the Z direction, given in voxels. *Sx* and *Sy* must be integers equal to or greater than one, while *Sz* can contain a fractional part. If *Sx* or *Sy* are greater than one, the values of intermediate pixels in the output image are linearly interpolated. Higher step sizes require less time because fewer rays are cast, at the expense of lower resolution in the output image.

XSIZE

The width, in pixels, of the output image. If this keyword is omitted, the output image is as wide as the currently-selected output device.

YSIZE

The height, in pixels, of the output image. If this keyword is omitted, the output image is as tall as the currently selected output device.

ZBUFFER

An integer array, with the same width and height as the output image, that contains the depth portion of the Z-buffer. Include this parameter to combine the previously-read contents of a Z-buffer with a voxel rendering. See the third example, below, for details.

ZPIXELS

A byte array, with the same width and height as the output image, that contains the image portion of the Z-buffer. Include this parameter to combine the contents of a Z-buffer with a voxel rendering. See the third example, below, for details.

Examples

Example 1

In the following example, assume that variable V contains a volume of data, with dimensions Vx by Vy by Vz. The volume contains two materials, muscle tissue represented by a voxel range of 50 to 70, that we want to render with red color, and an opacity of 20; and bone tissue represented by a voxel range of 220-255, that we want to render with white color, and an opacity of 50:

```
; Create the opacity vector:
rgbo = BYTARR(256,4, /NOZERO)

; Red and opacity for muscle:
rgbo[50:70, [0,3]] = 20

; White and opacity for bone:
rgbo[220:255, *] = 50
```

Example 2

Although it is common to use trapezoidal or Gaussian functions when forming the RGBO arrays, this example uses rectangular functions for simplicity.

```
; Set up the axis scaling and default rotation:
SCALE3, XRANGE=[0, Vx-1], YRANGE=[0, Vy-1], ZRANGE=[0, Vz-1]

; Compute projected image:
C = VOXEL_PROJ(V, rgbo)

; Convert from 24-bit to 8-bit image and display:
TV, COLOR_QUAN(C, 3, R, G, B)

; Load quantized color tables:
TVLCT, R, G, B
```

This example required approximately 27 seconds on a typical workstation to compute the view in a 640- by 512-pixel viewing window. Adding the keyword STEP=[2,2,1] in the call to VOXEL_PROJ decreased the computing time to about 8 seconds, at the expense of slightly poorer resolution.

When viewing a volume with only one constituent, the RGBO array should contain only an intensity/opacity value pair. To illustrate, if in the above example, only muscle was of interest we create the RGBO argument as follows:

```
; Create an empty 256 x 2 array:
rgbo = BYTARR(256,2, /NOZERO)

; Intensity and opacity for muscle:
rgbo[50:70, *] = 20
SCALE3, XRANGE=[0, Vx-1], YRANGE=[0, Vy-1], ZRANGE=[0, Vz-1]

; Compute and display the projected image:
TV, VOXEL_PROJ(V, rgbo)

; Create color table array for red:
C = (FINDGEN(256)/255.) # [255., 0., 0]

; Load colors:
TVLCT, C[*,0], C[*,1], C[*,2]
```

Example 3

This example demonstrates combining a volume with the contents of the Z-buffer:

```
; Set plotting to Z-buffer:
SET_PLOT, 'Z'

; Turn on Z buffering:
DEVICE, /Z_BUFFER

; Set scaling:
SCALE3, XRANGE=[0, Vx-1], YRANGE=[0, Vy-1], ZRANGE=[0, Vz-1]

; Draw a polygon at z equal to half the depth:
POLYFILL, [0, Vx-1, Vx-1, 0], [0, 0, Vy-1, Vy-1], Vz/2., /T3D

; Read pixel values from the Z-buffer:
zpix = TVRD()

; Read depth values from the Z-buffer:
zbuff = TVRD(/WORDS,/CHAN)

; Back to display window:
SET_PLOT, 'X'

; Compute the voxel projection and use the ZPIXELS and ZBUFFER
; keywords to combine the volume with the previously-read contents
; of the Z-buffer:
C = VOXEL_PROJ(V, rgbo, ZPIX=zpix, ZBUFF=zbuff)
```

```
; Convert from 24-bit to 8-bit image.
IMAGE = COLOR_QUAN(C, 3, R, G, B)

; Load the quantized color tables:
TVLCT, R, G, B

; Display
TV, IMAGE
```

Version History

Pre-4.0	Introduced

See Also

POLYSHADE, PROJECT_VOL, RECON3, SHADE_VOLUME
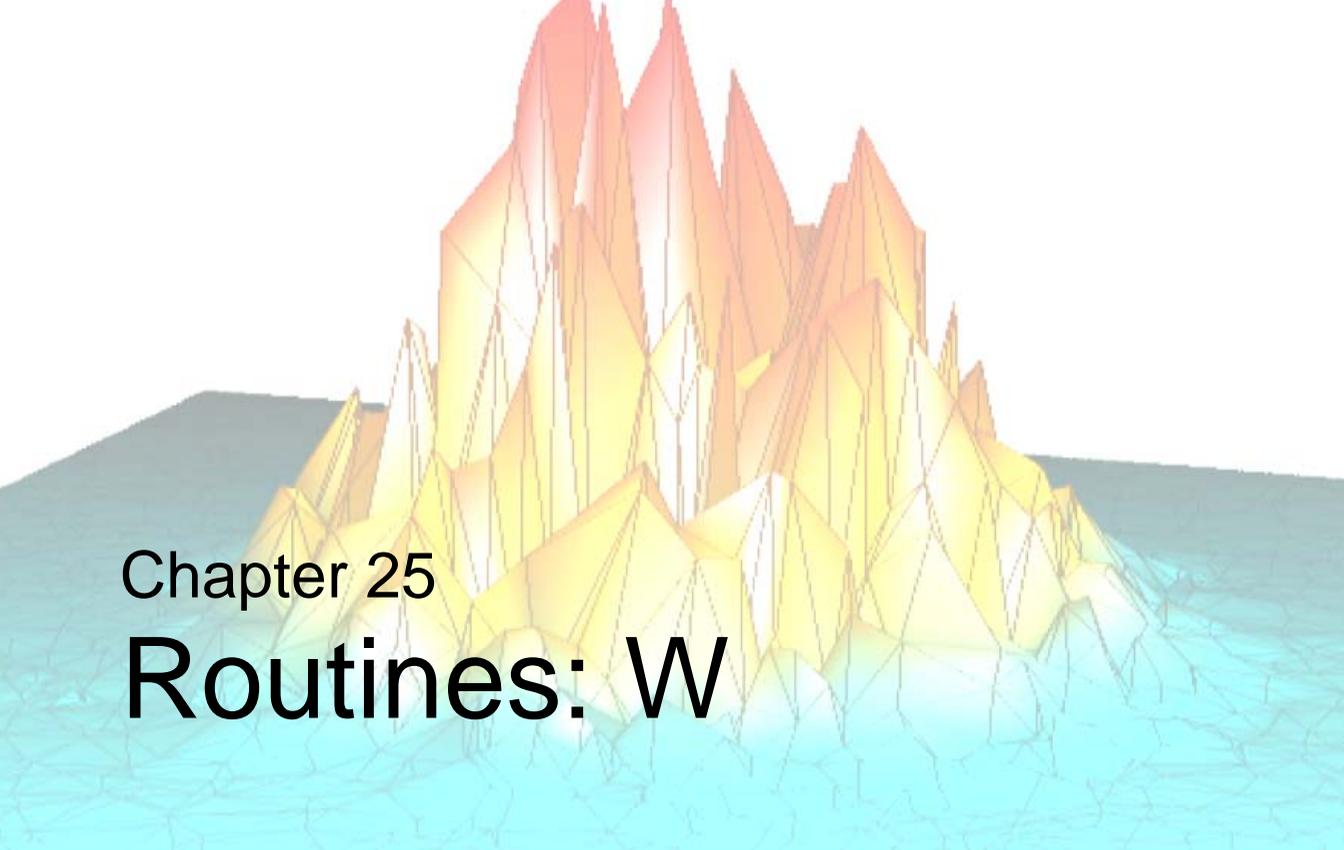
Chapter 25
Routines: W

WAIT

The WAIT procedure suspends execution of an IDL program for a specified period. Note that because of other activity on the system, the duration of program suspension may be longer than requested.

Syntax

WAIT, *Seconds*

Arguments

Seconds

The duration of the wait, specified in seconds. This parameter can be a floating-point value to specify a fractional number of seconds.

Keywords

None.

Examples

To make an IDL program suspend execution for about five and one half seconds, use the command:

```
WAIT, 5.5
```

Version History

Original	Introduced

See Also

EXIT, STOP

WARP_TRI

The WARP_TRI function returns an image array with a specified geometric correction applied. Images are warped using control (tie) points such that locations (*Xi, Yi*) are shifted to (*Xo*, *Yo*).

The irregular grid defined by (*Xo, Yo*) is triangulated using TRIANGULATE. Then the surfaces defined by (*Xo, Yo, Xi*) and (*Xo, Yo, Yi*) are interpolated using TRIGRID to get the locations in the input image of each pixel in the output image. Finally, INTERPOLATE is called to obtain the result. Linear interpolation is used by default. Smooth quintic interpolation is used if the QUINTIC keyword is set.

This routine is written in the IDL language. Its source code can be found in the file `warp_tri.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

Result = WARP_TRI(*Xo*, *Yo*, *Xi*, *Yi*, *Image* [, OUTPUT_SIZE=*vector*] [, /QUINTIC]
   [, /EXTRAPOLATE] [, /TPS])

Return Value

Returns the warped image array.

Arguments

Xo, Yo

Vectors containing the locations of the control (tie) points in the output image.

Xi, Yi

Vectors containing the location of the control (tie) points in the input image. *Xi* and *Yi* must be the same length as *Xo* and *Yo*.

Image

The image to be warped. Can be any type of data.

Keywords

OUTPUT_SIZE

Set this keyword equal to a 2-element vector containing the size of the output image. If omitted, the output image is the same size as *Image*.

QUINTIC

Set this keyword to use smooth quintic interpolation. Quintic interpolation is slower, but the derivatives are continuous across triangles, giving a more pleasing result than the default linear interpolation.

EXTRAPOLATE

Set this keyword to extrapolate outside the convex hull of the tie points. Setting this keyword implies the use of QUINTIC interpolation.

TPS

Set this keyword to use Thin Plate Spline interpolation, which interpolates a set of irregularly sampled data value over a regular two dimensional grid. Thin plate splines are ideal for modeling functions with complex local distortions, such as warping functions, which are too complex to be fit with polynomials.

Examples

This example produces a warped image of the world, where the irregular grid has been created using smooth quintic interpolation. The displayed image is in black and white.

```
filename = FILEPATH(SUBDIRECTORY=['examples','data'], $
   'worldelv.dat')
OPENR, lun, filename, /GET_LUN
thermImage = BYTARR(360,360, /NOZERO)
READU, lun, thermImage
FREE_LUN, lun

x1=[1,359,359,1]
y1=[1,1,359,359]
x0=[5,250,480,250]
y0=[250,5,250,480]

warped_image = WARP_TRI(x0, y0, x1, y1, thermImage, $
   OUTPUT_SIZE=[509,509], /QUINTIC)
```

```
LOADCT, 3
WINDOW, 2, XSIZE=509, YSIZE=509
TVSCL, warped_image
```

Note ───

Also see "Warping Images Using Direct Graphics" (Chapter 5, *Image Processing in IDL*).

───

Version History

Pre-4.0	Introduced

See Also

INTERPOLATE, TRIANGULATE, TRIGRID

WATERSHED

The WATERSHED function applies the morphological watershed operator to a grayscale image. This operator segments images into watershed regions and their boundaries. Considering the gray scale image as a surface, each local minimum can be thought of as the point to which water falling on the surrounding region drains. The boundaries of the watersheds lie on the tops of the ridges. This operator labels each watershed region with a unique index, and sets the boundaries to zero.

Typically, morphological gradients, or images containing extracted edges are used for input to the watershed operator. Noise and small unimportant fluctuations in the original image can produce spurious minima in the gradients, which leads to oversegmentation. Smoothing, or manually marking the seed points are two approaches to overcoming this problem. For further reading, see Dougherty, "An Introduction to Morphological Image Processing", SPIE Optical Engineering Press, 1992.

Syntax

Result = WATERSHED (*Image* [, CONNECTIVITY={4 | 8}] [, /LONG]
   [, NREGIONS=*variable*])

Return Value

Returns an integer array of the same dimensions as the input image. An element of the *Result* array contains the integer identifier of the watershed region in which the corresponding pixel falls, or a zero if the corresponding pixel falls along the separation between regions.

Note

If the LONG keyword is set, *Result* is an array of long integers; otherwise it is an array of short integers. If the LONG keyword is *not* set, *Result* will be clipped to a maximum of 65530 regions. (Regions above 32767 will have negative values; if you have more than 32767 regions you may want to convert your *Result* to unsigned integers using UINT). Use the NREGIONS keyword to determine the actual number of regions.

Arguments

Image

The two-dimensional image to be segmented. *Image* is converted to byte type if necessary.

Keywords

CONNECTIVITY

Set this keyword to either 4 (to select 4-neighbor connectivity) or 8 (to select 8-neighbor connectivity). Connectivity indicates which pixels in the neighborhood of a given pixel are sampled during the segmentation process. 4-neighbor connectivity samples only the pixels that are immediately adjacent horizontally and vertically. 8-neighbor connectivity samples the diagonally adjacent neighbors in addition to the immediate horizontal and vertical neighbors. The default is 4-neighbor connectivity.

LONG

Set this keyword to return an array of long integers, instead of short integers. This keyword is useful if your image contains more than 32766 regions.

NREGIONS

Set this keyword to a named variable that will contain the total number of regions within *Image*. In most cases, this will be equal to the maximum value of *Result*.

Tip
If the LONG keyword is *not* set, and NREGIONS is greater than 32766, then the *Result* overflowed the maximum. If this occurs, you may wish to re-run WATERSHED with the LONG keyword set.

Examples

Note
Also see "Creating Image Object Boundaries" (Chapter 9, *Image Processing in IDL*).

The following code crudely segments the grains in the data file in the IDL Demo data directory containing a magnified image of grains of pollen. Note that the IDL Demos must be installed in order to read the image used in this example.

It inverts the image, because the watershed operator finds holes, brightening the grains of pollen. Next, the morphological closing operator is applied with a disc of radius 9, contained within a 19 by 19 kernel, to eliminate holes in the image smaller than the disc. The watershed operator is then applied to segment this image. The borders of the watershed images, which have pixel values of zero, are then merged with the original image and displayed as white.

```
;Radius of disc...
r = 9

;Create a disc of radius r
disc = SHIFT(DIST(2*r+1), r, r) LE r

;Read the image
READ_JPEG, FILEPATH('pollens.jpg', $
   SUBDIR=['examples','demo','demodata']), a

;Invert the image
b = MAX(a) - a

TVSCL, b, 0

;Remove holes of radii less than r
c = MORPH_CLOSE(b, disc, /GRAY)

TVSCL, c, 1

;Create watershed image
d = WATERSHED(c)

;Display it, showing the watershed regions
TVSCL, d, 2

;Merge original image with boundaries of watershed regions
e = a > (MAX(a) * (d EQ 0b))

TVSCL, e, 3
```

Version History

5.3	Introduced
6.1	Added LONG and NREGIONS keywords

Wavelet Toolkit

For information, see the *Chapter 1, "Introduction to the IDL Wavelet Toolkit"* (*IDL Wavelet Toolkit*).

WDELETE

The WDELETE procedure deletes IDL windows.

Syntax

WDELETE [, *Window_Index* [, ...]]

Arguments

Window_Index

A list of one or more window indices to delete. If this argument is not specified, the current window (as specified by the system variable !D.WINDOW) is deleted. If the window being deleted is not the active window, the value of !D.WINDOW remains unchanged. If the window being deleted is the active window, !D.WINDOW is set to the highest numbered window index or to -1 if no windows remain open.

If this window index is the widget ID of a draw widget, that widget is deleted.

Keywords

None.

Examples

Create IDL graphics window number 5 by entering:

```
WINDOW, 5
```

Delete window 5 by entering:

```
WDELETE, 5
```

Version History

Original	Introduced

See Also

WINDOW, WSET, WSHOW

WF_DRAW

The WF_DRAW procedure draws weather fronts of various types using parametric spline interpolation to smooth the lines. WF_DRAW uses the POLYFILL routine to make the annotations on the front lines.

This routine is written in the IDL language. Its source code can be found in the file `wf_draw.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WF_DRAW, *X*, *Y* [[, /COLD | , FRONT_TYPE=1] | [, /WARM | , FRONT_TYPE=2] | [, /OCCLUDED | , FRONT_TYPE=3] | [, /STATIONARY | , FRONT_TYPE=4] | [, /CONVERGENCE | , FRONT_TYPE=5]] [, COLOR=*value*] [, /DATA | , /DEVICE | , /NORMAL] [, INTERVAL=*value*] [, PSYM=*value*] [, SYM_HT=*value*] [, SYM_LEN=*value*] [, THICK=*value*]

Arguments

X, Y

Vectors of abscissae and ordinates defining the front to be drawn.

Keywords

COLD

Set this keyword to draw a cold front. The default is a plain line with no annotations. A cold front can also be specified by setting the keyword FRONT_TYPE = 1.

COLOR

Use this keyword to specify the color to use. The default = !P.COLOR.

CONVERGENCE

Set this keyword to draw a convergence line. A convergence line can also be specified by setting the keyword FRONT_TYPE = 5.

DATA

Set this keyword if X and Y are specified in data coordinates.

DEVICE

Set this keyword if X and Y are specified in device coordinates.

FRONT_TYPE

Set this keyword equal to the numeric index of type of front to draw. Front type indices are as follows: COLD=1, WARM=2, OCCLUDED=3, STATIONARY=4, CONVERGENCE = 5. Not required if plain line is desired or if an explicit front type keyword is specified.

INTERVAL

Use this keyword to specify the spline interpolation interval, in normalized units. The default = 0.01. Larger values give coarser approximations to curves, smaller values make more interpolated points.

NORMAL

Set this keyword if X and Y are specified in normalized coordinates. This is the default.

OCCLUDED

Set this keyword to draw an occluded front. An occluded front can also be specified by setting the keyword FRONT_TYPE = 3.

PSYM

Set this keyword a standard PSYM value to draw a marker on each actual (*X*, *Y*) data point. See "PSYM" on page 5471 for a list of the symbol types.

STATIONARY

Set this keyword to draw a stationary front. A stationary front can also be specified by setting the keyword FRONT_TYPE = 4.

SYM_HT

Use this keyword to specify the height of front symbols, in normalized units. The default = 0.02.

SYM_LEN

Use this keyword to specify the length and spacing factor for front symbols, in normalized units. The default = 0.15.

THICK

Use this keyword to specify the line thickness. The default = 1.0.

WARM

Set this keyword to draw a warm front. A warm front can also be specified by setting the keyword FRONT_TYPE = 2.

Examples

This example draws various fronts on a map of the United States.

Note that this example code is in `wf_draw.pro` in the `lib` subdirectory of the IDL installation directory, and can be run by entering `test_wf_draw` at the IDL command line.

```
PRO test_wf_draw

 MAP_SET, LIMIT = [25, -125, 50, -70], /GRID, /USA
 WF_DRAW, [ -120, -110, -100], [30, 50, 45], /COLD, /DATA, THICK=2
 WF_DRAW, [ -80, -80, -75], [ 50, 40, 35], /WARM, /DATA, THICK=2
 WF_DRAW, [ -80, -80, -75]-10., [ 50, 40, 35], /OCCLUDED, /DATA,$
    THICK=2
 WF_DRAW, [ -120, -105], [ 40,35], /STATION, /DATA, THICK=2
 WF_DRAW, [ -100, -90, -90], [ 30,35,40], /CONVERG, /DATA, THICK=2

 names=['None','Cold','Warm','Occluded','Stationary','Convergent']
 x = [.015, .30]
 y = 0.04
 dy = 0.05
 ty = N_ELEMENTS(names) * dy + y
 POLYFILL, x[[0,1,1,0]],[0, 0, ty, ty],/NORM, COLOR=!P.BACKGROUND
 FOR i=0, N_ELEMENTS(names)-1 DO BEGIN
    WF_DRAW, x, y, /NORM, FRONT_TYPE=i, THICK=2
    XYOUTS, x[1]+0.015, y[0], names[i], /NORM, CHARS=1.5
    y = y + dy
 ENDFOR

END
```

Version History

Pre-4.0	Introduced

See Also

ANNOTATE, XYOUTS

WHERE

The WHERE function returns a vector that contains the one-dimensional subscripts of the nonzero elements of *Array_Expression*. The length of the resulting vector is equal to the number of nonzero elements in *Array_Expression*. Frequently the result of WHERE is used as a vector subscript to select elements of an array using given criteria.

Note: When WHERE Returns –1

If all the elements of *Array_Expression* are zero, WHERE returns a scalar integer with a value of –1. Attempting to use this result as an index into another array results in a "subscripts out of bounds" error. In situations where this is possible, code similar to the following can be used to avoid errors:

```
; Use Count to get the number of nonzero elements:
index = WHERE(array, count)

; Only subscript the array if it's safe:
IF count NE 0 THEN result = array[index]
```

Syntax

Result = WHERE(*Array_Expression* [, *Count*] [, COMPLEMENT=*variable*]
    [, /L64] [, NCOMPLEMENT=*variable*])

Return Value

Returns a longword vector containing the subscripts of non-zero array elements matching the specified conditions.

Arguments

Array_Expression

The array to be searched. Both the real and imaginary parts of a complex number must be zero for the number to be considered zero.

Count

A named variable that will receive the number of nonzero elements found in *Array_Expression*. This value is returned as a longword integer.

Note ———————————————————————————————————

The system variable !ERR is set to the number of nonzero elements. This effect is for compatibility with previous versions of IDL and should *not* be used in new code. Use the COUNT argument to return this value instead.

———

Keywords

COMPLEMENT

Set this keyword to a named variable that receives the subscripts of the zero elements of *Array_Expression*. These are the subscripts that are not returned in *Result*. Together, *Result* and COMPLEMENT specify every subscript in *Array_Expression*. If there are no zero elements in *Array_Expression*, COMPLEMENT returns a scalar integer with the value -1.

L64

By default, the result of WHERE is 32-bit integer when possible, and 64-bit integer if the number of elements being processed requires it. Set L64 to force 64-bit integers to be returned in all cases.

Note ———————————————————————————————————

Only 64-bit versions of IDL are capable of creating variables requiring a 64-bit result. Check the value of !VERSION.MEMORY_BITS to see if your IDL is 64-bit or not.

———

NCOMPLEMENT

Set this keyword to a named variable that receives the number of zero elements found in *Array_Expression*. This value is the number of subscripts that will be returned via the COMPLEMENT keyword if it is specified.

Thread Pool Keywords

This routine is written to make use of IDL's *thread pool*, which can increase execution speed on systems with multiple CPUs. The values stored in the !CPU system variable control whether IDL uses the thread pool for a given computation. In addition, you can use the thread pool keywords TPOOL_MAX_ELTS, TPOOL_MIN_ELTS, and TPOOL_NOTHREAD to override the defaults established by !CPU for a single invocation of this routine. See Appendix C, "Thread Pool Keywords" for details.

Examples

> **Note** ───────────────────────────────────
> Also see "Locating Pixel Values in an Image" (Chapter 4, *Image Processing in IDL*).

Example 1

```
; Create a 10-element integer array where each element is
; set to the value of its subscript:
array = INDGEN(10)
PRINT, 'array = ', array

; Find the subscripts of all the elements in the array that have
; a value greater than 5:
B = WHERE(array GT 5, count, COMPLEMENT=B_C, NCOMPLEMENT=count_c)

; Print how many and which elements met the search criteria:
PRINT, 'Number of elements > 5: ', count
PRINT, 'Subscripts of elements > 5: ', B
PRINT, 'Number of elements <= 5: ', count_c
PRINT, 'Subscripts of elements <= 5: ', B_C
```

IDL prints:

```
array = 0  1  2  3  4  5  6  7  8  9
Number of elements > 5:  4
Subscripts of elements > 5:  6  7  8  9
Number of elements <= 5:  6
Subscripts of elements <= 5:  0  1  2  3  4  5
```

Example 2

The WHERE function behaves differently with different kinds of array expressions. For instance, if a relational operator is used to compare an array, A, with a scalar, B, then every element of A is searched for B. However, if a relational operator is used to compare two arrays, C and D, then a comparison is made between each corresponding element (i.e. C_i & D_i, C_{i+1} & D_{i+1}, etc) of the two arrays. If the two arrays have different lengths then a comparison is only made up to the number of elements for the shorter array. The following example illustrates this behavior:

```
; Compare array, a, and scalar, b:
a = [1,2,3,4,5,5,4,3,2,1]
b = 5
PRINT, 'a = ', a
PRINT, 'b = ', b
```

```
result=WHERE(a EQ b)
PRINT,'Subscripts of a that equal b: ', result

; Now compare two arrays of different lengths:
c = [1,2,3,4,5,5,4,3,2,1]
d = [0,2,4]
PRINT, 'c = ', c
PRINT, 'd = ', d

result=WHERE(c EQ d)
PRINT, 'Subscripts of c that equal d: ', result
```

IDL prints:

```
a = 1  2  3  4  5  5  4  3  2  1
b = 5
Subscripts of a that equal b:  4  5

c = 1  2  3  4  5  5  4  3  2  1
d = 0  2  4
Subscripts of c that equal d: 1
```

Note that WHERE found only one element in the array d that equals an element in array c. This is because only the first three elements of c were searched, since d has only three elements.

Version History

Original	Introduced

See Also

ARRAY_INDICES, UNIQ, "Conditionally Altering Array Elements" (Chapter 15, *Application Programming*)

WHILE...DO

The WHILE...DO statement performs its subject statement(s) as long as the expression evaluates to true. The subject is never executed if the condition is initially false.

Note

For information on using WHILE...DO and other IDL program control statements, see Chapter 7, "Program Control" (*Application Programming*).

Syntax

WHILE *expression* DO *statement*

or

WHILE *expression* DO BEGIN

  statements

ENDWHILE

Examples

```
i = 0
WHILE (i EQ 1) DO PRINT, i
```

Because the expression (which is false in this case) is evaluated before the subject statement is executed, this code yields no output.

Version History

Original	Introduced

See Also

BEGIN...END, BREAK, CASE, CONTINUE, FOR, GOTO, IF...THEN...ELSE, REPEAT...UNTIL, SWITCH, Chapter 7, "Program Control" (*Application Programming*)

WIDGET_ACTIVEX

The WIDGET_ACTIVEX function is used to incorporate an ActiveX control into an IDL widget hierarchy. It is available on 32-bit Microsoft Windows installations of IDL. (This function is not currently supported by 64-bit IDL for Windows.) An ActiveX widget instantiates an ActiveX control within an IDL widget hierarchy.

IDL provides the same object method and property manipulation facilities for ActiveX controls as it does for COM objects incorporated using the IDLcomIDispatch object interface, but adds the ability to process events generated by the ActiveX control using IDL's widget event handling mechanisms.

Note

IDL can only incorporate ActiveX controls on Windows 2000/XP (and later) platforms.

When you use the WIDGET_ACTIVEX routine, IDL automatically creates an IDLcomActiveX object that encapsulates the ActiveX control. You can then call the ActiveX control's methods using IDL object syntax, as discussed in Chapter 4, "Using ActiveX Controls in IDL" (*IDL Connectivity Bridges*). You should be familiar with the material in that chapter before attempting to incorporate ActiveX controls in your IDL programs.

Note

If the COM object you want to use in your IDL application is *not* an ActiveX control, use the IDLcomIDispatch object class.

Warning

When displaying an ActiveX form or dialog box, it is the responsibility of the COM object to pump messages. Modal dialogs pump messages themselves, but modeless dialogs do not. IDL's COM subsystem does not provide the ability to pump messages explicitly, giving IDL no way to pump messages while a modeless dialog is displayed. As a result, calling a modeless dialog from IDL will result in an error.

Syntax

Result = WIDGET_ACTIVEX(*Parent*, *COM_ID,* [, /ALIGN_BOTTOM | ,
   /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT | , /ALIGN_TOP]
   [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*]
   [, FUNC_GET_VALUE=*string*] [ID_TYPE=*value*] [, KILL_NOTIFY=*string*]
   [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]

[, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE]
[, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*]
[, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value is the widget ID of the ActiveX widget. Note that the *widget value* of the ActiveX widget is an object reference to the IDLcomActiveX object that encapsulates the specified ActiveX control. The value cannot be set, and cannot be retrieved before the widget is realized.

Arguments

Parent

The widget ID of the parent widget of the new ActiveX control.

COM_ID

A string value specifying the class or program ID of the COM object to create. Note that if you specify a COM program ID via this argument, you must also set the ID_TYPE keyword.

Note

The class or program ID must follow the standard Microsoft naming convention. See Chapter 4, "Using ActiveX Controls in IDL" (*IDL Connectivity Bridges*) for more on class and program IDs, and their use with WIDGET_ACTIVEX.

Keywords

ALIGN_BOTTOM

Set this keyword to align the new widget with the bottom of its parent base. To take effect, the parent must be a ROW base.

ALIGN_CENTER

Set this keyword to align the new widget with the center of its parent base. To take effect, the parent must be a ROW or COLUMN base. In ROW bases, the new widget will be vertically centered. In COLUMN bases, the new widget will be horizontally centered.

ALIGN_LEFT

Set this keyword to align the new widget with the left side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_RIGHT

Set this keyword to align the new widget with the right side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_TOP

Set this keyword to align the new widget with the top of its parent base. To take effect, the parent must be a ROW base.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

ID_TYPE

The type of COM object ID specified by the *COM_ID* parameter (class or program). If set to 0 (zero), the value is a class ID (the default). If set to 1 (one), the value is a program ID.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such callback procedure. It can be removed by setting the routine to the null string (`' '`).

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_BASE or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such callback procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

The user value for a widget can be accessed and modified at any time by using the GET_UVALUE and SET_UVALUE keywords to the WIDGET_CONTROL procedure.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Keywords to WIDGET_CONTROL

ActiveX widgets are controlled using the object methods of the underlying ActiveX control rather than via the WIDGET_CONTROL and WIDGET_INFO routines. The GET_VALUE keyword to the WIDGET_CONTROL procedure is used to retrieve an object reference to the IDLcomActiveX object that underlies the ActiveX widget. The object reference returned in this manner can be used to call the ActiveX control's native methods.

ActiveX Widget Events

ActiveX widgets return a basic widget event structure augmented by fields that are specific to the ActiveX control. See "ActiveX Widget Events" (Chapter 4, *IDL Connectivity Bridges*) for details.

Examples

For examples using WIDGET_ACTIVEX, see Chapter 4, "Using ActiveX Controls in IDL" (*IDL Connectivity Bridges*).

Version History

5.5	Introduced

WIDGET_BASE

The WIDGET_BASE function is used to create base widgets. Base widgets serve as containers for other widgets, including other base widgets. Base widgets can optionally contain scroll bars that allow the base to be larger than the space on the screen. In this case, only part of the base is visible at any given time, and the scroll bars are used to control which part is visible.

Note

In most cases, you will want to let IDL determine the placement of widgets within the base widget. Do this by specifying either the COLUMN keyword or the ROW keyword. See "Positioning Child Widgets Within a Base" in the following section for details.

Exclusive And Non-Exclusive Bases

If the EXCLUSIVE or NONEXCLUSIVE keywords are specified, the base only allows button widget children.

Positioning Child Widgets Within a Base

The standard base widget does not impose any placement constraints on its child widgets. Children of a "bulletin board" base (a base that was created without setting the COLUMN or ROW keywords) have an offset of (0,0) unless an offset is explicitly specified via the XOFFSET or YOFFSET keywords. This means that if you do not specify any of COLUMN, ROW, XOFFSET, or YOFFSET keywords, child widgets will be placed one on top of the other in the upper left corner of the base.

However, laying out widgets using the XSIZE, YSIZE, XOFFSET, and YOFFSET keywords can be both tedious and error-prone. Also, if you want your widget application to display properly on different platforms, you should use the COLUMN and ROW keywords to influence child widget layouts instead of explicitly formatting your interfaces.

When the ROW or COLUMN keywords are specified, the base decides how to lay out its children, and any XOFFSET and YOFFSET keywords specified for such children are ignored.

Positioning Top-Level Bases

Top-level bases are a special class of base widget created without a parent widget ID. Every widget hierarchy has exactly one top-level base. (Multiple widget hierarchies, represented by their top-level bases, can be organized into an application hierarchy by specifying the GROUP_LEADER keyword. (See "Using Multiple Widget Hierarchies" (Chapter 3, *Widget Application Programming*) for additional discussion of widget applications with multiple widget hierarchies.)

When locating a new top level window, some window managers ignore the program's positioning requests and either choose a position or allow the user to choose. In such cases, the XOFFSET and YOFFSET keywords to WIDGET_BASE will not have an effect. The window manager may provide a way to disable this positioning style. The Motif window manager (mwm) can be told to honor positioning requests by placing the following lines in your .Xdefaults file:

```
Mwm*clientAutoPlace: False
Mwm*interactivePlacement: False
```

Top-Level Base Positioning in Multi-Monitor Situations

In multi-monitor environments you can place your widget on any desired monitor. To do this, use the XOFFSET and YOFFSET keywords to WIDGET_BASE to position the widget on the desired monitor. If the monitors are configured as an extended desktop, XOFFSET and YOFFSET will be sufficient for locating the widget base on any monitor. In X Multi-Screen environments, you must also use the DISPLAY_NAME keyword to select the desired monitor. For more details, see IDLsysMonitorInfo.

If position is *not* specified, the top-level base widget is placed at [0,0] on the primary monitor.

If a position *is* specified that does not exist on any available monitor, or if a position selected would cause the widget to be partly off-screen, the widget will be positioned so that it is completely on the monitor that is closest to the specified position.

To move a widget off-screen, use the WIDGET_CONTROL function.

Note ───

Direct Graphics draw widgets cannot be used on the non-default DISPLAY in the X Multi-Screen environment. See "The X Windows Device" in Appendix A for details.

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Iconizing, Layering, and Destroying Groups of Top-Level Bases

Group membership (defined via the GROUP_LEADER keyword) controls the way top-level base widgets are iconized, layered, and destroyed.

Note

A group can contain sub-groups. Group behavior affects all members of a group and its sub-groups. For example, suppose we create three top-level base widgets with the following group hierarchy:

```
base1 = WIDGET_BASE()
base2 = WIDGET_BASE(GROUP_LEADER=base1)
base3 = WIDGET_BASE(GROUP_LEADER=base2)
```

Effectively, two groups are created. One group has base2 as its leader and base3 as its member. The other group has base1 as its leader and both base2 and base3 as members. If base1 is iconized, both base2 and base3 are iconized as well. If base2 is iconized, base3 is iconized but base1 is not.

Widgets behave slightly differently when displayed on different platforms, and depending on whether they are floating or modal bases. The following rules apply to groups of widgets within a group leader/member hierarchy. Widgets that do not belong to the same group hierarchy cannot influence each other.

Iconization and Mapping

Bases and groups of bases can be *iconized* (or *minimized*) by clicking the system minimize control. Bases and groups of bases can also be *mapped* (made visible) and *unmapped* (made invisible).

Mapping or unmapping a group leader has no effect on the mapped state of the group members. Iconifying or mapping a group member has no effect on the group leader. Modal bases cannot be unmapped.

Bases and groups of bases can be iconized (or minimized) by clicking the system minimize control. When a group leader is iconized, all members of the group are iconized as well. Similarly, when a group leader is restored, all members of the group are restored.

Layering

Layering is the process by which groups of widgets seem to share the same plane on the display screen. Within a layer on the screen, widgets have a *Z-order*, or front-to-back order, that defines which widgets appear to be on top of other widgets.

Motif — All elements on the screen—widgets, the workbench, other Motif applications—share a single layer and have an arbitrary Z-order. There is no special layering of IDL widgets.

Windows — All non-floating and non-modal widgets within a group hierarchy share the same layer—that is, when one group member has the input focus, all members of the group hierarchy are displayed in a layer that appears in front of all other groups or applications. Within the layer, the widgets can have an arbitrary Z-order.

Widgets that are floating or modal always float above their group leaders.

Destruction

When a group leader widget is destroyed, either programmatically or by clicking on the system "close" button, all members of the group and all sub-groups are destroyed as well.

If a modal base is on the display, it must be dismissed before any widget can be destroyed.

Syntax

Result = WIDGET_BASE([*Parent*] [, /ALIGN_BOTTOM | , /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT | , /ALIGN_TOP]
[, /BASE_ALIGN_BOTTOM | , /BASE_ALIGN_CENTER | , /BASE_ALIGN_LEFT | , /BASE_ALIGN_RIGHT | , /BASE_ALIGN_TOP]
[, BITMAP=*value*] [, COLUMN=*ncols* | , ROW=*nrows*]
[, /CONTEXT_EVENTS] [, /CONTEXT_MENU] [, EVENT_FUNC=*string*]
[, EVENT_PRO=*string*] [, /EXCLUSIVE | , /NONEXCLUSIVE] [, /FLOATING]
[, FRAME=*width*] [, FUNC_GET_VALUE=*string*] [, /GRID_LAYOUT]
[, GROUP_LEADER=*widget_id*{must specify for modal dialogs}]
[, /KBRD_FOCUS_EVENTS] [, KILL_NOTIFY=*string*]
[, /MAP{not for modal bases}] [, /MASK] [, MBAR=*variable* | , /MODAL]
[, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
[, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SCROLL{not for modal bases}] [, /SENSITIVE] [, SPACE=*value*{ignored if exclusive or nonexclusive}]
[, TAB_MODE=*value*] [, TITLE=*string*] [, TLB_FRAME_ATTR=*value*{top-level bases only}] [, /TLB_ICONIFY_EVENTS{top-level bases only}]
[, /TLB_KILL_REQUEST_EVENTS{top-level bases only}]
[, /TLB_MOVE_EVENTS{top-level bases only}] [, /TLB_SIZE_EVENTS{top-level bases only}] [, /TOOLBAR] [, /TRACKING_EVENTS] [, UNAME=*string*]
[, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, XOFFSET=*value*]
[, XPAD=*value*{ignored if exclusive or nonexclusive}] [, XSIZE=*value*]

[, X_SCROLL_SIZE=*value*] [, YOFFSET=*value*] [, YPAD=*value*{ignored if exclusive or nonexclusive}] [, YSIZE=*value*] [, Y_SCROLL_SIZE=*value*])

X Windows Keywords: [, DISPLAY_NAME=*string*]
[, RESOURCE_NAME=*string*] [, RNAME_MBAR=*string*]

Return Value

The returned value of this function is the widget ID of the newly-created base.

Arguments

Parent

The widget ID of the parent widget. To create a *top-level* base, omit the *Parent* argument.

Keywords

ALIGN_BOTTOM

Set this keyword to align the new widget with the bottom of its parent base. To take effect, the parent must be a ROW base.

ALIGN_CENTER

Set this keyword to align the new widget with the center of its parent base. To take effect, the parent must be a ROW or COLUMN base. In ROW bases, the new widget will be vertically centered. In COLUMN bases, the new widget will be horizontally centered.

ALIGN_LEFT

Set this keyword to align the new widget with the left side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_RIGHT

Set this keyword to align the new widget with the right side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_TOP

Set this keyword to align the new widget with the top of its parent base. To take effect, the parent must be a ROW base.

To apply actions triggered by menu items to widgets other than the base that includes the menubar, use the KBRD_FOCUS_EVENTS keyword to keep track of which widget has (or last had) the keyboard focus.

BASE_ALIGN_BOTTOM

Set this keyword to make all children of the new base align themselves with the bottom of the base by default. To take effect, you must also set the ROW keyword for the new base. The default can be overridden for individual child widgets by setting a different ALIGN_XXX keyword when the child widget is created.

BASE_ALIGN_CENTER

Set this keyword to make all children of the new base align themselves with the center of the base by default. To take effect, you must also set the COLUMN or ROW keyword for the new base. The default can be overridden for individual child widgets by setting a different ALIGN_XXX keyword when the child widget is created. In ROW bases, child widgets will be vertically centered. In COLUMN bases, child widgets will be horizontally centered.

BASE_ALIGN_LEFT

Set this keyword to make all children of the new base align themselves with the left side of the base by default. To take effect, you must also set the COLUMN keyword for the new base. The default can be overridden for individual child widgets by setting a different ALIGN_XXX keyword when the child widget is created.

BASE_ALIGN_RIGHT

Set this keyword to make all children of the new base align themselves with the right side of the base by default. To take effect, you must also set the COLUMN keyword for the new base. The default can be overridden for individual child widgets by setting a different ALIGN_XXX keyword when the child widget is created.

BASE_ALIGN_TOP

Set this keyword to make all children of the new base align themselves with the top of the base by default. To take effect, you must also set the ROW keyword for the new base. The default can be overridden for individual child widgets by setting a different ALIGN_XXX keyword when the child widget is created.

BITMAP

Set this keyword to specify a custom top level base icon that will be used in the title bar, the task bar and the Windows task switching window (accessed using `Alt+Tab`).

There are three allowed value types:

Value Type	Description
String	The full path to a bitmap or icon file (BMP or ICO)
String Array	The full paths to one or more bitmap files
Byte Array	An [*n*, *n*, 3] byte array containing the red, green, and blue values for the icon.

Specifying an icon file or an array of bitmap files allows the top level base icon to be legible at a wide range of sizes. IDL chooses the image whose size best matches the needed use (title bar, task switcher, etc.). It is recommended that ICO files and arrays of bitmap files include both 16x16 pixel and 32x32 pixel images. In rare cases a 48x48 pixel image might be useful because users can customize window properties, such as the height of title bars. When there is no exact match the image is automatically scaled.

When the keyword is not set, the top level base inherits the icon of its group leader. An application-wide icon can be specified by applying the icon to just the group leaders.

To enable transparency in BMP files and byte arrays, set the MASK keyword. Icon files (.ICO) define their own transparency.

Note

The base widget icon functionality is only available on the Microsoft Windows platform. On Motif platforms the BITMAP and MASK keywords are quietly ignored.

COLUMN

If this keyword is included, the base lays out its children in columns. The value of this keyword specifies the number of columns to be used. The number of child widgets in

each column is determined by distributing the children as evenly as possible across the columns.

Specifying both the COLUMN and ROW keywords causes an error.

Column Width

The width of each column is determined by the width of the widest widget in that column. If the GRID_LAYOUT keyword is set, all columns are as wide as the widest widget in the base.

Horizontal Size of Widgets

If any of the BASE_ALIGN_* keywords to WIDGET_BASE is set, each widget has its "natural" width, determined either by the value of the widget or by the XSIZE keyword. Similarly, if any of the child widgets specifies one of the ALIGN_* keywords, that widget will have its "natural" width. If none of the BASE_ALIGN_* or (ALIGN_*) keywords are set, all widgets in the base are as wide as their column.

Vertical Placement

Child widgets are placed vertically one below the other, with no extra space. If the GRID_LAYOUT keyword is set, each row is as high as its tallest member.

CONTEXT_EVENTS

Set this keyword to cause context menu events (or simply context events) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

CONTEXT_MENU

Set this keyword to create a base widget that can be used as the base for a context-sensitive menu (also known as a pop-up or shortcut menu). A context menu base must have as its parent one of the following types of widgets: WIDGET_BASE, WIDGET_DRAW, WIDGET_TEXT, WIDGET_LIST, WIDGET_PROPERTYSHEET, WIDGET_TABLE, WIDGET_TEXT or WIDGET_TREE.

For more on creating context menus, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

DISPLAY_NAME

Set this keyword equal to a string that specifies the name of the X Windows display on which the base should be displayed. This keyword has no effect on Microsoft Windows platforms.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

Note

If you are using XMANAGER to manage events for your widget application, you should not specify an event processing routine for the top-level base of the application using this keyword. Instead, specify the event processing routine using the EVENT_HANDLER keyword to XMANAGER.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

Note

If you are using XMANAGER to manage events for your widget application, you should not specify an event processing routine for the top-level base of the application using this keyword. Instead, specify the event processing routine using the EVENT_HANDLER keyword to XMANAGER.

EXCLUSIVE

Set this keyword to specify that the base can have only button-widget children and that only one button can be set at a time. These buttons, unlike normal button widgets, have two states—set and unset.

When one exclusive button is pressed, any other exclusive buttons (in the same base) that are currently set are automatically released. Hence, only one button can ever be set at one time.

This keyword can be used to create exclusive button menus. See the CW_BGROUP and CW_PDMENU functions for high-level menu-creation utilities.

Note ───

If this keyword is set, the XOFFSET and YOFFSET keywords are ignored for any widgets in this base. Exclusive bases are always laid out in columns or rows. If neither the COLUMN nor ROW keyword is specified for an exclusive base, the base defaults to COLUMN layout.

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FLOATING

Set this keyword—along with the GROUP_LEADER keyword—to create a "floating" top-level base widget. If the windowing system provides Z-order control, floating base widgets appear above the base specified as their group leader. If the windowing system does not provide Z-order control, the FLOATING keyword has no effect.

The iconizing, layering, and destruction behavior of floating bases and their group leaders is discussed in "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653.

FRAME

The value of this keyword specifies the width of a frame (in pixels) to be drawn around the borders of the widget. Note that this keyword is only a hint to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GRID_LAYOUT

Set this keyword to force the base to have a grid layout, in which all rows have the same height, and all columns have the same width. The row heights and column widths are taken from the largest child widget.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. Widget application hierarchies are defined by group membership relationships between top-level widget bases. When a group leader is killed, for any reason, all widgets in the group are also destroyed. Iconizing and layering behavior is

discussed in "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653.

Note ───────────────────────────────────

If you specify a floating base (created with the FLOATING keyword) as a group leader, all member bases must also have either the FLOATING or MODAL keywords set. If you specify a modal base (created with the MODAL keyword) as a group leader, all member bases must have the MODAL keyword set as well.

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A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

If the group leader specified by this keyword uses a custom title bar icon (as specified by the BITMAP keyword), the same icon will be used in the title bar of a new top-level base widget. If a top-level base has more than one group leader, the icon associated with the *first* group leader assigned is used.

On multi-monitor configurations, the widget will appear at the upper-left corner [0,0] of the monitor that contains the group leader if no explicit offset was specified.

KBRD_FOCUS_EVENTS

Set this keyword to make the base return keyboard focus events whenever the keyboard focus of the base changes. See the "Events Returned by Base Widgets" section below for more information.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

Note ───────────────────────────────────

A procedure specified via the CLEANUP keyword to XMANAGER will override a procedure specified for your application's top-level base with WIDGET_BASE, KILL_NOTIFY.

───────────────────────────────────

MAP

Once a widget hierarchy has been realized, it can be mapped (visible) or unmapped (invisible). This keyword specifies the initial map state for the given base and its descendants. Specifying a non-zero value indicates that the base should be mapped when realized (the default). A zero value indicates that the base should be unmapped initially.

After the base is realized, its map state can be altered using the MAP keyword to the WIDGET_CONTROL procedure.

Note ———

Modal bases cannot be mapped and unmapped.

Warning ——

Under Microsoft Windows, when a hidden base is realized, then mapped, a Windows resize message is sent by the windowing system. This "extra" resize event is generated before any manipulation of the base widget by the user.

MASK

Set this keyword along with the BITMAP keyword to create a top level base icon that has transparency. When set to 1 (one), all bitmap pixels that match the lower left pixel are treated as transparent, allowing the background color to show through. The default value is 0. The MASK keyword has no effect when the BITMAP keyword references an icon file (.ico) because images in icon files define their own transparency.

Note ———

The base widget icon functionality is only available on the Microsoft Windows platform. On Motif platforms the BITMAP and MASK keywords are quietly ignored.

MBAR

Set this keyword to a named variable to cause a menubar to be placed at the top of the base (the base must be a top-level base). The menubar is itself a special kind of base widget that can only have buttons as children. Upon return, the named variable contains the widget ID of the new menubar base. This widget ID can then be used to fill the menubar with pulldown menus. For example, the following widget creation commands first create a base with a menubar, then populate the menubar with a

simple pulldown menu (CW_PDMENU could also have been used to construct the pulldown menu):

```
base = WIDGET_BASE(TITLE = 'Example', MBAR=bar)
file_menu = WIDGET_BUTTON(bar, VALUE='File', /MENU)
file_bttn1=WIDGET_BUTTON(file_menu, VALUE='Item 1',$
   UVALUE='FILE1')
file_bttn2=WIDGET_BUTTON(file_menu, VALUE='Item 2',$
   UVALUE='FILE2')
```

Note that to set X Window System resources for menubars created with this keyword, you must use the RNAME_MBAR keyword rather than the RESOURCE_NAME keyword.

If you use CW_PDMENU to create a menu for the menubar, be sure to set the MBAR keyword to that function as well.

Note also that the size returned by the GEOMETRY keyword to WIDGET_INFO does not include the size of the menubar.

Warning ———————————————————————————————
You cannot specify both the MBAR and MODAL keywords for the same widget. Doing so will cause an error.

———

Warning ———————————————————————————————
You cannot specify both an APP_MBAR and an MBAR for the same top-level base widget. Doing so will cause an error.

———

To apply actions triggered by menu items to widgets other than the base that includes the menubar, use the KBRD_FOCUS_EVENTS keyword to keep track of which widget has (or last had) the keyboard focus.

MODAL

Set this keyword to create a modal dialog. While a modal dialog is displayed, IDL blocks event processing.

Note ———————————————————————————————————
Modal dialogs must have a group leader. Specify the group leader for a modal top-level base via the GROUP_LEADER keyword.

———

Modal dialogs cannot be scrollable, nor can they support menubars. Setting the SCROLL, MBAR, or APP_MBAR keywords in conjunction with the MODAL keyword will cause an error. Modal dialogs cannot be mapped or unmapped. Setting

the MAP keyword on a modal base will cause an error. Modal dialogs cannot be resized, regardless of the setting of the TLB_SIZE_EVENTS keyword.

Note ───

On Windows platforms, the group leader of a modal base must be realized before the modal base itself can be realized. If the group leader has not been realized, it will be realized automatically.

───

The iconizing, layering, and destruction behavior of modal bases and their group leaders is discussed in "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_BASE or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NONEXCLUSIVE

Set this keyword to specify that the base can only have button widget children. These buttons, unlike normal button widgets, have two states—set and unset. Non-exclusive bases allow any number of the toggle buttons to be set at one time.

Note ───

If this keyword is set, the XOFFSET and YOFFSET keywords are ignored for any widgets in this base. Non-exclusive bases are always laid out in columns or rows. If neither the COLUMN nor ROW keyword is specified for a non-exclusive base, the base defaults to COLUMN layout.

───

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (`' '`). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. Once defined, this name can be used in the user's .Xdefaults file to customize widget resources not directly supported via the IDL widget routines. This keyword is accepted by all widget creation routines. This keyword only works with the "X" device and is ignored on Microsoft Windows platforms.

RESOURCE_NAME allows unrestricted access to the underlying Motif widgets within the following limitations:

- Users must have the appropriate resources defined in their .Xdefaults or application default resource file, or IDL will not see the definitions and they will not take effect.

- Motif resources are documented in the *OSF/Motif Programmer's Reference Manual*. To use them with RESOURCE_NAME, the IDL programmer must determine the type of widget being used by IDL, and then look up the resources that apply to them. Hence, RESOURCE_NAME requires some programmer-level familiarity with Motif.

- Only resources that are not set within IDL can be modified using this mechanism. Although it is not an error to set resources also set by IDL, the IDL settings will silently override user settings. These IDL resources are not documented since the actual resources used may differ from release to release as the IDL widgets evolve. Therefore, you should set only those resources that are obviously not being set by IDL. Among the resources that are not being set by IDL are those that control colors, menu mnemonics, and accelerator keys.

Example

The sample code below produces a pulldown menu named "Menu" with 2 entries named "Item 1" and "Item 2".

Using the RESOURCE_NAME keyword in conjunction with X resource definitions, we can alter "Item 1" in several ways not possible through the standard IDL widgets interface. We'll give Item 1 a red background color. We'll also assign "I" as the keyboard mnemonic. Note that Motif automatically underlines the "I" in the title to indicate this. We'll also select Meta-F4 as the keyboard accelerator for selecting "Item 1". If Meta-F4 is pressed while the pointer is anywhere over this application, the effect will be as if the menu was pulled down and "Item 1" was selected with the mouse.

```
; Simple event handler:
PRO test_event, ev
   HELP, /STRUCTURE, ev
END

; Simple widget creation routine:
PRO test

   ; The base gets the resource name "test":
   a = WIDGET_BASE(RESOURCE_NAME = 'test')
   b = WIDGET_BUTTON(a, VALUE='Menu', /MENU)

   ; Assign the Item 1 button the resource name "item1":
   c = WIDGET_BUTTON(b, VALUE='Item 1', $
      RESOURCE_NAME='item1')
   c = WIDGET_BUTTON(b, VALUE='Item 2')
   WIDGET_CONTROL, /REALIZE, a
   XMANAGER, 'test', a
END
```

Note that we gave the overall application the resource name "test", and the "Item 1" button the resource name "item1". Now we can use these names in the following .Xdefaults file entries:

```
Idl*test*item1*mnemonic: I
Idl*test*item1*accelerator: Meta<Key>F4
Idl*test*item1*acceleratorText: Meta-F4
Idl*test*item1*background: red
```

Note on Specifying Color Resources

If you wish to specify unique colors for your widgets, it is generally a good idea to use a color name ("red" or "lightblue", for example) rather than specifying an exact color match with a color string (such as "#b1b122222020"). If IDL is not able to

allocate an exact color, the entire operation may fail. Specifying a named color implies "closest color match," an operation that rarely fails.

If you need an exact color match and IDL fails to allocate the color, try modifying the `Idl.colors` resource in the `$IDL_DIR/resource/X11/lib/app-defaults/Idl` file.

RNAME_MBAR

A string containing an X Window System resource name to be applied to the menubar created by the MBAR keyword. This keyword is identical to the RESOURCE_NAME keyword except that the resource it specifies applies only to the menubar.

ROW

If this keyword is included, the base lays out its children in rows. The value of this keyword specifies the number of rows to be used. The number of child widgets in each row is determined by distributing the children as evenly as possible across the rows.

Specifying both the COLUMN and ROW keywords causes an error.

Row Height

The height of each row is determined by the height of the tallest widget in that row. If the GRID_LAYOUT keyword is set, all rows are as tall as the tallest widget in the base.

Vertical Size of Widgets

If any of the BASE_ALIGN_* keywords to WIDGET_BASE is set, each widget has its "natural" height, determined either by the value of the widget or by the YSIZE keyword. Similarly, if any of the child widgets specifies one of the ALIGN_* keywords, that widget will have its "natural" height. If none of the BASE_ALIGN_* or (ALIGN_*) keywords are set, all widgets in the base are as tall as their row.

Horizontal Placement

Child widgets are placed horizontally one next to the other, with no extra space. If the GRID_LAYOUT keyword is set, each column is as wide as its widest member.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SCROLL

Set this keyword to give the widget scroll bars that allow viewing portions of the widget contents that are not currently on the screen. You must also set X_SCROLL_SIZE and Y_SCROLL_SIZE to set the viewport size.

Note ───

Under UNIX, base widgets with scroll bars do not automatically size themselves to fit their contents. Use the XSIZE and YSIZE keywords to explicitly specify the size of the base widget.

───

Warning ──

You cannot specify both the SCROLL and MODAL keywords for the same widget. Doing so will cause an error.

───

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

Warning ──

Under Microsoft Windows, a top-level base that is insensitive does not allow the user to control the window using the system close or minimize/maximize buttons.

───

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

SPACE

The space, in units specified by the UNITS keyword (pixels are the default), between children of a row or column major base. This keyword is ignored if either the EXCLUSIVE or NONEXCLUSIVE keyword is present.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets unless it is explicitly set on an individual widget.

Note
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TITLE

A string containing the title to be used for the widget. Base widgets use the title only if they are top-level widgets or if they are children of a tab widget. For top-level base widgets, the title appears in the "window dressing" at the top of the base widget; the appearance is platform-specific. For base widgets that have a tab widget as their parent widget, the title is used as the text of the tab.

Note that if the widget base is not wide enough to contain the specified title, the title may appear truncated. If you must be able to see the full title, you have several alternatives:

- Rearrange the widgets in the base so that the base becomes naturally wide enough. This is the best solution.

- Don't worry about this issue. If the user needs to see the entire label, they can resize the window using the mouse.

- Create the base without using the COLUMN or ROW keywords. Instead, use the XSIZE keyword to explicitly set a usable width. This is an undesirable solution that can lead to strange-looking widget layouts.

For bases that are children of tab widgets, the title may be truncated depending on the width of the largest base that is a child of the tab widget. See the description of the MULTILINE keyword to WIDGET_TAB for additional details.

Note ───

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

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TLB_FRAME_ATTR

Set this keyword to one of the values shown in the table below to suppress certain aspects of a top-level base's window frame. This keyword applies only to top-level bases. The settings are merely hints to the window system and may be ignored by some window managers. Valid settings are:

1	Base cannot be resized, minimized, or maximized.
2	Suppress display of system menu.
4	Suppress title bar.

8	Base cannot be closed.
16	Base cannot be moved.

This keyword is set bitwise, so multiple effects can be set by adding values together. For example, to make a base that has no title bar (value 4) and cannot be moved (value 16), set the TLB_FRAME_ATTR keyword to 20 (that is, 4+16).

TLB_ICONIFY_EVENTS

Set this keyword when creating a top-level base to make that base return an event when the base is iconified or restored by the user. See the "Events Returned by Base Widgets" section below for more information.

TLB_KILL_REQUEST_EVENTS

Set this keyword, usable only with top-level bases, to send the top-level base a WIDGET_KILL_REQUEST event if a user tries to destroy the widget using the window manager (by default, widgets are simply destroyed). See the "Events Returned by Base Widgets" section below for more information.

Use this keyword to perform complex actions before allowing a widget application to exit. Note that widgets that have this keyword set are responsible for killing themselves after receiving a WIDGET_KILL_REQUEST event—they cannot be destroyed using the usual window system controls.

Use a call to TAG_NAMES with the STRUCTURE_NAME keyword set to differentiate a WIDGET_KILL_REQUEST event from other types of widget events. For example:

```
IF TAG_NAMES(event, /STRUCTURE_NAME) EQ $
    'WIDGET_KILL_REQUEST' THEN ...
```

TLB_MOVE_EVENTS

Set this keyword when creating a top-level base to make that base return an event when the base is moved on the screen by the user. See the "Events Returned by Base Widgets" section below for more information.

TLB_SIZE_EVENTS

Set this keyword, when creating a top-level base, to make that base return an event when the base is resized by the user. See the "Events Returned by Base Widgets" section below for more information.

TOOLBAR

Set this keyword to indicate that the base is used to hold bitmap buttons that make up a toolbar.

Note

Setting this keyword does not cause any changes in behavior; its only affect is to slightly alter the appearance of the bitmap buttons on the base for cosmetic reasons.

Note

On Motif platforms, if bitmap buttons are on a toolbar base that is also EXCLUSIVE or NONEXCLUSIVE, they will not have a separate "toggle" indicator, they will be grouped closely together, and will have a two-pixel shadow border.

Note

This keyword has no effect on Windows platforms.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer *enters* or *leaves* the region covered by that widget. Widget tracking events are returned as structures with the following definition:

```
{ WIDGET_TRACKING, ID:0L, TOP:0L, HANDLER:0L, ENTER:0 }
```

ID, TOP, and HANDLER are the standard fields found in every widget event. ENTER is 1 if the tracking event is an entry event, and 0 if it is an exit event.

See "Tracking Events" (Chapter 3, *Widget Application Programming*) for more information.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

The user value for a widget can be accessed and modified at any time by using the GET_UVALUE and SET_UVALUE keywords to the WIDGET_CONTROL procedure.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

XPAD

The horizontal space, in units specified by the UNITS keyword (pixels are the default), between child widgets and the edges of a row or column major base. The default value of XPAD is platform dependent. This keyword is ignored if either the EXCLUSIVE or NONEXCLUSIVE keyword is present.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the

desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

X_SCROLL_SIZE

The XSIZE keyword always specifies the width of a widget. When the SCROLL keyword is specified, this size is not necessarily the same as the width of the visible area. The X_SCROLL_SIZE keyword allows you to set the width of the scrolling viewport independently of the actual width of the widget. X_SCROLL_SIZE must be less than XSIZE for scrollbars to appear.

Use of the X_SCROLL_SIZE keyword implies SCROLL. This means that scroll bars will be added in both the horizontal and vertical directions when X_SCROLL_SIZE is specified. Because the default size of the scrolling viewport may differ between platforms, it is best to specify Y_SCROLL_SIZE when specifying X_SCROLL_SIZE.

Note ————————————————————————————————————

X_SCROLL_SIZE and Y_SCROLL_SIZE are ignored if you specify the screen size using the SCR_XSIZE and SCR_YSIZE keywords to the widget creation routine.

——

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

YPAD

The vertical space, in units specified by the UNITS keyword (pixels are the default), between child widgets and the edges of a row or column major base. The default value of YPAD is platform-dependent. This keyword is ignored if either the EXCLUSIVE or NONEXCLUSIVE keyword is present.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the

desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Y_SCROLL_SIZE

The YSIZE keyword always specifies the height of a widget. When the SCROLL keyword is specified, this size is not necessarily the same as the height of the visible area. The Y_SCROLL_SIZE keyword allows you to set the height of the scrolling viewport independently of the actual height of the widget. Y_SCROLL_SIZE must be less than YSIZE for scrollbars to appear.

Use of the Y_SCROLL_SIZE keyword implies SCROLL. This means that scroll bars will be added in both the horizontal and vertical directions when Y_SCROLL_SIZE is specified. Because the default size of the scrolling viewport may differ between platforms, it is best to specify X_SCROLL_SIZE when specifying Y_SCROLL_SIZE.

Note ───

X_SCROLL_SIZE and Y_SCROLL_SIZE are ignored if you specify the screen size using the SCR_XSIZE and SCR_YSIZE keywords to the widget creation routine.

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Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of base widgets. In addition to those keywords that affect all widgets, the following are particularly useful: CONTEXT_EVENTS, KBRD_FOCUS_EVENTS, TLB_ICONIFY_EVENTS, TLB_MOVE_EVENTS, TLB_SIZE_EVENTS.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to base widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: CONTEXT_EVENTS, KBRD_FOCUS_EVENTS, MODAL, STRING_SIZE, TLB_ICONIFY_EVENTS, TLB_KILL_REQUEST_EVENTS, TLB_MOVE_EVENTS, TLB_SIZE_EVENTS.

Events Returned by Base Widgets

Base widgets do not generate any events by default. They can be configured to generate events when the base widget receives the keyboard focus or the user clicks

the right-hand mouse button. In addition, top-level bases can be configured to generate events when the base is resized, moved, iconified, or killed.

Resize Events

Top-level widget bases return the following event structure only when they are resized by the user and the base was created with the TLB_SIZE_EVENTS keyword set:

```
{ WIDGET_BASE, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L }
```

ID is the widget ID of the base generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine. The X and Y fields return the new width of the base, not including any frame provided by the window manager.

Move Events

Top-level widget bases return the following event structure when the base is moved and the base was created with the TLB_MOVE_EVENTS keyword set:

```
{ WIDGET_TLB_MOVE, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L }
```

ID is the widget ID of the base generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine. X and Y are the new location of the top left corner of the base.

Note

On Windows, move events are generated while dragging. On UNIX, move events are generated only on the mouse-up.

Note

If both TLB_SIZE_EVENTS and TLB_MOVE_EVENTS are enabled, a user resize operation that causes the top left corner of the base to move will generate both a move event and a resize event.

Iconify Events

Top-level widget bases return the following event structure when the base is iconified or restored and the base was created with the TLB_ICONIFY_EVENTS keyword set:

```
{ WIDGET_TLB_ICONIFY, ID:0L, TOP:0L, HANDLER:0L, ICONIFIED:0 }
```

ID is the widget ID of the base generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget

associated with the handler routine. ICONIFIED is 1 (one) if the user iconified the base and 0 (zero) if the user restored the base.

Keyboard Focus Events

Widget bases return the following event structure when the keyboard focus changes and the base was created with the KBRD_FOCUS_EVENTS keyword set:

```
{ WIDGET_KBRD_FOCUS, ID:0L, TOP:0L, HANDLER:0L, ENTER:0 }
```

ID is the widget ID of the base generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine. The ENTER field returns 1 (one) if the base is gaining the keyboard focus, or 0 (zero) if the base is losing the keyboard focus.

Kill Request Events

Top-level widget bases return the following event structure only when a user tries to destroy the widget using the window manager and the base was created with the TLB_KILL_REQUEST_EVENTS keyword set:

```
{ WIDGET_KILL_REQUEST, ID:0L, TOP:0L, HANDLER:0L }
```

ID is the widget ID of the base generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine.

Context Menu Events

A base widget created with the CONTEXT_EVENTS keyword set returns the following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
    ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y fields give the device coordinates at which the event occurred, measured from the upper left corner of the base widget. The ROW and COL fields return meaningful information for table widgets and values of zero (0) for other widgets.

Version History

Pre-4.0	Introduced
5.6	Added TLB_ICONIFY_EVENTS, TLB_MOVE_EVENTS, and TOOLBAR keywords; added new event structures for iconify and move events
6.1	Added TAB_MODE keyword
	Added ROW and COL fields to WIDGET_CONTEXT event structure
Pre-6.2	Deprecated APP_MBAR keyword
6.4	Added BITMAP and MASK keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

Chapter 2, "Creating Widget Applications" (*Widget Application Programming*).

WIDGET_BUTTON

The WIDGET_BUTTON function creates button widgets. A button widget is a pushbutton that is activated by moving the mouse cursor over the widget button and pressing a mouse button.

Figure 25-1: A Button Widget

Exclusive And Non-Exclusive Bases

Buttons placed into exclusive or non-exclusive bases (created via the EXCLUSIVE or NONEXCLUSIVE keywords to WIDGET_BASE function) are created as two-state "toggle" buttons, which are controlled by such bases.

For more information on creating buttons, see "Using Button Widgets" (Chapter 4, *Widget Application Programming*).

Bitmap Button Labels

Widget buttons can have either a text label (specified as a string value to the VALUE keyword) or a graphic symbol in the form of a bitmap. Bitmap labels are specified in one of the following ways:

1. By setting the VALUE keyword equal to a string containing the name of an image file in BMP format, and setting the BITMAP keyword:

    ```
    button=WIDGET_BUTTON(base, VALUE='mybitmap.bmp', /BITMAP)
    ```

    For 16- and 256-color bitmap files, IDL uses the color of the pixel in the lower left corner as the transparent color. All pixels of this color become transparent, allowing the button color to show through.

    Note ─────────────────────────────────────
    Displaying bitmapped buttons on 8-bit color X Windows displays may require using additional X colormap colors to allocate colors used by the bitmaps. If the required colormap colors are not available, the button bitmap may not display properly.
    ───

To modify the bitmap after creation, use the /BITMAP keyword with WIDGET_CONTROL:

```
WIDGET_CONTROL, button, SET_VALUE='mybitmap2.bmp', /BITMAP
```

2. By setting the VALUE keyword equal to an *n* x *m* bitmap byte array in which each bit represents a pixel with a value of either zero or one. (Arrays of this type can be produced using the CVTTOBM function.) This method creates a black-and-white bitmap label:

```
button=WIDGET_BUTTON(base, VALUE=bw_arr)
```

To modify the bitmap after creation, simply set a new value using WIDGET_CONTROL:

```
WIDGET_CONTROL, button, SET_VALUE=bw_array2
```

3. By setting the VALUE keyword equal to an *n* x *m* x 3 byte array that represents a 24-bit color image, interleaved by plane, with the planes in the order red, green, blue. There is no transparent pixel in 24-bit button labels. This method creates a color bitmap label:

```
button=WIDGET_BUTTON(base, VALUE=color_array)
```

To modify the bitmap after creation, simply set a new value using WIDGET_CONTROL:

```
WIDGET_CONTROL, button, SET_VALUE=color_array2
```

See "Using Button Widgets" (Chapter 4, *Widget Application Programming*) for additional details on creating image files and arrays for use as button bitmaps.

Syntax

Result = WIDGET_BUTTON(*Parent* [, ACCELERATOR=*string*]
   [, /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT] [, /BITMAP]
   [, /CHECKED_MENU] [, /DYNAMIC_RESIZE] [, EVENT_FUNC=*string*]
   [, EVENT_PRO=*string*] [, FONT=*string*] [, FRAME=*width*]
   [, FUNC_GET_VALUE=*string*] [, GROUP_LEADER=*widget_id*] [, /HELP]
   [, KILL_NOTIFY=*string*] [, /MENU] [, /NO_COPY] [, /NO_RELEASE]
   [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
   [, /PUSHBUTTON_EVENTS] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
   [, /SENSITIVE] [, /SEPARATOR] [, TAB_MODE=*value*] [, TOOLTIP=*string*]
   [, /TRACKING_EVENTS] [, UNAME=*string*] [, UNITS={0 | 1 | 2}]
   [, UVALUE=*value*] [, VALUE=*value*] [, X_BITMAP_EXTRA=*bits*]
   [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

X Windows Keywords: [, RESOURCE_NAME=*string*]

Return Value

The returned value of this function is the widget ID of the newly-created button.

Arguments

Parent

The widget ID of the parent for the new button widget. The parent of a button widget must be one of the following:

1. A base widget.

2. A widget created using the MBAR keyword on a top-level base.

3. A button widget which has the MENU keyword set.

Keywords

ACCELERATOR

Set this keyword to assign a key combination that will activate a menu item or button event using the keyboard instead of the mouse. The value of the keyword is a case-insensitive string that specifies zero or more modifier keys (**Ctrl**, **Shift**, or **Alt**) and one other key. (The developer must take special steps to enable **Alt** key accelerators for Macintosh users). See "Enabling Alt Key Accelerators on Macintosh" (Chapter 3, *Widget Application Programming*) for details.) If there is more than one item in the string, a "+" must separate them. For example:

```
bRun = WIDGET_BUTTON( base, VALUE = "Run", ACCELERATOR = "F5" )
bPause = WIDGET_BUTTON( base, VALUE = "Pause", $
   ACCELERATOR = "Ctrl+F5" )
bResume = WIDGET_BUTTON( base, VALUE = "Resume", $
   ACCELERATOR = "Ctrl+Shift+F5" )
```

Accelerators can be defined for menu items and various types of WIDGET_BUTTON on Windows. However, on UNIX, only menu item accelerators are supported. Context menu items do not support accelerators on any platform.

The valid combinations are:

Accelerator Keys	Description
Ctrl, **Shift**, or **Alt** plus an alphanumeric key	A modifier key plus any alphabetic character, A-Z (which is case-insensitive), or a number, 0-9, creates a valid accelerator.
Ctrl, **Shift**, or **Alt** plus a number pad key	A modifier key plus any key on the number pad can be used as an accelerator. However, the **NumLock** key must be activated for any accelerator using number pad keys to function properly. **Note -** On Windows only, a keyboard accelerator using the **Shift** key and a number key on the number pad will not work.
Ctrl, **Shift**, or **Alt** plus the **Backspace**, **Tab** or **Space** key	These miscellaneous keys need a modifier key in the accelerator definition.
Navigation keys (**Home**, **End**, **PageUp**, **PageDown**, **Up**, **Down**, **Left**, **Right**)	The navigation keys do not require a modifier in the accelerator definition. **Prior** and **PageUp** are equivalent as are **Next** and **PageDown**. **Up**, **Down**, **Left**, and **Right** map to the arrow keys.
Function keys (**F1** to **F12**)	Function keys do not need a modifier key in the accelerator definition. However, not all platforms support the use of all function keys as accelerators. See "Successfully Implementing Keyboard Accelerators" (Chapter 3, *Widget Application Programming*) for details.
Return, **Escape**, **Insert**, **Del** keys	These miscellaneous keys do not need a modifier key in the accelerator definition. You must specify **Return** in the accelerator definition to indicate the Enter key on Windows. You must specify **Del** in the accelerator definition to indicate the Delete key.

Table 25-1: Valid ACCELERATOR Keyword Combinations

When an accelerator is defined for a menu item, the ACCELERATOR keyword string is automatically displayed next to the menu item value. The ACCELERATOR keyword string is not included with a button value. Therefore, the VALUE keyword

of a WIDGET_BUTTON that is not a menu item should also indicate the accelerator keyboard shortcut so that the user is aware of the option.

See "Assigning Accelerators in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

Note ───

Ordinarily, accelerators are processed before keyboard events reach widgets that have keyboard focus. Setting IGNORE_ACCELERATORS allows draw widgets and widgets with an editable text area (combobox, property sheet, table and text widgets) to receive keyboard events instead of the accelerator key combinations being captured by the accelerator. See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

───

ALIGN_CENTER

Set this keyword to do both of the following:

- Center the button's label within the button.

- Center the button horizontally with respect to its parent base (if the base was created with the COLUMN keyword set) or vertically with respect to its parent base (if the base was created with the ROW keyword set).

ALIGN_LEFT

Set this keyword to do both of the following:

- Left justify the button's label within the button.

- Align the button in the leftmost available horizontal position with respect to its parent base (if the base was created with the COLUMN keyword set) or in the highest available vertical position with respect to its parent base (if the base was created with the ROW keyword set).

ALIGN_RIGHT

Set this keyword to do both of the following:

- Right justify the button's label within the button.

- Align the button in the rightmost available horizontal position with respect to its parent base (if the base was created with the COLUMN keyword set) or in the lowest available vertical position with respect to its parent base (if the base was created with the ROW keyword set).

BITMAP

Set this keyword to specify that the VALUE keyword specifies the name of a `.bmp` file.

The value of a widget button can be a bitmap as described in "Bitmap Button Labels" on page 2679. If you specify the name of a bitmap file with the VALUE keyword, you must also set the BITMAP keyword.

CHECKED_MENU

Set this keyword on a menu entry button to enable the ability to place a check (Windows) or selection box (Motif) next to the menu entry. The parent widget of the button must be either a button widget created with the MENU keyword or a base widget created with the CONTEXT_MENU keyword.

Note —————————————————————————————

Setting this keyword does not initially "select" the menu item; selection marks are displayed and removed via the SET_BUTTON keyword to WIDGET_CONTROL.

———————————————————————————————————————

DYNAMIC_RESIZE

Set this keyword to create a widget that resizes itself to fit its new value whenever its value is changed. Note that this keyword does not take effect when used with the SCR_XSIZE, SCR_YSIZE, XSIZE, or YSIZE keywords. If one of these keywords is also set, the widget will be sized as specified by the sizing keyword and will never resize itself dynamically.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

HELP

Set this keyword to tell the widget toolkit that this button is a "help" button for a menubar and should be given that appearance. For example, Motif specifies that the help menubar item is displayed on the far right of the menubar. This keyword is ignored in all other contexts and may be ignored by window managers that have no such special appearance defined.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MENU

The presence of this keyword indicates that the button will be used to activate a pull-down menu. Such buttons can have button children that are then placed into a pull-down menu.

Under Motif, if the value specified for MENU is greater than 1, the button label is enclosed in a box to indicate that this button is a pull-down menu. See the CW_PDMENU function for a high-level pull-down menu creation utility.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_BUTTON or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NO_RELEASE

Set this keyword to make exclusive and non-exclusive buttons generate only *select* events. This keyword has no effect on regular buttons.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

PUSHBUTTON_EVENTS

Set this keyword to cause separate button events to be issued for the widget when the left mouse button is pressed and released, or when the spacebar is pressed and released.

Note ──

This keyword has no effect on exclusive or non-exclusive buttons.
──

When this keyword is *not* set and the button is selected, pressing and releasing either the left mouse button or the spacebar generates a single button event, with the SELECT field set equal to 1. When this keyword *is* set:

- Pressing the left mouse button generates a button event with the SELECT field set equal to 1.

- Releasing the left mouse button generates a button event with the SELECT field set equal to 0.

- Pressing the spacebar generates a button event with the SELECT field set equal to 1 immediately followed by a second button event with the SELECT field set equal to 0.

- Pressing and holding the spacebar generates a series of button events, with the value of the SELECT field alternating between 1 and 0. The rate at which events are generated is governed by the key-repeat settings of the operating system.

For the structure of button events, see "Events Returned by Button Widgets" on page 2694.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

SEPARATOR

Set this keyword to tell the widget toolkit that this button is part of a pulldown menu pane and that a separator line should be added directly above this entry. This keyword is ignored in all other contexts.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the

widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ──
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Note ──
For radio buttons, the TAB_MODE value is automatically inherited from the parent base and cannot be individually specified. Attempting to set TAB_MODE on a menu item or menu base will generate an error.

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ──
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

Once a WIDGET_BUTTON widget receives focus through tabbing, additional navigation capabilities depend upon the platform as follows:

Widget	Description
WIDGET_BUTTON (Grouped, exclusive button widgets)	• On Windows — radio buttons can receive and lose focus through tabbing as long as there is a selected button within the group. Use the arrow keys to change the selection within the group. • On UNIX — the Motif library controls tabbing functionality.
WIDGET_BUTTON (Grouped, non-exclusive button widgets)	• On Windows – toggle buttons (or check boxes) can individually receive and lose focus through tabbing. Use the **Space** key to select or deselect a check box. • On UNIX —the Motif library controls tabbing functionality.

Table 25-2: Tabbing Behavior in Windows and UNIX Widget Applications

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TOOLTIP

Set this keyword to a string that will be displayed when the cursor hovers over the widget. For UNIX platforms, this string must be non-zero in length.

Note ———
Tooltips cannot be created for menu sub-items. The topmost button on a menu can, however, have a tooltip.
———

Note ———
If your application uses hardware rendering and a RETAIN setting of either zero or one, tooltips will cause draw widgets to generate expose events if the tooltip obscures the drawable area. This is true even if the tooltip is associated with another widget.
———

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a widget button is the label for that button. You can set VALUE to any of the following:

- a string value, which displays as text;

- an *n* x *m* byte array, which displays as a black-and-white bitmap image;

- an *n* x *m* x 3 byte array, which displays as a 24-bit color bitmap image;

- if the BITMAP keyword is also specified, the name of a bitmap image file that displays as a color bitmap image of the same depth as the image in the file.

See "Bitmap Button Labels" on page 2679 for additional details on using bitmap images as button labels. Also see "Using Button Widgets" (Chapter 4, *Widget Application Programming*) for additional details on using bitmap values for button widgets.

Note ————————————————————————————————

Under Microsoft Windows, including the ampersand character (&) in the value of a button widget causes the window manager to place an underline under the character following the ampersand. (This is a feature of Microsoft Windows, and is generally used to indicate which character is used as a keyboard accelerator for the button.) If you are designing an application that will run on different platforms, you should avoid the use of the ampersand in button value strings.

Note ————————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

X_BITMAP_EXTRA

When creating a bitmap button that is not of a "byte-aligned" size (i.e., a dimension is not a multiple of 8), this keyword specifies how many bits of the supplied bitmap must be ignored (within the end byte). For example, to create a 10 by 8 bitmap, you need to supply a 2 by 8 array of bytes and ignore the bottom 6 bits. Therefore, you would specify X_BITMAP_EXTRA = 6.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of button widgets. In addition to those keywords that affect all widgets, the following are particularly useful: DYNAMIC_RESIZE, DYNAMIC_RESIZE, GET_VALUE, INPUT_FOCUS, PUSHBUTTON_EVENTS, SET_BUTTON, SET_VALUE, TOOLTIP, X_BITMAP_EXTRA.

Keywords to WIDGET_INFO

Some keywords to the WIDGET_INFO function return information that applies specifically to button widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: BUTTON_SET, DYNAMIC_RESIZE, PUSHBUTTON_EVENTS, STRING_SIZE, TOOLTIP.

Events Returned by Button Widgets

Pressing the mouse button while the mouse cursor is over a button widget causes the widget to generate an event. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_BUTTON, ID:0L, TOP:0L, HANDLER:0L, SELECT:0}
```

ID is the widget id of the button generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine. SELECT is set to 1 if the button was set, and 0 if released. Unless the PUSHBUTTON_EVENTS keyword is set, normal buttons do not generate events when released, so SELECT will always be 1. Toggle buttons (children of either an exclusive or non-exclusive base) always return separate events for the set and release actions.

Version History

Pre-4.0	Introduced
5.6	Added CHECKED_MENU and TOOLTIP keywords
6.0	Added PUSHBUTTON_EVENTS keyword
6.1	Added ACCELERATOR and TAB_MODE keywords

See Also

CW_BGROUP, CW_PDMENU, "Using Button Widgets" (Chapter 4, *Widget Application Programming*)

WIDGET_COMBOBOX

The WIDGET_COMBOBOX function creates combobox widgets, which are similar to droplist widgets. The combobox display a single entry from a list of options. The main difference between the combobox widget and the droplist widget is that the combobox widget can be created in such a way that the text field is editable, allowing the user to enter a value that is not on the list.

A combobox widget displays a text field and an arrow button. If the combobox is not editable, selecting either the text field or the button reveals a list of options from which to choose. When the user selects a new option from the list, the list disappears and the text field displays the currently selected option. This action generates an event containing the index of the selected item, which ranges from zero to the number of elements in the list minus one.

Figure 25-2: A ComboBox Widget

If the combobox is editable, text can be entered in the text box without causing the list to drop down. This action causes an event in which the index field is set to -1, allowing you to distinguish this event from list selections.

The text of the current selection is returned in the STR field of the WIDGET_COMBOBOX event structure. See "Widget Events Returned by Combobox Widgets" on page 2704 for details.

Note ───
WIDGET_COMBOBOX is not currently available on Compaq True64 UNIX platforms due to that platform's lack of support for the necessary Motif libraries.

───

Syntax

Result = WIDGET_COMBOBOX(*Parent* [, /DYNAMIC_RESIZE] [, /EDITABLE]
   [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*] [, FONT=*string*]
   [, FRAME=*value*] [, FUNC_GET_VALUE=*string*]
   [, GROUP_LEADER=*widget_id*] [, IGNORE_ACCELERATORS=*value*]
   [, KILL_NOTIFY=*string*] [, /NO_COPY] [, NOTIFY_REALIZE=*string*]
   [, PRO_SET_VALUE=*string*] [, RESOURCE_NAME=*string*]
   [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE]
   [, TAB_MODE=*value*] [, /TRACKING_EVENTS] [, UNAME=*string*]
   [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*] [, XOFFSET=*value*]
   [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly created combobox
widget.

Arguments

Parent

The widget ID of the parent widget for the new combobox widget.

Keywords

DYNAMIC_RESIZE

Set this keyword to create a widget that resizes itself to fit its new value whenever its
value is changed.

Note
This keyword does not take effect when used with the SCR_XSIZE, SCR_YSIZE,
XSIZE, or YSIZE keywords. If one of these keywords is also set, the widget will be
sized as specified by the sizing keyword and will never resize itself dynamically.

EDITABLE

Set this keyword to create an editable combobox. If the combobox is editable, users
can enter or modify items in the text field. Changes in the combobox text field will

cause combobox events with the INDEX field of the event structure set to -1. The current text will be ' in the STR field of the event structure.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a device font (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 in the *IDL Reference Guide* for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget.

Note

This keyword is only a hint to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as group leader for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. You cannot remove a widget from an existing group.

IGNORE_ACCELERATORS

Set this keyword to specify what accelerators are to be ignored when this combobox widget has keyboard focus. Valid values are:

- A string or string array containing any value that is legal for WIDGET_BUTTON's ACCELERATOR keyword

- The number 1, indicating all accelerators should be ignored

Ordinarily, accelerators are processed before keyboard events reach the widget that has the keyboard focus. Consider a case where the accelerator "Ctrl+V" has been mapped to a button that allows the user to paste objects copied from one drawing area into another. In an application that also has a combobox, attempting to use **Ctrl**+**V** to paste text into the combobox would fail as this event would be stolen by the accelerator. Setting IGNORE_ACCELERATORS to "Ctrl+V" allows a combobox widget with an editable text area to receive keyboard events instead of the button with a conflicting accelerator. Once the combobox loses focus, all specified accelerators are automatically re-enabled.

See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such callback procedure. This callback procedure can be removed by setting the routine name to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique works well for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copying the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. Upon a set operation (using the UVALUE keyword to WIDGET_COMBOBOX or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. Upon a get operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string containing the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single callback procedure. This callback procedure can be removed by setting the routine name to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 in the *IDL Reference Guide* for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget.

Note ———————————————————————————————————

Some widgets do not change their appearance when they are made insensitive, but they cease generating events.

———

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ———————————————————————————————————

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

———

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ───

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

───

Once the WIDGET_COMBOBOX has focus, use the up and down arrow keys to navigate among the individual items.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string, which is used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The user value to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a combobox widget is a scalar string or array of strings that contains the text of the list items (one list item per array element). Combobox widgets are sized based on the length (in characters) of the longest item specified in the array of values for the VALUE keyword.

The combobox widget will display up to 20 list items at a time. If the VALUE array contains more than 20 elements, scroll bars are added to the list display.

Note ──
Null strings are not allowed in the combobox widget item list.
──

Note ──
You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).
──

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

XSIZE

The desired width of the combobox widget area, in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword does not control the size of the combobox button or of the dropped list. Instead, it controls the size around the combobox button and, as such, is not particularly useful.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

YSIZE

The desired height of the widget, in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword does not control the size of the combobox button or of the dropped list. Instead, it controls the size around the combobox button and, as such, is not particularly useful.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL affect the behavior of combobox widgets. In addition to those keywords that affect all widgets, the following keywords are particularly useful: COMBOBOX_ADDITEM, COMBOBOX_DELETEITEM, COMBOBOX_INDEX, DYNAMIC_RESIZE, GET_VALUE, IGNORE_ACCELERATORS, SET_COMBOBOX_SELECT, SET_VALUE.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO return information that applies specifically to combobox widgets. In addition to those keywords that apply to all widgets, the following keywords are particularly useful: COMBOBOX_GETTEXT, COMBOBOX_NUMBER, DYNAMIC_RESIZE, STRING_SIZE.

Widget Events Returned by Combobox Widgets

Pressing the mouse button while the mouse pointer is over an element of a combobox widget causes the widget to change the text field on the combobox and to generate an event. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_COMBOBOX, ID:0L, TOP:0L, HANDLER:0L, INDEX:0L, STR:""}
```

The first three fields are the standard fields found in every widget event. INDEX returns the index of the selected item. This can be used to index the array of names originally used to set the widget's value. If the event was caused by text changes in an editable combobox, the INDEX field will be set to -1. If you are using an editable combobox, it is important to check for the value of -1 prior to using the value of the INDEX field as an index into the array if items. The text of the current selection is returned in the STR field, which may eliminate the need to use the index field in many cases.

Note ───

Platform-specific UI toolkits behave differently if a combobox widget has only a single element. On some platforms, selecting that element again does not generate an event. Events are always generated if the list contains multiple items.

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Version History

5.6	Introduced
6.1	Added IGNORE_ACCELERATORS and TAB_MODE keywords

See Also

CW_PDMENU, WIDGET_BUTTON, WIDGET_DROPLIST, WIDGET_LIST

WIDGET_CONTROL

The WIDGET_CONTROL procedure is used to realize, manage, and destroy widget hierarchies. It is often used to change the default behavior or appearance of previously-realized widgets.

Syntax

WIDGET_CONTROL [, *Widget_ID*]

Keywords that apply to all widgets: [, BAD_ID=*variable*] [, /CLEAR_EVENTS]
　[, DEFAULT_FONT=*string*{do not specify *Widget_ID*}]
　[, /DELAY_DESTROY{do not specify *Widget_ID*}] [, /DESTROY]
　[, EVENT_FUNC=*string*] [, EVENT_PRO=*string*]
　[, FUNC_GET_VALUE=*string*] [, GET_UVALUE=*variable*]
　[, GROUP_LEADER=*widget_id*] [, /HOURGLASS{do not specify *Widget_ID*}]
　[, KILL_NOTIFY=*string*] [, /MAP] [, /NO_COPY]
　[, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*] [, /REALIZE]
　[, /RESET{do not specify *Widget_ID*}] [, SCR_XSIZE=*width*]
　[, SCR_YSIZE=*height*] [, SEND_EVENT=*structure*] [, /SENSITIVE]
　[, SET_UNAME=*string*] [, SET_UVALUE=*value*] [, /SHOW] [, TIMER=*value*]
　[, TLB_GET_OFFSET=*variable*] [, TLB_GET_SIZE=*variable*]
　[, /TLB_KILL_REQUEST_EVENTS] [, TLB_SET_TITLE=*string*]
　[, TLB_SET_XOFFSET=*value*] [, TLB_SET_YOFFSET=*value*]
　[, /TRACKING_EVENTS] [, UNITS={0 | 1 | 2}] [, /UPDATE]
　[, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*]

Keywords that apply to widgets created with WIDGET_ACTIVEX:
　[, GET_VALUE=*value*]

Keywords that apply to widgets created with WIDGET_BASE:
　[, BASE_SET_TITLE=*string*] [, /CONTEXT_EVENTS] [, /ICONIFY]
　[, /KBRD_FOCUS_EVENTS] [, TAB_MODE=*value*]
　[, /TLB_ICONIFY_EVENTS] [, /TLB_KILL_REQUEST_EVENTS]
　[, /TLB_MOVE_EVENTS] [, /TLB_SIZE_EVENTS]

Keywords that apply to widgets created with WIDGET_BUTTON: [, /BITMAP]
　[, /DYNAMIC_RESIZE] [, GET_VALUE=*value*] [, /INPUT_FOCUS]
　[, /PUSHBUTTON_EVENTS] [, /SET_BUTTON] [, SET_VALUE=*value*]
　[, TAB_MODE=*value*] [, TOOLTIP=*string*] [, X_BITMAP_EXTRA=*bits*]

Keywords that apply to widgets created with WIDGET_COMBOBOX:
[, COMBOBOX_ADDITEM=*string*] [, COMBOBOX_DELETEITEM=*integer*]
[, COMBOBOX_INDEX=*integer*] [, /DYNAMIC_RESIZE]
[, GET_VALUE=*value*] [, IGNORE_ACCELERATORS={*string array* | {0 | 1}}]
[, SET_COMBOBOX_SELECT=*integer*] [, SET_VALUE=*value*]
[, TAB_MODE=*value*]

Keywords that apply to widgets created with WIDGET_DRAW:
[, /DRAW_BUTTON_EVENTS] [, /DRAW_EXPOSE_EVENTS]
[, DRAW_KEYBOARD_EVENTS={0 | 1 | 2}] [, /DRAW_MOTION_EVENTS]
[, /DRAW_VIEWPORT_EVENTS] [, /DRAW_WHEEL_EVENTS]
[, DRAW_XSIZE=*integer*] [, DRAW_YSIZE=*integer*]
[, GET_DRAW_VIEW=*variable*] [, GET_UVALUE=*variable*]
[, GET_VALUE=*variable*]
[, IGNORE_ACCELERATORS={*string array* | {0 | 1}}] [, /INPUT_FOCUS]
[, SET_DRAG_NOTIFY=*string*] [, SET_DRAW_VIEW=*[x, y]*]
[, /SET_DROP_EVENTS] [, TOOLTIP=*string*]

Keywords that apply to widgets created with WIDGET_DROPLIST:
[, /DYNAMIC_RESIZE] [, GET_VALUE=*variable*]
[, SET_DROPLIST_SELECT=*integer*] [, SET_VALUE=*value*]
[, TAB_MODE=*value*]

Keywords that apply to widgets created with WIDGET_LABEL:
[, /DYNAMIC_RESIZE] [, GET_VALUE=*value*] [, SET_VALUE=*value*]

Keywords that apply to widgets created with WIDGET_LIST:
[, /CONTEXT_EVENTS] [, SET_LIST_SELECT=*value*]
[, SET_LIST_TOP=*integer*] [, SET_VALUE=*value*] [, TAB_MODE=*value*]

Keywords that apply to widgets created with WIDGET_PROPERTYSHEET:
[, /CONTEXT_EVENTS] [, /EDITABLE] [, GET_VALUE=*variable*]
[, IGNORE_ACCELERATORS={*string array* | {0 | 1}}]
[, /MULTIPLE_PROPERTIES] [, PROPERTYSHEET_SETSELECTED=*empty
string, string,* or *array of strings*] [, REFRESH_PROPERTY=*string*, *array of
strings*, or *integer*] [, SET_VALUE=*value*]

Keywords that apply to widgets created with WIDGET_SLIDER:
[, GET_VALUE=*value*] [, SET_SLIDER_MAX=*value*]
[, SET_SLIDER_MIN=*value*] [, SET_VALUE=*value*][, TAB_MODE=*value*]

Keywords that apply to widgets created with WIDGET_TAB:
[, SET_TAB_CURRENT=*index*] [, SET_TAB_MULTILINE=*value*]
[, TAB_MODE=*value*]

Keywords that apply to widgets created with WIDGET_TABLE:
[, ALIGNMENT={0 | 1 | 2}] [, /ALL_TABLE_EVENTS]
[, AM_PM=*[string, string]*] [, BACKGROUND_COLOR=*array*]
[, COLUMN_LABELS=*string array*] [, COLUMN_WIDTHS=*array*]
[, /CONTEXT_EVENTS] [, DAYS_OF_WEEK=*string_array*{7 names}]
[, /DELETE_COLUMNS{not for row_major mode}] [, /DELETE_ROWS{not
for column_major mode}] [, /EDITABLE] [, EDIT_CELL=*[integer, integer]*]
[, FONT=*string array*] [, FOREGROUND_COLOR=*array*] [, FORMAT=*value*]
[, GET_VALUE=*variable*]
[, IGNORE_ACCELERATORS={*string array* | {0 | 1}}]
[, INSERT_COLUMNS=*value*] [, INSERT_ROWS=*value*]
[, /KBRD_FOCUS_EVENTS] [, MONTHS=*string_array*{12 names}]
[, ROW_LABELS=*string array*] [, ROW_HEIGHTS=*array*]
[, SET_TABLE_SELECT=*[left, top, right, bottom]*]
[, SET_TABLE_VIEW=*[integer, integer]*] [, SET_TEXT_SELECT=*[integer,
integer]*] [, SET_VALUE=*value*] [, TAB_MODE=*value*]
[, TABLE_BLANK=*cells*] [, /TABLE_DISJOINT_SELECTION]
[, TABLE_XSIZE=*columns*] [, TABLE_YSIZE=*rows*]
[, /USE_TABLE_SELECT | , USE_TABLE_SELECT=*[left, top, right, bottom]*]
[, /USE_TEXT_SELECT]

Keywords that apply to widgets created with WIDGET_TEXT:
[, /ALL_TEXT_EVENTS] [, /APPEND] [, /CONTEXT_EVENTS]
[, /EDITABLE] [, GET_VALUE=*variable*]
[, IGNORE_ACCELERATORS={*string array* | {0 | 1}}] [, /INPUT_FOCUS]
[, /KBRD_FOCUS_EVENTS] [, /NO_NEWLINE]
[, SET_TEXT_SELECT=*[integer, integer]*]
[, SET_TEXT_TOP_LINE=*line_number*] [, SET_VALUE=*value*]
[, TAB_MODE=*value*] [, /USE_TEXT_SELECT]

Keywords that apply to widgets created with WIDGET_TREE:
[, /CONTEXT_EVENTS] [, GET_VALUE=*variable*]
[, SET_DRAG_NOTIFY=*string*] [, /SET_DRAGGABLE]
[, /SET_DROP_EVENTS] [, /SET_MASK] [, SET_TREE_BITMAP=*array*]
[, /SET_TREE_EXPANDED] [, SET_TREE_INDEX=*value*]
[, SET_TREE_SELECT={0 | 1 | *widget ID* | *array of widget IDs*}]
[, /SET_TREE_VISIBLE] [, SET_VALUE=*value*] [, TAB_MODE=*value*]

Arguments

Widget_ID

The widget ID of the widget to be manipulated. This argument is required by all operations, unless the description of the specific keyword states otherwise. Note that if *Widget_ID* is not provided for a keyword that needs it, that keyword is quietly ignored.

Keywords

Not all keywords to WIDGET_CONTROL apply to all combinations of widgets. In the following list, descriptions of keywords that affect only certain types of widgets include a list of the widgets for which the keyword is useful.

ALIGNMENT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a scalar, 2-D array, or 1-D array specifying the alignment of the contents of each cell. An alignment of 0 (the default) aligns the left edge of the text with the left edge of the cell. An alignment of 2 right-justifies the text, while 1 results in text centered within the cell.

If the USE_TABLE_SELECT keyword is not set:

• If ALIGNMENT is set equal to a scalar, all table cells are aligned as specified. If ALIGNMENT is set equal to a 2-D array, the alignment of each table cell is governed by the corresponding element of the array.

If the USE_TABLE_SELECT keyword is set:

• In standard selection mode, if ALIGNMENT is set equal to a scalar, all cells in the selection are aligned as specified. If ALIGNMENT is set equal to a 2-D array, the alignment of each selected cell is governed by the corresponding element of the array.

• In disjoint selection mode, if ALIGNMENT is set equal to a scalar, all cells in the selection are aligned as specified. If ALIGNMENT is set equal to a 1-D array, the alignment of each selected cell is governed by the corresponding element of the array.

ALL_TABLE_EVENTS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to cause the table widget to generate events whenever the user changes the contents of a table cell.

Note

If the EDITABLE keyword is set, an insert character event (TYPE=0) is generated when the user presses the RETURN or ENTER key in the table widget, even if the ALL_TABLE_EVENTS keyword is not set. End-of-line events such as these could be used by the programmer as an indication to check the cell value or to set the currently selected cell to the next cell. See the table below for details on the interaction between ALL_TABLE_EVENTS and EDITABLE.

Keywords		Effects	
ALL_TABLE_EVENTS	**EDITABLE**	**Input changes widget contents?**	**Type of events generated**
Not set	Not set	No	None
Not set	Set	Yes	End-of-line insertion
Set	Not set	No	All events
Set	Set	Yes	All events

Table 25-3: Effects of Using the ALL_TABLE_EVENTS and EDITABLE keywords

ALL_TEXT_EVENTS

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to cause the text widget to generate events whenever the user changes the contents of the text area.

Note ———————————————————————————————————

If the EDITABLE keyword is set, an insert character event (TYPE=0) is generated when the user presses the RETURN or ENTER key in the text widget, even if the ALL_EVENTS keyword is not set. See the table below for details on the interaction between ALL_TEXT_EVENTS and EDITABLE.

———

Keywords		Effects	
ALL_TEXT_EVENTS	**EDITABLE**	**Input changes widget contents?**	**Type of events generated**
Not set	Not set	No	None
Not set	Set	Yes	End-of-line insertion
Set	Not set	No	All events
Set	Set	Yes	All events

Table 25-4: Effects of Using the ALL_TEXT_EVENTS and EDITABLE keywords

AM_PM

This keyword applies to widgets created with the WIDGET_TABLE function.

Supplies a string array of two names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

Note ———————————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

———

APPEND

This keyword applies to widgets created with the WIDGET_TEXT function.

When using the SET_VALUE keyword to set the contents of a text widget (as created with the WIDGET_TEXT procedure), setting this keyword indicates that the supplied text should be appended to the existing contents of the text widget rather than replace it.

BACKGROUND_COLOR

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to one or more RGB triplets to specify cell background colors. For an RGB triplet, each red, green, and blue byte must be in the range [0,255].

Note ───

A computer's graphics system might not express an arbitrary RGB triplet accurately or be capable of displaying a large number of distinct colors. The actually applied may be different from the color you specify.

───

When you use this keyword in conjunction with USE_TABLE_SELECT, you can specify the set of affected cells. Otherwise, IDL operates on all of the table's cells. If a single color is provided, it is applied to all cells and is used as the default whenever new cells are created. If more than one color is provided, IDL applies the colors row by row, left to right, working from the top row to the bottom row. When there are fewer colors than cells, IDL cycles through the colors repeatedly.

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

BAD_ID

This keyword applies to all widgets.

If *Widget_ID* is not a valid widget identifier, this WIDGET_CONTROL normally issues an error and causes program execution to stop. However, if BAD_ID is present and specifies a named variable, the invalid ID is stored into the variable, and this routine quietly returns. If no error occurs, a zero is stored.

BASE_SET_TITLE

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to a scalar string to change the title of the specified base widget. If the parent of the base widget is a tab widget, the title of the corresponding tab in the

tab widget is changed to the provided string. If the parent is not a tab control, this keyword behaves like the keyword TLB_SET_TITLE.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

BITMAP

This keyword applies to widgets created with the WIDGET_BUTTON function.

Set this keyword to specify that the SET_VALUE keyword specifies the name of a .bmp file.

The value of a widget button can be a bitmap as described in "Bitmap Button Labels" on page 2679. If you specify the name of a bitmap file with the VALUE keyword, you must also set the BITMAP keyword.

CLEAR_EVENTS

This keyword applies to all widgets.

If set, any events generated by the widget hierarchy rooted at *Widget_ID* which have arrived but have not been processed (via the WIDGET_EVENT procedure) are discarded.

COLUMN_LABELS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to an array of strings to be used as labels for the columns of the table. If no label is specified for a column, it receives the default label "*n*" where *n* is the column number. If this keyword is set to the empty string ("), all column labels are set to be empty.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

COLUMN_WIDTHS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a one-dimensional array of widths for the columns of the table widget. The widths are given in the units specified with the UNITS keyword. If no width is specified for a column, that column is set to the default size, which varies by platform. If COLUMN_WIDTHS is set to a scalar value, all of the column widths are set to that value.

Note ──
Column widths are limited to 0.
──

If the USE_TABLE_SELECT keyword is set (in either standard or disjoint selection mode), the indices of the elements of an array specified as the value of the COLUMN_WIDTHS keyword are interpreted as indices into the list of selected columns. For example, if the table is in disjoint selection mode, the current selection includes cells from columns 0, 1, 2, 5, 6, and 7, USE_TABLE_SELECT is set equal to one, and the COLUMN_WIDTHS keyword is set equal to a four-element array [20, 35, 30, 35], the widths of columns 0, 1, 2, and 5 would be modified. Similarly, if the table is in standard selection mode and the USE_TABLE_SELECT keyword is set equal to the array [0, 1, 0, 0], and the COLUMN_WIDTHS keyword is set equal to a four-element array [20, 35, 30, 35], only the width of the first column would be altered.

COMBOBOX_ADDITEM

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to a non-null string that specifies a new item to add to the list of the combobox. By default, the item will be added to the end of the list. The item can be added to a specified position in the list by setting the COMBOBOX_INDEX keyword in the same call to WIDGET_CONTROL.

COMBOBOX_DELETEITEM

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to an integer that specifies the zero-based index of the combobox element to be deleted from the list. If the specified element is outside the range of existing elements, no element is deleted.

COMBOBOX_INDEX

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to an integer that specifies the zero-based index of the position at which a new item will be added to the list when using the COMBOBOX_ADDITEM keyword. The value -1 is a special case that indicates the item should be added to the

end of the list. Note that this special case is provided for convenience, and that an item can also be added to the end of the list by omitting the COMBOBOX_INDEX keyword entirely. If the supplied index is not -1, and is outside the range of zero to the length of the existing list, the item is not added to the list.

Note

You can retrieve the length of the existing list using the COMBOBOX_NUMBER keyword to WIDGET_INFO function.

CONTEXT_EVENTS

This keyword applies to widgets created with the WIDGET_BASE, WIDGET_LIST, WIDGET_PROPERTYSHEET, WIDGET_TABLE, WIDGET_TEXT, and WIDGET_TREE functions.

Set this keyword to cause *context menu events* (or simply *context events*) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

Note

You can also capture right mouse button events generated within draw widgets. See the BUTTON_EVENTS keyword to WIDGET_DRAW function for details.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

DAYS_OF_WEEK

This keyword applies to widgets created with the WIDGET_TABLE function.

Supplies a string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

DEFAULT_FONT

This keyword applies to all widgets that support fonts. Attempting to set a font on a widget that does not support fonts is not an error, but the attempt is ignored.

Note ───

The WIDGET_BASE, WIDGET_DRAW, WIDGET_TAB, and WIDGET_TREE widgets do *not* support fonts.

──

Do not specify a *Widget ID* when using this keyword.

A string containing the name of the default font to be used.

If the font to be used for a given widget is not explicitly specified (via the FONT keyword to the widget creation function), a default supplied by the window system or server is used. Use this keyword to change the default. See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note ───

On Microsoft Windows platforms, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

──

DELAY_DESTROY

This keyword applies to all widgets. Do not specify a *Widget ID* when using this keyword.

Normally, when the user destroys a widget hierarchy using the window manager, it is immediately removed. This can cause problems for applications that use the background task facility provided by the XMANAGER procedure if the hierarchy is destroyed while a background task is using it.

If DELAY_DESTROY is set, attempts to destroy the hierarchy are delayed until the next attempt to obtain an event for it. Setting DELAY_DESTROY to zero restores the default behavior.

XMANAGER uses this keyword automatically when managing background tasks. It is not expected that applications will need to use it directly.

DELETE_COLUMNS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to delete columns that contain selected cells. If a selection is specified via the USE_TABLE_SELECT keyword (in either standard or disjoint mode), the columns that contain cells specified in the selection array are deleted. If the USE_TABLE_SELECT keyword is *either* absent or set equal to 1, the columns that contain selected cells are deleted.

Warning
You cannot delete columns from a table which displays structure data in /ROW_MAJOR mode (the default).

DELETE_ROWS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to delete rows that contain selected cells. If a selection is specified via the USE_TABLE_SELECT keyword (in either standard or disjoint mode), the rows that contain cells specified in the selection array are deleted. If the USE_TABLE_SELECT keyword is *either* absent or set equal to 1, the rows that contain selected cells are deleted.

Warning
You cannot delete rows from a table which displays structure data in /COLUMN_MAJOR mode.

DESTROY

This keyword applies to all widgets.

Set this keyword to destroy the widget and any child widgets in its hierarchy. Any further attempts to use the IDs for these widgets will cause an error.

DRAW_BUTTON_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to enable button press events for draw widgets. Setting a zero value disables such events.

Note
You can use button events generated by draw widgets to simulate the functionality of the CONTEXT_EVENTS keyword to WIDGET_BASE, WIDGET_LIST, and WIDGET_TEXT. See the BUTTON_EVENTS keyword to WIDGET_DRAW for details.

DRAW_EXPOSE_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to enable viewport expose events for draw widgets. Setting a zero value disables such events.

Note ———

You must explicitly disable backing store (by setting the RETAIN keyword to WIDGET_DRAW equal to zero) in order to generate expose events.

——

DRAW_KEYBOARD_EVENTS

This keyword applies to widgets created with WIDGET_DRAW.

Set this keyword equal to 1 (one) or 2 to make the draw widget generate an event when it has the keyboard focus and a key is pressed or released. (The method by which a widget receives the keyboard focus is dependent on the window manager in use.) The value of the key pressed is reported in either the CH or the KEY field of the event structure, depending on the type of key pressed. See "Widget Events Returned by Draw Widgets" on page 2775 for details.

- If this keyword is set equal to 1, the draw widget will generate an event when a "normal" key is pressed. "Normal" keys include all keys except function keys and the modifier keys: SHIFT, CONTROL, CAPS LOCK, and ALT. If a modifier key is pressed at the same time as a normal key, the value of the modifier key is reported in the MODIFIERS field of the event structure.

- If this keyword is set equal to 2, the draw widget will generate an event when *either* a normal key or a modifier key is pressed. Values for modifier keys are reported in the KEY field of the event structure, and the MODIFIERS field contains zero.

Note ———

Keyboard events are never generated for function keys.

——

DRAW_MOTION_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to enable motion events for draw widgets. Setting a zero value disables such events.

DRAW_VIEWPORT_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to enable viewport motion events for draw widgets. Setting a zero value disables such events.

DRAW_WHEEL_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to enable wheel events for draw widgets. Setting a zero value disables such events.

DRAW_XSIZE

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to an integer that specifies the new horizontal size for the graphics region (the *virtual size*) of a draw widget in units specified by the UNITS keyword (pixels are the default). For non-scrollable draw widgets, setting this keyword is the same as setting SCR_XSIZE or XSIZE. However, for scrolling draw widgets DRAW_XSIZE is the only way to change the width of the drawable area (XSIZE sets the viewport size).

DRAW_YSIZE

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to an integer that specifies the new vertical size for the graphics region (the *virtual size*) of a draw widget in units specified by the UNITS keyword (pixels are the default). For non-scrollable draw widgets, setting this keyword is the same as setting SCR_YSIZE or YSIZE. However, for scrolling draw widgets DRAW_YSIZE is the only way to change the height of the drawable area (YSIZE sets the viewport size).

DYNAMIC_RESIZE

This keyword applies to widgets created with the WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_DROPLIST, and WIDGET_LABEL functions.

Set this keyword to activate (if set to 1) or deactivate (if set to 0) dynamic resizing of the specified WIDGET_BUTTON, WIDGET_LABEL, or WIDGET_DROPLIST widget (see the documentation for the DYNAMIC_RESIZE keyword to those procedures for more information about dynamic widget resizing).

EDITABLE

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET, WIDGET_TABLE, and WIDGET_TEXT functions.

Set this keyword to directly edit the contents of a property sheet, text, or table widget. For table widgets, you can control individual cell editability by restricting the targeted cells with USE_TABLE_SELECT. Additionally, when you supply an array of editability values, the values are distributed across the set of target cells. A scalar value is applied to all targeted cells.

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

The default value depends on the type of widget as follows:

- Text and table widgets are read-only by default (the default value is 0). The text cannot be modified. See the descriptions of the ALL_TABLE_EVENTS and ALL_TEXT_EVENTS keywords for additional details.

- Property sheet widgets are editable by default (EDITABLE=1). In this default mode, property values can be modified. When a property sheet is marked as read-only (EDITABLE=0), you can select properties and use any scrollbars, but cannot change any values. Setting this keyword to 0 is roughly equivalent to desensitizing all properties by setting the SENSITIVE attribute of *every* property on the property sheet equal to 0.

Note

To set the SENSITIVE attribute of individual properties within a property sheet, use IDLitComponent::RegisterProperty or IDLitComponent::SetPropertyAttribute.

EDIT_CELL

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a two-element integer array containing the y (row) and x (column) coordinates of a table cell to put that cell into edit mode. For example, to put the top cell in the third column (x index=2) into edit mode, use the following commands:

```
row=0
col=2
WIDGET_CONTROL, table, EDIT_CELL=[row, col]
```

where *table* is the Widget ID of the table widget.

EVENT_FUNC

This keyword applies to all widget primitives (non-compound widgets).

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy given by *Widget_ID*.

This keyword overwrites any event routine supplied by previous uses of the EVENT_FUNC or EVENT_PRO keywords. To specify no event routine, set this keyword to a null string (' ').

EVENT_PRO

This keyword applies to all widget primitives (non-compound widgets).

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy given by *Widget_ID*.

This keyword overwrites any event routine supplied by previous uses of the EVENT_FUNC or EVENT_PRO keywords. To specify no event routine, set this keyword to a null string (' ').

FONT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to the names of the fonts used by the widget. Specified fonts are "device fonts" (an X Windows font on Motif systems, a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

You can restrict the set of targeted cells with USE_TABLE_SELECT. Another way to control individual cell fonts is to specify an array of font names. IDL distributes the supplied font names over the set of targeted cells, repeatedly if necessary (if there are fewer fonts than cells). If you provide a scalar string, IDL changes all targeted cells to the same font.

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

FOREGROUND_COLOR

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to one or more RGB triplets to specify cell text colors. For an RGB triplet, each red, green, and blue byte must be in the range [0,255].

Note ————————————————————————————————————

A computer's graphics system might not express an arbitrary RGB triplet accurately or be capable of displaying a large number of distinct colors. The actually applied may be different from the color you specify.

———

When you use this keyword in conjunction with USE_TABLE_SELECT, you can specify the set of affected cells. Otherwise, IDL operates on all of the table's cells. If a single color is provided, it is applied to all cells and is used as the default whenever new cells are created. If more than one color is provided, IDL applies the colors row by row, left to right, working from the top row to the bottom row. When there are fewer colors than cells, IDL cycles through the colors repeatedly.

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

FORMAT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a single string or a one- or two-dimensional array of strings that specify the format of data displayed within table cells. The string(s) are of the same form as used by the FORMAT keyword to the PRINT procedure, and the default format is the same as that used by the PRINT/PRINTF procedures.

If the USE_TABLE_SELECT keyword is set equal to one, the format is changed only for the currently selected cells. If USE_TABLE_SELECT is set equal to an array, the format is changed for the specified cells.

- In standard selection mode, FORMAT can be set either to a single string or to a two-dimensional array of strings of the same size as the selected area.

- In disjoint selection mode, FORMAT can be set either to a single string or to a one-dimensional array of strings with the same number of elements as the selected area.

FUNC_GET_VALUE

This keyword applies to all widgets.

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. The function specified by FUNC_GET_VALUE is called with the widget ID as an argument. The function specified by FUNC_GET_VALUE should return a value for a

widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GET_DRAW_VIEW

This keyword applies to widgets created with the WIDGET_DRAW function.

Specifies a named variable which will be assigned the current position of a draw widget viewport. The position is returned as a 2-element integer array giving the X and Y position relative to the lower left corner of the graphics area.

GET_UVALUE

This keyword applies to all widgets.

Set this keyword to a named variable to contain the current user value of the widget.

Each widget can contain a user set value of any data type and organization. This value is not used by the widget in any way, and exists entirely for the convenience of the IDL programmer. This keyword allows you to obtain the current user value.

The user value of a widget can be set with the SET_UVALUE keyword to this routine, or with the UVALUE keyword to the routine that created it.

To improve the efficiency of the data transfer, consider using the NO_COPY keyword (described below) with GET_UVALUE.

GET_VALUE

This keyword applies to widgets created with the WIDGET_ACTIVEX, WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_DRAW, WIDGET_DROPLIST, WIDGET_LABEL, WIDGET_PROPERTYSHEET, WIDGET_SLIDER, WIDGET_TABLE, WIDGET_TEXT, and WIDGET_TREE functions.

Note

If you would like information about the values returned for a specific compound widget—beginning with the prefix "CW_"—please refer to the description of the compound widget, which may also include a section titled, "Keywords to WIDGET_CONTROL and WIDGET_INFO". Compound widgets are described in the *Reference Guide*.

Set this keyword to a named variable to contain the current value of the widget. The type of value returned depends on the widget type:

- ActiveX: An object reference to the IDLcomActiveX object that underlies the ActiveX widget. See Chapter 4, "Using ActiveX Controls in IDL" (*IDL Connectivity Bridges*) for details.

- Button: If the button label is text, it is returned as a string. Attempts to obtain the value of a button with a bitmap label is an error.

- Combobox: The contents of the list of the combobox widget are returned as a string or string array.

- Draw: The value of a draw widget depends on whether the draw widget uses IDL Direct Graphics or IDL Object Graphics. (The type of graphics used is specified by the GRAPHICS_LEVEL keyword to WIDGET_DRAW.) The two possibilities are:

  A. By default, draw widgets use IDL Direct Graphics. In this case, the value of a draw widget is the IDL window ID for the drawing area. This ID is used with procedures such as WSET, WSHOW, etc., to direct graphics to the widget. The window ID is assigned to drawing area widgets at the time they are realized. If the widget has not yet been realized, a value of -1 is returned.

  B. If the draw widget uses IDL Object Graphics (that is, if the GRAPHICS_LEVEL keyword to WIDGET_DRAW is set equal to 2), the value of the draw widget is the object reference of the window object used in the draw widget.

  To obtain the window number for a newly created draw widget, use GET_VALUE *after* the draw widget has been realized. Draw widgets do not have a window number assigned to them until they are realized. For example, to return the window number of a draw widget in the variable win_num, use the command:

  ```
  WIDGET_CONTROL, my_drawwidget, GET_VALUE=win_num
  ```

  where my_drawwidget is the widget ID of the desired draw widget.

  When using Object Graphics for the widget draw, the following command returns an object reference to the draw window:

  ```
  WIDGET_CONTROL, my_drawwidget, GET_VALUE=oWindow
  ```

  where oWindow is a window object.

- Droplist: The contents of the droplist widget's list are returned as a string or string array.

- Label: The label text is returned as a string.

- Property Sheet: Retrieves the component object(s) that the property sheet is associated with. Use the GET_VALUE keyword to WIDGET_CONTROL.

- Slider: The current value of the slider is returned as an integer.

- Table: Normally, the data for the whole table are returned as a two dimensional array or a vector of structures.

  If the USE_TABLE_SELECT keyword is set, the value returned is a subset of the whole data.

  - If the table is in standard selection mode and the table data is of a single type, the value returned is a two dimensional array. If the table contains structure data, the value returned is a vector of (possibly anonymous) structures.

  - If the table is in disjoint selection mode and the table data is a single type, the value returned is a one-dimensional array of values. If the table contains structure data, the value returned is a single structure in which each field corresponds to a selected cell. In either case, use the TABLE_SELECT keyword to WIDGET_INFO to get the row and column indices of the disjoint values.

  If the USE_TEXT_SELECT keyword is set, the value returned is a string corresponding to the currently-selected text in the currently-selected cell.

- Text: The current contents of the text widget are returned as a string array. If the USE_TEXT_SELECT keyword is also specified, only the contents of the current selection are returned.

- Tree: The label text associated with the node is returned as a string. If the specified widget is the root of the tree then the null string ("") is returned.

- Widget types not listed above do not return a value. Attempting to retrieve the value of such a widget causes an error.

The value of a widget can be set with the SET_VALUE keyword to this routine, or with the VALUE keyword to the routine that created it.

GROUP_LEADER

This keyword applies to all widgets.

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

HOURGLASS

This keyword applies to all widgets. Do not specify a *Widget ID* when using this keyword.

Set this keyword to turn on an "hourglass-shaped" cursor for all IDL widgets and graphics windows. The hourglass remains in place until the WIDGET_EVENT function attempts to process the next event. Then the previous cursor is reinstated. If an application starts a time-intensive calculation inside an event-handling routine, the hourglass cursor should be used to indicate that the system is not currently responding to events.

ICONIFY

This keyword applies to all widgets.

Set this keyword to a non-zero value to cause the specified widget to become iconified. Set this keyword to zero to open an iconified widget.

IGNORE_ACCELERATORS

This keyword applies to widgets created with the WIDGET_COMBOBOX, WIDGET_DRAW, WIDGET_PROPERTYSHEET, WIDGET_TABLE, and WIDGET_TEXT functions.

Set this keyword to a list of accelerators that should be ignored while the target widget has the keyboard focus. Using this mechanism, keystrokes that IDL would otherwise deliver only to an accelerated button are allowed to fall through to the target widget. If the keyword is set while the widget already has the focus, the effects are immediate. Acceleration is restored when the target widget loses the focus.

Note ———
See WIDGET_BUTTON's description of the ACCELERATOR keyword for the syntax used to specify accelerators.
———

If you do not set this keyword to a list, you can set it to one of the following values:

1	All existing accelerators are ignored
0	No accelerators are ignored

INPUT_FOCUS

This keyword applies to widgets created with the WIDGET_BUTTON, WIDGET_DRAW, and WIDGET_TEXT functions.

If *Widget_ID* is a text widget or a draw widget, set this keyword to cause the widget to receive the keyboard focus. If *Widget_ID* is a button widget, set this keyword to position the mouse pointer over the button (on Motif), or set the focus to the button so that it can be "pushed" with the spacebar (on Windows). While this keyword will set the focus to widgets of other types, the exact location of the focus is not well defined.

Note ───────────────────────────────

You cannot assign the input focus to an unrealized widget.

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INSERT_COLUMNS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to the number of columns to be added to the right of the rightmost column of the table. If the USE_TABLE_SELECT keyword is set equal to one, the columns are inserted to the left of the current selection. If USE_TABLE_SELECT is set equal to an array, the columns are inserted to the left of the specified selection.

Warning ───────────────────────────────

You cannot insert columns into a table which displays structure data in /ROW_MAJOR (default) mode because it would change the structure.

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INSERT_ROWS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to the number of rows to be added below the bottommost row of the table. If the USE_TABLE_SELECT keyword is set equal to one, the rows are inserted above the current selection. If USE_TABLE_SELECT is set equal to an array, the rows are inserted above the specified selection.

Warning ───────────────────────────────

You cannot insert rows into a table which displays structure data in /COLUMN_MAJOR mode because it would change the structure.

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KBRD_FOCUS_EVENTS

This keyword applies to widgets created with the WIDGET_BASE, WIDGET_TABLE, and WIDGET_TEXT functions.

Set this keyword to cause widget keyboard focus events to be issued for the widget whenever the keyboard focus of that widget changes. See the KBRD_FOCUS_EVENTS keywords to WIDGET_BASE, WIDGET_TABLE, and WIDGET_TEXT for details.

See "Keyboard Focus Events" (Chapter 3, *Widget Application Programming*) for more information.

KILL_NOTIFY

This keyword applies to all widgets.

Use this keyword to change or remove a previously-specified callback procedure for *Widget_ID*. A previously-defined callback can be removed by setting this keyword to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

For a top-level base widget in a widget application, the CLEANUP keyword to XMANAGER can also be used to specify a procedure that will be called when the base widget dies. Note that the *last* call to any of:

- WIDGET_BASE, KILL_NOTIFY
- XMANAGER, CLEANUP
- WIDGET_CONTROL, KILL_NOTIFY

determines the procedure that is executed when the specified top-level base widget dies.

MANAGED

This keyword applies to all widgets.

This keyword is used by the XMANAGER procedure to mark those widgets that it is currently managing. User applications should not use this keyword directly.

MAP

This keyword applies to all widgets.

Set this keyword to zero to unmap the widget hierarchy rooted at the widget specified by *Widget_ID*. The hierarchy disappears from the screen, but still exists.

The mapping operation applies only to base widgets. If the specified widget is not a base, IDL searches upward in the widget hierarchy until it finds the closest base widget. The map operation is applied to that base.

Set MAP to a nonzero value to re-map the widget hierarchy and make it visible. Normally, the widget is automatically mapped when it is realized, so use of the MAP keyword is not required.

MONTHS

This keyword applies to widgets created with the WIDGET_TABLE function.

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

MULTIPLE_PROPERTIES

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

Set this property to 1 to allow multiple properties to be selected at the same time. When this keyword is set, you can hold down the **Ctrl** key while left-clicking with the mouse to make nonadjacent selections, or hold down the **Shift** key to select an adjacent range of properties.

When changing the selection support of a property sheet from multiple selection to single selection (MULTIPLE_PROPERTIES equals 0), the current set of selected properties is cleared unless there is only a single selection.

NO_COPY

This keyword applies to all widgets.

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles the SET_UVALUE and GET_UVALUE operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

Note
The NO_COPY keyword increases efficiency when sending event structures using the SEND_EVENT keyword to WIDGET_CONTROL.

NO_NEWLINE

This keyword applies to widgets created with the WIDGET_TEXT function.

When setting the value of a multi-line text widget, newline characters are automatically appended to the end of each line of text. The NO_NEWLINE keyword suppresses this action.

NOTIFY_REALIZE

This keyword applies to all widgets.

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. A previously-set callback routine can be removed by setting this keyword to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

This keyword applies to all widgets.

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget.

The procedure specified by PRO_SET_VALUE is called with two arguments: a *Widget ID* and a *Value*. Using this technique allows you to designate a routine that sets the value for the widget specified by *Widget ID*.

This keyword is intended for use in compound widgets, which use it to define the compound widget's value transparently to the user.

Using this keyword with widget primitives is somewhat problematic, because calling WIDGET_CONTROL, SET_VALUE *within* the procedure will also call the procedure specified by PRO_SET_VALUE. In order to use PRO_SET_VALUE with a widget primitive, the specified procedure must do the following:

1. Process the *Value* supplied to the procedure in the necessary way

2. Unset the PRO_SET_VALUE keyword for the affected widget by setting its value to a null string

3. Set the affected widget's value using the SET_VALUE keyword to WIDGET_CONTROL

4. Reset the PRO_SET_VALUE keyword to the original procedure

PROPERTYSHEET_SETSELECTED

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

This keyword allows programmatic property selection. Set it to a string or an array of strings to identify the properties to appear selected. The strings should match valid property identifiers. When this keyword is set to an empty string, or an array that contains only empty strings, it clears all property selections.

PUSHBUTTON_EVENTS

This keyword applies to widgets created with the WIDGET_BUTTON function.

Set this keyword to a non-zero value to enable pushbutton events for the widget specified by *Widget_ID*. Set the keyword to 0 to disable pushbutton events for the specified widget. For a description of pushbutton events, see "PUSHBUTTON_EVENTS" on page 2687 in the documentation for WIDGET_BUTTON.

REALIZE

This keyword applies to all widgets.

If set, the widget hierarchy is realized. Until the realization step, the widget hierarchy exists only within IDL. Realization is the step of actually creating the widgets on the screen (and mapping them if necessary).

When a previously realized widget gets a new child widget, the new child is automatically realized.

Tip ───

Under Microsoft Windows, when a hidden base is realized, then mapped, a Windows resize message is sent by the windowing system. This "extra" resize event is generated before any manipulation of the base widget by the user.

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REFRESH_PROPERTY

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function. Set this keyword to:

- A non-zero numeric value to refresh all properties. Refreshing all properties in this manner is more efficient to use /REFRESH_PROPERTY than WIDGET_CONTROL's SET_VALUE keyword to reload the property sheet.

- A string or string array containing one or more *property identifiers* identifying individual properties to be refreshed. See "Property Identifiers" (Chapter 4, *iTool Developer's Guide*) for information on property identifiers.

The REFRESH_PROPERTY keyword also updates a property's sensitivity and visibility according to the value of the property held by the related component. Although the property sheet knows about its component, the property sheet and underlying component have a clear boundary and can only affect each other through IDL statements. The following example illustrates this. The first selected property in the property sheet is hidden after a 4 second wait as long at the REFRESH_PROPERTY keyword is used. When commented out, there is no notification that the first selected property should be hidden.

```
PRO ExPropSheetRefresh

; Create and initialize the component.
oComp = OBJ_NEW('IDLitVisAxis')
; Create a base and property sheet.
base = WIDGET_BASE(/TLB_SIZE_EVENT, $
   TITLE = 'Single Property Sheet Example')
wPropAxis = WIDGET_PROPERTYSHEET(base, VALUE = oComp, $
UNAME = 'PropSheet', xsize = 45)
; Pre-select the color and transparency properties of
; axis component.
WIDGET_CONTROL, wPropAxis,  $
```

```
        PROPERTYSHEET_SETSELECTED=['Color', 'Transparency']

    ; Activate the widgets.
    WIDGET_CONTROL, base, SET_UVALUE = oComp, /REALIZE
    XMANAGER, 'ExSinglePropSheet', base, /NO_BLOCK

    ; Wait 4 seconds and then hide the first selected property
    ; and refresh the property sheet.
    WAIT, 4
    a = WIDGET_INFO(wPropAxis, /propertysheet_selected)
    oComp->SetPropertyAttribute, a[0], /HIDE
    WIDGET_CONTROL, wPropAxis, /REFRESH_PROPERTY

    END
```

RESET

This keyword applies to all widgets. Do not specify a *Widget ID* when using this keyword. Set the RESET keyword to destroy every currently active widget. This keyword should be used with caution.

ROW_LABELS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to an array of strings to be used as labels for the rows of the table. If no label is specified for a row, it receives the default label "*n*" where *n* is the row number. If this keyword is set to the empty string (''), all row labels are set to be empty.

ROW_HEIGHTS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a one-dimensional array of heights for the rows of the table widget. The heights are given in the units specified with the UNITS keyword. If no height is specified for a row, that row is set to the default size, which varies by platform. If ROW_HEIGHTS is set to a scalar value, all of the row heights are set to that value.

Note

On Microsoft Windows platforms, rows cannot have different heights. You should supply a scalar value, but if you supply an array of values, IDL applies the last value to all rows.

Note ───

Row heights are limited to 0 on Motif and 1 on Windows.

───

If the USE_TABLE_SELECT keyword is set (in either standard or disjoint selection mode), the indices of the elements of the specified array are interpreted as indices into the list of selected rows. For example, if the table is in disjoint selection mode, the current selection includes cells from rows 0, 1, 2, 5, 6, and 7, USE_TABLE_SELECT is set equal to one, and the ROW_HEIGHTS keyword is set equal to a four-element array [20, 35, 30, 35], the height of rows 0, 1, 2, and 5 would be modified. Similarly, if the table is in standard selection mode and the USE_TABLE_SELECT keyword is set equal to the array [0, 1, 0, 0], and the ROW_HEIGHTS keyword is set equal to a four-element array [20, 35, 30, 35], only the height of the first row would be altered.

Note ───

You can make column header cells taller by first selecting them with USE_TABLE_SELECT (using -1 for the row values of the selection indexes the header cells of the selection's columns) and then setting their height with ROW_HEIGHTS.

───

SCR_XSIZE

This keyword applies to all widgets.

Set this keyword to an integer value that represents the widget's new horizontal size, in units specified by the UNITS keyword (pixels are the default). Attempting to change the size of a widget that is part of a menubar or pulldown menu causes an error. This keyword is useful for resizing table, text, list, and scrolling widgets. Note that [XY]SIZE sets client area and SCR_[XY]SIZE sets total area (title bar, borders, menu, client area).

SCR_YSIZE

This keyword applies to all widgets.

Set this keyword to an integer value that represents the widget's new vertical size, in units specified by the UNITS keyword (pixels are the default). Attempting to change the size of a widget that is part of a menubar or pulldown menu causes an error. This keyword is useful for resizing table, text, list, and scrolling widgets. Note that [XY]SIZE sets client area and SCR_[XY]SIZE sets total area (title bar, borders, menu, client area).

SEND_EVENT

This keyword applies to all widgets.

Set this keyword to a structure containing a valid widget event to be sent to the specified widget. The value of SEND_EVENT *must* be a structure and the first three fields must be ID, TOP, and HANDLER (all of LONG type). Additional fields can be of any type.

As a convenience, you can set the values of the ID, TOP, and HANDLER fields to the long integer zero. Setting these fields to zero will result in their being populated with the following values:

ID	the widget ID of the widget specified in the call to WIDGET_CONTROL.
TOP	the widget ID of the top-level base containing ID.
HANDLER	the widget ID of the widget associated with the event handling routine for ID.

To improve the efficiency of the data transfer, consider using the NO_COPY keyword with SEND_EVENT.

SENSITIVE

This keyword applies to all widgets.

Set this keyword to control the sensitivity state of a widget after creation. Use the SENSITIVE keyword with the widget creation function to control the initial sensitivity state.

When a widget is sensitive, it has normal appearance and can receive user input. For instance, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, and ignores any input directed at it. If SENSITIVE is zero, the widget hierarchy becomes insensitive. If nonzero, it becomes sensitive.

Sensitivity can be used to control when a user is allowed to manipulate a widget. It should be noted that some widgets do not change their appearance when they are made insensitive, and simply cease generating events.

Note ————————————————————————————————

For tree widgets (created with the WIDGET_TREE function), only the sensitivity of the root node, and thus of the entire tree, can be changed.

———

SET_BUTTON

This keyword applies to widgets created with the WIDGET_BUTTON function.

This keyword changes the current state of toggle buttons. If set equal to zero, every toggle button in the hierarchy specified by *Widget_ID* is set to the unselected state. If set to a nonzero value, the action depends on the type of base holding the buttons:

- For a non-exclusive base:

  - If a single button is specified by *Widget_ID*, that button is set to the selected state, leaving the state of other buttons in the base unchanged.

  - If the base itself is specified by *Widget_ID*, all buttons are set to the selected state.

- For an exclusive base:

  - If a single button is specified by *Widget_ID*, that button is set to the selected state, and all other buttons in the base are set to the unselected state.

  - If the base itself is specified by *Widget_ID*, IDL generates an error, since an exclusive base can contain at most one selected button.

If the specified *Widget_ID* is a button widget that was created using the CHECKED_MENU keyword, the checked state of the menu item is modified. If the keyword value is nonzero, the menu button is placed in a checked state. If the keyword value is zero, the button is placed in a un-checked state.

SET_COMBOBOX_SELECT

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to an integer that specifies the zero-based index of the combobox list element to be displayed. If the specified element is outside the range of existing elements, the selection remains unchanged.

SET_DRAG_NOTIFY

This keyword applies to widgets created with the WIDGET_DRAW and WIDGET_TREE functions.

Set this keyword equal to a string containing the name of a function that will be automatically called as the end-user drags over the widget. Alternatively, set this keyword equal to the string:

- • `<inherit>` (including the < and > characters) to have the widget inherit an ancestor's callback

- • `<default>` (including the < and > characters) to use the system default callback.

For more details, see the DRAG_NOTIFY keyword to WIDGET_DRAW or WIDGET_TREE.

SET_DRAGGABLE

This keyword applies to widgets created with the WIDGET_TREE function.

Use this keyword to specify whether or not the widget can be dragged. A value of 1 (one) makes the widget a valid drag item and a value of 0 (zero) makes the widget not draggable. If this keyword is not specified or is set to -1 then the widget inherits its draggability from the nearest ancestor that sets the a draggability value.

Note

Although the root node of a tree widget cannot be dragged nor inherit a value, the value can be set so that child nodes can inherit the value. The default value is 0.

SET_DRAW_VIEW

This keyword applies to widgets created with the WIDGET_DRAW function.

A scrollable draw widget provides a large graphics area which is viewed through a smaller viewport. This keyword allows changing the current position of the viewport. The desired position is specified as a 2-element integer array giving the X and Y position in units specified by the UNITS keyword (pixels are the default) relative to the lower left corner of the graphics area. For example, to position the viewport to the lower left corner of the image:

```
WIDGET_CONTROL, widget, SET_DRAW_VIEW=[0, 0]
```

SET_DROP_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW and WIDGET_TREE functions.

Use this keyword to specify whether or not the widget will generate drop events. See "Widget Events Returned by Draw Widgets" on page 2775 or "Widget Events Returned by Tree Widgets" on page 2931 for an explanation of the event structure.

A value of 1 (one) causes the widget to generate drop events and a value of 0 (zero) causes the widget to not generate drop events. If this keyword is not specified or is set

to -1, the widget inherits this setting from the nearest ancestor that sets a value of zero or one.

Tree root nodes and draw widgets can generate drop events, but cannot inherit. Their default value is 0.

SET_DROPLIST_SELECT

This keyword applies to widgets created with the WIDGET_DROPLIST function.

Set this keyword to an integer that specifies the droplist element to be current (i.e., the element that is displayed on the droplist button). Positions start at zero. If the specified element is outside the possible range, no new selection is set.

SET_LIST_SELECT

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to an integer scalar or vector that specifies the list element or elements to be highlighted. The previous selection (if there is a selection) is cleared. Positions start at zero. If the specified element is outside the possible range, no new selection is set. Note that the MULTIPLE keyword to WIDGET_LIST must have been set if more than a single list element is specified.

If the selected position is not currently on the screen, the list widget automatically move the current scrolling viewport to make it visible. The resulting topmost visible element is toolkit specific. If you wish to ensure a certain element is at the top of the list, use the SET_LIST_TOP keyword (described below) to explicitly set the viewport.

SET_LIST_TOP

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to an integer that specifies the element of the list widget to be positioned at the top of the scrolling list. If the specified element is outside the range of list elements, nothing happens.

SET_MASK

This keyword applies to widgets created with the WIDGET_TREE function.

Use this keyword in conjunction with SET_TREE_BITMAP to create a tree node icon that has transparency. Set the value to 1 (one) to use the bitmap's lower left pixel as the transparent pixel. When the keyword is not supplied or is explicitly set to 0 (zero), then transparency is not used in the bitmap. This keyword is ignored when not used with SET_TREE_BITMAP.

SET_SLIDER_MAX

This keyword applies to widgets created with the WIDGET_SLIDER function.

Set this keyword to a new maximum value for the specified slider widget.

Note ———————————————————————————————

This keyword does not apply to floating-point sliders created with the CW_FSLIDER function.

___

SET_SLIDER_MIN

This keyword applies to widgets created with the WIDGET_SLIDER function.

Set this keyword to a new minimum value for the specified slider widget.

Note ———————————————————————————————

This keyword does not apply to floating-point sliders created with the CW_FSLIDER function.

___

SET_TAB_CURRENT

This keyword applies to widgets created with the WIDGET_TAB function.

Set this keyword equal to the zero-based index of the tab to be set as the current (visible) tab. If the index value is invalid, the value is quietly ignored.

SET_TAB_MULTILINE

This keyword applies to widgets created with the WIDGET_TAB function.

This keyword controls how tabs appear on the tab widget when all of the tabs do not fit on the widget in a single row. This keyword behaves differently on Windows and UNIX systems.

Windows

Set this keyword to cause tabs to be organized in a multi-line display when the width of the tabs exceeds the width of the largest child base widget. If possible, IDL will create tabs that display the full tab text.

If MULTILINE=0 and LOCATION=0 or 1, tabs that exceed the width of the largest child base widget are shown with scroll buttons, allowing the user to scroll through the tabs while the base widget stays immobile.

If LOCATION=1 or 2, a multiline display is always used if the tabs exceed the height of the largest child base widget.

Note ───

The width or height of the tab widget is based on the width or height of the largest base widget that is a child of the tab widget. The text of the tabs (the titles of the tab widget's child base widgets) may be truncated even if the MULTILINE keyword is set.

───

UNIX

Set this keyword equal to an integer that specifies the maximum number of tabs to display per row in the tab widget. If this keyword is not specified (or is explicitly set equal to zero) all tabs are placed in a single row.

Note ───

The width or height of the tab widget is based on the width or height of the largest base widget that is a child of the tab widget. The text of the tabs (the titles of the tab widget's child base widgets) is never truncated in order to make the tabs fit the space available. (Tab text may be truncated if the text of a single tab exceeds the space available, however.) This means that if MULTILINE is set to any value other than one, some tabs may not be displayed.

───

SET_TABLE_SELECT

This keyword applies to widgets created with the WIDGET_TABLE function.

- In standard selection mode, specify a four-element array, of the form [*left, top, right, bottom*] specifying the cells to act upon.

- In disjoint selection mode, specify a 2 x *n* element array of column/row pairs specifying the cells to act upon.

Specifications for cell locations are zero-based (that is, the first data column is column number zero). You can use the value -1 to indicate that IDL should select an entire row or column. For example, to select all of Rows 3 and 4, you can specify either [-1,3,-1,4] or [[-1,3],[-1,4]], depending on the table's selection mode (standard or disjoint, respectively). This method differs from explicitly specifying all the cells of the rows in that IDL also selects the header cells, as if you had clicked on them. To deselect all cells, specify either [-1,-1,-1,-1] (in standard selection mode) or [-1,-1] (in disjoint selection mode).

See "USE_TABLE_SELECT" on page 2752 for details on the selection modes.

If the selected position is not currently on the screen, the table widget automatically moves the current scrolling viewport to make a portion of it visible. The resulting top-left visible cell is toolkit specific. If you wish to ensure a certain element is at the top of the list, use the SET_TABLE_VIEW keyword to explicitly set the viewport.

SET_TABLE_VIEW

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to a two-element array of zero-based cell indices that specifies the cell of the table widget to the positioned at the top-left of the widget. If the specified cell is outside the range of valid cells, nothing happens.

SET_TEXT_SELECT

This keyword applies to widgets created with the WIDGET_TABLE and WIDGET_TEXT functions.

Use this keyword to clear any current selection in the specified table cell or text widget, and either set a new selection, or simply set the text insertion point. To set a selection, specify a two-element integer array containing the starting position and the length of the selection. For example, to set a selection covering characters 3 though 23:

```
WIDGET_CONTROL, widgetID, SET_TEXT_SELECT=[3, 20]
```

To move the text insertion point without setting a selection, omit the second element, or set it to zero.

SET_TEXT_TOP_LINE

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to the zero-based line number of the line to be positioned on the topmost visible line in the text widget's viewport. No horizontal scrolling is performed. Note that this is a line number, not a character offset.

SET_TREE_BITMAP

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword equal to a 16x16x3 array representing an RGB image that will be displayed next to the node in the tree widget.

Set this keyword equal to zero to revert to the appropriate default system bitmap.

SET_TREE_EXPANDED

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword equal to a nonzero value to expand the specified tree widget folder. Set this keyword equal to zero to collapse the specified tree widget folder.

SET_TREE_INDEX

This keyword applies to widgets created with the WIDGET_TREE function.

Use this keyword to change the position of a tree widget node relative to its siblings. The supplied value will be the new zero-based index of the node. Values of -1 and those greater than or equal to the number of siblings result in the node being positioned as the last of the children.

SET_TREE_SELECT

This keyword applies to widgets created with the WIDGET_TREE function.

This keyword has two modes of operation, depending on the widget ID passed to WIDGET_CONTROL:

- If the specified widget ID is for the root node of the tree widget (the tree widget whose *Parent* is a base widget):

    - If the tree widget is in multiple-selection mode and SET_TREE_SELECT is set to an array of widget IDs corresponding to tree widgets that are nodes in the tree, those nodes are selected.

    - If the tree widget is *not* in multiple-selection mode and SET_TREE_SELECT is set to a single widget ID corresponding to a tree widget that is a node in the tree, that node is selected.

    - If the keyword is set to zero, all selections in the tree widget are cleared.

- If the specified widget ID is a tree widget that is a node in a tree:

    - If the keyword is set to a nonzero value, the specified node is selected.

    - If the keyword is set to zero, the specified node is deselected.

Note

If the tree widget is in multiple-selection mode, the selection changes made to the tree widget via this keyword are additive — that is, the current selections are retained and any additional nodes specified by SET_TREE_SELECT are also selected.

SET_TREE_VISIBLE

This keyword applies to widgets created with the WIDGET_TREE function and whose parent widget was also created using the WIDGET_TREE function (that is, tree widgets that are nodes of another tree).

Set this keyword to make the specified tree node *visible* to the user. Setting this keyword has two possible effects:

1. If the specified node is inside a collapsed folder, the folder and all folders above it are expanded to reveal the node.

2. If the specified node is in a portion of the tree that is not currently visible because the tree has scrolled within the parent base widget, the tree view scrolls so that the selected node is at the top of the base widget.

Note
Use of this keyword does not affect the tree widget selection state.

SET_UNAME

This keyword applies to all widgets.

Set this keyword to a string that can be used to identify the widget. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID. You can set the name at creation time, using the UNAME keyword with the creation function.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

SET_UVALUE

This keyword applies to all widgets.

Each widget can contain a user-set value. This value is not used by IDL in any way, and exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value.

To improve the efficiency of the data transfer, consider using the NO_COPY keyword with SET_UVALUE.

SET_VALUE

This keyword applies to widgets created with the WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_DROPLIST, WIDGET_LABEL, WIDGET_LIST, WIDGET_PROPERTYSHEET, WIDGET_SLIDER, WIDGET_TABLE, WIDGET_TEXT, and WIDGET_TREE functions.

Sets the value of the specified widget. The meaning of the value differs between widget types:

- Button: The label to be used for the button. This value can be either a scalar string, or a 2D byte array containing a bitmap.

- Combobox: The contents of the combobox widget (string or string array).

- Droplist: The contents of the droplist widget (string or string array).

- Label: The text to be displayed by the label widget.

- List: The contents of the list widget (string or string array).

- Property Sheet: Object references to one or more component objects to be displayed in the property sheet. Any existing associations are lost and the property sheet is reloaded with the new list of properties. To completely clear the property sheet, use a null object reference.

- Slider: The current position of the slider (integer).

- Table: Normally, the data for the whole table is changed to the specified data, which must be of the form of a two dimensional array or a vector of structures. In this form, the table is resized to fit the given data (unless the TABLE_XSIZE or TABLE_YSIZE keywords are given).

   If the USE_TABLE_SELECT keyword is set, the value given is treated as a subset of the whole data, and only the given range of cells are updated. Used in this form, the type of data stored in the table cannot be changed. The data passed in is converted, as appropriate, to the type of the selected cells. If less data is passed in than fits in the current selection, the cells outside the range of data (but inside the selection) are left unchanged. If more data is passed in than fits in the current selection, the extra data is ignored.

   - If the table is in standard selection mode, the data should be a two-dimensional array of values for a single-type table, or a vector of structures for a table that contains structure data.

   - If the table is in disjoint selection mode, the data should be a one-dimensional array of values for a single-type table, or a single structure

with each field corresponding to a cell for a table that contains structure data.

If the USE_TEXT_SELECT keyword is present, the value must be a string, which replaces the currently-selected text in the currently-selected cell.

- Text: The text to be displayed. If the APPEND keyword is also specified, the text is appended to the current contents instead of instead of completely replacing it (string or string array). If the USE_TEXT_SELECT keyword is specified, the new string replaces only the currently-selected text in the text widget.

- Tree: The text to be displayed next to the tree widget node. Setting the value of the root node of a tree has no effect and is quietly ignored.

- Widget types not listed above do not allow the setting of a value. Attempting to set the value of such a widget causes an error.

The value of a widget can also be set with the VALUE keyword to the routine that created it.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

SHOW

This keyword applies to all widgets.

Controls the visibility of a widget hierarchy. If set to zero, the hierarchy containing *Widget_ID* is pushed behind any other windows on the screen. If nonzero, the hierarchy is pulled in front.

TAB_MODE

This keyword applies to widgets created with the WIDGET_BASE, WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_DROPLIST, WIDGET_LIST, WIDGET_SLIDER, WIDGET_TAB, WIDGET_TABLE, WIDGET_TEXT, WIDGET_TREE.

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited at creation time by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the

widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

When WIDGET_CONTROL is used to change the TAB_MODE value, the change affects only the widget upon which it is explicitly set. The change is not propagated along the widget hierarchy after it has been created. The TAB_MODE keyword also *cannot* be explicitly set for the following widgets:

- Draw widgets

- Label widgets

- Grouped, exclusive button widgets (radio buttons)

- Menu items or menu bases

Attempting to set TAB_MODE on these widgets will generate an error.

Note ————————————————————————————
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
—————————————————————————————————

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default value unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ————————————————————————————
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.
—————————————————————————————————

After creating the widget hierarchy, you can query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword. See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TABLE_BLANK

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to a nonzero value to cause the specified cells to be blank. Set this keyword equal to zero to cause the specified cells to display values as usual.

Note

Hiding cell contents using this keyword is a *display-only operation*. The cell contents are not removed from the table, they are simply hidden from view. Any operation that evaluates or changes the value of a cell will operate in the same way on a cell whose contents are hidden as it will on a cell whose contents are visible.

If the USE_TABLE_SELECT keyword is set equal to one, the currently selected cells are blanked or restored. If USE_TABLE_SELECT is set equal to an array, the specified cells are blanked or restored. If USE_TABLE_SELECT is not set, the entire table is hidden or displayed.

TABLE_DISJOINT_SELECTION

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to enable the ability to select multiple rectangular regions of cells.

TABLE_XSIZE

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to the number of data columns in the table widget. Note that if the table widget was created with row titles enabled (that is, if the NO_HEADERS or NO_COLUMN_HEADERS keywords to WIDGET_TABLE were *not* set), the table will contain one column more than the number specified by TABLE_XSIZE.

If the table is made smaller as a result of the application of the TABLE_XSIZE keyword, the data outside the new range persists, but the number of columns and/or rows changes as expected. If the table is made larger, the data type of the cells in the new columns is set according to the following rules:

1. If the table was not created with either the ROW_MAJOR or COLUMN_MAJOR keywords set (if the table is an array rather than a vector of structures), the new cells have the same type as all the original cells.

2. If the SET_VALUE keyword is given, the types of all columns are set according to the new structure.

3. If the table was created with the ROW_MAJOR keyword set, and the SET_VALUE keyword is not specified, the cells in the new columns inherit their type from the cells to their left.

4. ²If the table was created with the COLUMN_MAJOR keyword set, and the SET_VALUE keyword is not specified, any new columns default to type INT.

TABLE_YSIZE

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword equal to the number of data rows in the table widget. Note that if the table widget was created with column titles enabled (that is, if the NO_HEADERS or NO_ROW_HEADERS keywords to WIDGET_TABLE were *not* set), the table will contain one row more than the number specified by TABLE_YSIZE.

If the table is made smaller as a result of the application of the TABLE_YSIZE keyword, the data outside the new range persists, but the number of columns and/or rows changes as expected. If the table is made larger, the data type of the cells in the new rows is set according to the following rules:

1. If the table was not created with either the ROW_MAJOR or COLUMN_MAJOR keywords set (if the table is an array rather than a vector of structures), the new cells have the same type as all the original cells.

2. If the SET_VALUE keyword is given, the types of all rows are set according to the new structure.

3. If the table was created with the COLUMN_MAJOR keyword set, and the SET_VALUE keyword is not specified, the cells in the new rows inherit their type from the cells above.

4. If the table was created with the ROW_MAJOR keyword set, and the SET_VALUE keyword is not specified, any new rows default to type INT.

TIMER

This keyword applies to all widgets.

If this keyword is present, a WIDGET_TIMER event is generated. Set this keyword to a floating-point value that represents the number of seconds before the timer event arrives. Note that this event is identical to any other widget event except that it contains only the 3 standard event tags. These event structures are defined as:

```
{ WIDGET_TIMER, ID:0L, TOP:0L, HANDLER:0L }
```

It is left to the caller to tell the difference between standard widget events and timer events. The standard way to do this is to use a widget that doesn't normally generate events (e.g., a base or label). Alternately, the TAG_NAMES function can be called with the STRUCTURE_NAME keyword to differentiate a WIDGET_TIMER event from other types of events. For example:

```
IF TAG_NAMES(event, /STRUCTURE_NAME) EQ $
    'WIDGET_TIMER' THEN ...
```

Using the TIMER keyword is more efficient than the background task functionality found in the XMANAGER procedure because it doesn't "poll" like the original background task code. The background task functionality will eventually be eliminated from XMANAGER. We encourage all users to modify their code to use the TIMER keyword instead.

See "Timer Events" (Chapter 3, *Widget Application Programming*) for additional details.

TLB_GET_OFFSET

This keyword applies to all widgets.

Set this keyword to a named variable in which the offset of the upper left corner of the top-level base of the specified widget is returned, in units specified by the UNITS keyword (pixels are the default). The offset is measured in device coordinates relative to the upper-left corner of the screen.

Note ———————————————————————————————

On Windows and Macintosh platforms, the returned position is the upper-left corner of the window *including* border and title bar. On non-Macintosh Motif platforms, the returned position represents the upper-left corner of the window's client area (not including border and titlebar).

——

TLB_GET_SIZE

This keyword applies to all widgets.

Set this keyword to a named variable in which the size of the top-level base of the specified widget is returned, in units specified by the UNITS keyword (pixels are the default). The size is returned as a two-element vector that contains the horizontal and vertical size of the base in device coordinates.

TLB_ICONIFY_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to make the top-level base return an event when the base is iconified or restored by the user.

TLB_KILL_REQUEST_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Use this keyword to set or clear kill request events for the specified top-level base. For more information on these events see "TLB_KILL_REQUEST_EVENTS" on page 2671.

TLB_MOVE_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to make the top-level base return an event when the base is moved by the user. Note that if TLB_SIZE_EVENTS are also enabled, a user resize operation that causes the top left corner of the base widget to move will generate both a move event and a resize event.

TLB_SET_TITLE

This keyword applies to all widgets.

Set this keyword to a scalar string to change the title of the specified top-level base after it has been created.

TLB_SET_XOFFSET

This keyword applies to all widgets.

Use this keyword to set the horizontal position of the top level base of the specified widget. The offset is measured from the upper-left corner of the screen to the upper-left corner of the base, in units specified by the UNITS keyword (pixels are the default).

TLB_SET_YOFFSET

This keyword applies to all widgets.

Use this keyword to set the vertical position of the top-level base of the specified widget. The offset is measured from the upper-left corner of the screen to the upper-left corner of the base, in units specified by the UNITS keyword (pixels are the default).

TLB_SIZE_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to make the top-level base return an event when the base is resized by the user. Note that if TLB_MOVE_EVENTS are also enabled, a user resize operation that causes the top left corner of the base widget to move will generate both a move event and a resize event.

TOOLTIP

This keyword applies to widgets created with the WIDGET_BUTTON and WIDGET_DRAW functions.

Set this keyword to a string that will be displayed when the cursor hovers over the specified widget. For UNIX platforms, this string must be non-zero in length, which means that a tooltip can be modified but not be removed on UNIX versions of IDL.

Note ───

Tooltips cannot be created for menu sub-items. The topmost button on a menu can, however, have a tooltip.

───

Note ───

If your application uses hardware rendering and a RETAIN setting of either zero or one, tooltips will cause draw widgets to generate expose events if the tooltip obscures the drawable area. This is true even if the tooltip is associated with another widget.

───

Note ───

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

───

TRACKING_EVENTS

This keyword applies to all widgets.

Set this keyword to a non-zero value to enable tracking events for the widget specified by *Widget_ID*. Set the keyword to 0 to disable tracking events for the specified widget. For a description of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNITS

This keyword applies to all widgets.

Use this keyword to specify the unit of measurement used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

Note

This keyword does not affect all sizing operations. Specifically, the value of UNITS is ignored when setting the XSIZE or YSIZE keywords to WIDGET_LIST, WIDGET_TABLE, or WIDGET_TEXT functions.

UPDATE

This keyword applies to all widgets.

Use this keyword to enable (if set to 1) or disable (if set to 0) screen updates for the widget hierarchy to which the specified widget belongs. This keyword is useful for preventing unwanted intermediate screen updates when changing the values of many widgets at once or when adding several widgets to a previously-realized widget hierarchy. When first realized, widget hierarchies are set to update.

Note

Although this keyword is legal for any widget, it affects every widget in the hierarchy defined for the specified widget's top-level base widget. In other words, setting UPDATE on a particular widget is equivalent to setting UPDATE on the top-level base widget that is at the top of the specified widget's hierarchy.

Warning

Do not attempt to resize a widget on the Windows platform while UPDATE is turned off. Doing so may prevent IDL from updating the screen properly when UPDATE is turned back on.

See "Preventing Layout Flicker" (Chapter 3, *Widget Application Programming*) for more information.

USE_TABLE_SELECT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to modify the behavior of the ALIGNMENT, BACKGROUND_COLOR, COLUMN_WIDTHS, DELETE_COLUMNS, DELETE_ROWS, EDITABLE, FONT, FOREGROUND_COLOR, FORMAT, GET_VALUE, INSERT_COLUMNS, INSERT_ROWS, ROW_HEIGHTS, SET_VALUE, and TABLE_BLANK keywords. If USE_TABLE_SELECT is set, these other keywords apply only to the currently selected cells. Normally, these keywords apply to the entire contents of a table widget.

Note ———

If either the header row or the header column of the table is selected, this keyword modifies the behavior of only the ROW_HEIGHTS or COLUMN_WIDTHS keywords.

———

Note ———

The Microsoft Windows platforms support the ROW_HEIGHTS keyword with the limitation that all rows have the same height. If you supply an array of values, IDL uses the last value for all rows.

———

Selection Modes

The table widget supports two *selection modes*:

- In *standard selection mode*, only a single selection can be created at a given time. Creating a new selection causes the existing selection to disappear.

- In *disjoint selection mode*, multiple selections can be created at one time. Creating a new selection does not cause the existing selection(s) to disappear. A table can be created in disjoint selection mode using either the DISJOINT_SELECTION keyword to WIDGET_TABLE or the TABLE_DISJOINT_SELECTION keyword to WIDGET_CONTROL.

The keywords listed above generate different output or expect different input based on the selection mode. See the description of each keyword for details. For more information on table selection modes, see "Selection Modes" (Chapter 7, *Widget Application Programming*)

Specifying Selections Programmatically

In many cases, your code will use a selection created by the user manually, with the mouse. You can also create selections programmatically, by setting USE_TABLE_SELECT equal to an array.

- In standard selection mode, specify a four-element array, of the form [*left, top, right, bottom*] specifying the rectangle of cells to act upon.

- • In disjoint selection mode, specify a 2 x *n* element array of column/row pairs specifying the cells to act upon.

Specifications for cell locations are zero-based (that is, the first data column is column number zero). You can specify row and column headers by using -1 in the index. Row header cells are indexed by using -1 for the column; column header cells are indexed by using -1 for the row. Ranges can span header cells and value cells.

Note

> Setting USE_TABLE_SELECT equal to an array does *not* change the current table selection. Operations affect the specified cells without changing the current selection. To change the current table selection, use SET_TABLE_SELECT.

Example

To change the column widths of the title column and the first five data columns of a table widget named `wTable`, leaving the widths of the other columns unchanged:

```
WIDGET_CONTROL, wTable, USE_TABLE_SELECT=[-1,0,4,0], $
    COLUMN_WIDTHS=50
```

This command is equivalent to first calling WIDGET_CONTROL and setting the SET_TABLE_SELECT keyword equal to an array, and then calling WIDGET_CONTROL with USE_TABLE_SELECT set equal to one. Please note that the command might change your selection.

For additional examples, see "Using Table Widgets" (Chapter 7, *Widget Application Programming*).

USE_TEXT_SELECT

This keyword applies to widgets created with the WIDGET_TABLE and WIDGET_TEXT functions.

Set this keyword to modify the behavior of the GET_VALUE and SET_VALUE keywords. If USE_TEXT_SELECT is set, GET_VALUE and SET_VALUE apply only to the current text selection. Normally, these keywords apply to the entire contents of a text widget.

Warning

> If the target widget is a table, the selected cell must be in *edit mode* for WIDGET_CONTROL to return the selected text. (A table cell can be selected without being in edit mode; see "Using Table Widgets" (Chapter 7, *Widget Application Programming*) for a discussion of the table widget's edit mode.) In

most cases, to retrieve the value of a table cell, use the USE_TABLE_SELECT keyword rather than USE_TEXT_SELECT.

X_BITMAP_EXTRA

This keyword applies to widgets created with the WIDGET_BUTTON function.

When the value of a button widget is a bitmap, the usual width is taken to be 8 times the number of columns in the source byte array. This keyword can be used to indicate the number of bits in the last byte of each row that should be ignored. The value can range between 0 and 7.

XOFFSET

This keyword applies to all widgets.

Set this keyword to an integer value that specifies the widget's new horizontal offset, in units specified by the UNITS keyword (pixels are the default). Attempting to change the offset of a widget that is the child of a ROW or COLUMN base or a widget that is part of a menubar or pulldown menu causes an error.

XSIZE

This keyword applies to all widgets.

Set this keyword to an integer or floating-point value that represents the widget's new horizontal size.

- Text and List widgets: Size is specified in characters. The UNITS keyword is ignored.

- Table widgets: Size is specified in columns. The width of the row labels is automatically added to this value. The UNITS keyword is ignored.

- All other widgets: If the UNITS keyword is present, size is in the units specified. If the UNITS keyword is not present, the size is specified in pixels.

Note that [XY]SIZE sets client area and SCR_[XY]SIZE sets total area (title bar, borders, menu, client area). For scrollable widgets (e.g., scrolling bases and scrolling draw widgets), this keyword adjusts the *viewport* size. Use the DRAW_XSIZE keyword to change the width of the drawing area in scrolling draw widgets. Attempting to resize a widget that is part of a menubar or pulldown menu causes an error.

See "Widget Sizing" (Chapter 3, *Widget Application Programming*) for more information.

YOFFSET

This keyword applies to all widgets.

Set this keyword to an integer value that specifies the widget's new vertical offset, in units specified by the UNITS keyword (pixels are the default). Attempting to change the offset of a widget that is the child of a ROW or COLUMN base or a widget that is part of a menubar or pulldown menu causes an error.

YSIZE

This keyword applies to all widgets.

Set this keyword to an integer or floating-point value that represents the widget's new vertical size

- Text and List widgets: Size is specified in lines. The UNITS keyword is ignored.

- Table widgets: Size is specified in rows. The height of the column labels is automatically added to this value. The UNITS keyword is ignored.

- All other widgets: If the UNITS keyword is present, size is in the units specified. If the UNITS keyword is not present, the size is specified in pixels.

Note that [XY]SIZE sets client area and SCR_[XY]SIZE sets total area (title bar, borders, menu, client area). For scrollable widgets (e.g., scrolling bases and scrolling draw and table widgets), this keyword adjusts the *viewport* size. Use the DRAW_YSIZE keyword to change the height of the drawing area in scrolling draw widgets. Attempting to resize a widget that is part of a menubar or pulldown menu causes an error.

See "Widget Sizing" (Chapter 3, *Widget Application Programming*) for more information.

Version History

Pre-4.0	Introduced
5.6	Added COMBOBOX_ADDITEM, COMBOBOX_DELETEITEM, COMBOBOX_INDEX, DRAW_KEYBOARD_EVENTS, SET_BUTTON, SET_COMBOBOX_SELECT, SET_TAB_CURRENT, SET_TAB_MULTILINE, SET_TREE_BITMAP, SET_TREE_EXPANDED, SET_TREE_SELECT, SET_TREE_VISIBLE, TABLE_BLANK, TABLE_DISJOINT_SELECTION, TLB_ICONIFY_EVENTS, TLB_MOVE_EVENTS, TLB_SIZE_EVENTS, TOOLTIP keywords
6.0	Added PUSHBUTTON_EVENTS and REFRESH PROPERTY keywords
6.1	Added EDITABLE, MULTIPLE_PROPERTIES, PROPERTYSHEET_SETSELECTED, and TAB_MODE keywords
6.2	Added BACKGROUND_COLOR, DRAW_WHEEL_EVENTS, FONT, FOREGROUND_COLOR, and IGNORE_ACCELERATORS keywords Deprecated CANCEL_BUTTON and DEFAULT_BUTTON keywords
6.3	Added SET_DRAG_NOTIFY, SET_DRAGGABLE, SET_DROP_EVENTS, SET_MASK, and SET_TREE_INDEX keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

Chapter 3, "Widget Application Techniques" (*Widget Application Programming*).

WIDGET_DISPLAYCONTEXTMENU

The WIDGET_DISPLAYCONTEXTMENU procedure displays a *context-sensitive menu* (also known as a *pop-up* or *shortcut* menu). Context-sensitive menus appear when the user clicks the right mouse button over a widget for which a context menu is defined. Because the widget programmer must explicitly detect the right-mouse button click and call WIDGET_DISPLAYCONTEXTMENU to display the context menu, a widget can have any number of associated context menus, which can be displayed under different circumstances.

Context menus are created by placing one or more button widgets on a base widget constructed with the CONTEXT_MENU keyword set. The context menu's base widget must have as its parent a base, draw, list, property sheet, table, tree or text widget; in the case of all but draw widgets, the parent widget must be configured to generate context menu events via the CONTEXT_EVENTS keyword. Draw widgets that support context menus must have the BUTTON_EVENTS keyword set.

The widget application's event handler routine must detect the presence of a context menu event (base, list, and text widgets) or the right mouse-button event (draw and property sheet widgets) and call WIDGET_DISPLAYCONTEXTMENU to display the context menu. Events generated when the user clicks on the context menu's buttons are handled in the normal way. If the user clicks outside the context menu, it is dismissed and no event is generated.

Syntax

WIDGET_DISPLAYCONTEXTMENU, *Parent*, *X*, *Y*, *ContextBase_ID*

Arguments

Parent

The widget ID of the parent widget of the context menu widget.

Note ———

The parent widget must be either a base, list, or text widget with the CONTEXT_EVENTS keyword set or a draw widget with the BUTTON_EVENTS keyword set. In most cases the parent widget can be identified via the ID field of the WIDGET_CONTEXT or WIDGET_DRAW event structure.

———

X

The x location, relative to the parent widget, at which the menu should be displayed. (In most cases this will be the x location of the user's right mouse-button click, as reported in the X field of the WIDGET_CONTEXT or WIDGET_DRAW event structure.)

Y

The y location, relative to the parent widget, at which the menu should be displayed. (In most cases this will be the y location of the user's right mouse-button click, as reported in the Y field of the WIDGET_CONTEXT or WIDGET_DRAW event structure.)

ContextBase_ID

The widget ID of the context menu base widget that contains the context menu to be displayed. Use the CONTEXT_MENU keyword to WIDGET_BASE to create a context menu base.

Note ───

The context menu base must be a child of the widget specified by the *Parent* argument.

───

Keywords

None

Examples

For examples using WIDGET_DISPLAYCONTEXTMENU, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

Version History

5.5	Introduced

WIDGET_DRAW

The WIDGET_DRAW function is used to create draw widgets. Draw widgets are rectangular areas that IDL treats as standard graphics windows. Draw widgets can use either IDL Direct graphics or IDL Object graphics, depending on the value of the GRAPHICS_LEVEL keyword. Any graphical output that can be produced by IDL, either through the WSET function or by using the object reference of a draw widget's IDLgrWindow object, can be directed to a draw widget. Draw widgets can have optional scroll bars to allow viewing a larger graphics area than could otherwise be displayed in the widget's visible area.

Figure 25-3: A Draw Widget

Note

On some systems, when backing store is provided by the window system (RETAIN=1), reading data from a window using TVRD( ) may cause unexpected results. For example, data may be improperly read from the window even when the image displayed on screen is correct. Having IDL provide the backing store (RETAIN=2) ensures that the window contents will be read properly.

For a more detailed discussion of the draw widget, along with examples, see "Using Draw Widgets" (Chapter 5, *Widget Application Programming*).

Syntax

Result = WIDGET_DRAW(*Parent* [, /APP_SCROLL] [, /BUTTON_EVENTS]
    [, CLASSNAME=*string*] [, /COLOR_MODEL] [, COLORS=*integer*]
    [, DRAG_NOTIFY=*string*] [, /DROP_EVENTS] [, EVENT_FUNC=*string*]
    [, EVENT_PRO=*string*] [, /EXPOSE_EVENTS] [, FRAME=*width*]
    [, FUNC_GET_VALUE=*string*] [, GRAPHICS_LEVEL=2]
    [, GROUP_LEADER=*widget_id*]

[, IGNORE_ACCELERATORS=*value*][, KEYBOARD_EVENTS={1 | 2}]
[, KILL_NOTIFY=*string*] [, /MOTION_EVENTS] [, /NO_COPY]
[, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
[, RENDERER={0 | 1}] [, RESOURCE_NAME=*string*] [, RETAIN={0 | 1 | 2}]
[, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SCROLL] [, /SENSITIVE]
[, TOOLTIP=*string*] [, /TRACKING_EVENTS] [, UNAME=*string*]
[, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, /VIEWPORT_EVENTS]
[, /WHEEL_EVENTS] [, XOFFSET=*value*] [, XSIZE=*value*]
[, X_SCROLL_SIZE=*width*] [, YOFFSET=*value*] [, YSIZE=*value*]
[, Y_SCROLL_SIZE=*height*])

Return Value

The returned value of this function is the widget ID of the newly-created draw widget.

Arguments

Parent

The widget ID of the parent widget of the new draw widget.

Keywords

APP_SCROLL

Set this keyword to create a scrollable draw widget with horizontal and vertical scrollbars that allow the user to view portions of the widget contents that are not currently on the screen.

The drawable area of a draw widget created with the APP_SCROLL keyword is the same size as the viewable area (the *viewport*). This is useful for displaying very large images, because the memory used by a draw widget is directly related to the size of the drawable area. A draw widget created with the APP_SCROLL keyword also has the concept of a *virtual drawable area*, which is the size of the entire image. The fact that only a portion of the entire image is held in memory means that you must capture events generated when the user adjusts the scroll bars and display the correct portion of the image in your event-handling code.

Note ───

> If the image you are displaying is relatively small or memory is not a concern, consider using the SCROLL keyword rather than APP_SCROLL. With SCROLL, the drawable area is the size of the entire image; this allows IDL to display the appropriate portions of the image automatically when the user adjusts the scroll bars. See "SCROLL" on page 2771 and "Scrolling Draw Widgets" (Chapter 5, *Widget Application Programming*) for details.

───

Specify the size of the viewport using the X_SCROLL_SIZE and Y_SCROLL_SIZE keywords, and the size of the virtual drawable area using the XSIZE and YSIZE keywords. If APP_SCROLL is set, the application generates viewport events even if the VIEWPORT_EVENTS keyword is not set.

If the drawable area uses Direct Graphics (that is, if GRAPHICS_LEVEL is *not* set equal to 2), system backing store is used by default and the viewport is automatically restored after it has been obscured. If you prefer to manually restore the viewport in an event-handling routine, set RETAIN=0 and EXPOSE_EVENTS=1; this allows you to redraw the virtual canvas when your application receives expose events.

If the drawable area uses Object Graphics (that is, if the GRAPHICS_LEVEL keyword is set equal to 2), the application will *not* automatically restore the viewport, and will generate expose events as if RETAIN=0 and EXPOSE_EVENTS=1 had been set.

BUTTON_EVENTS

Set this keyword to make the draw widget generate events when the mouse buttons are pressed or released (and the mouse pointer is in the draw widget). Normally, draw widgets do not generate events.

You can use the event structure generated when the BUTTON_EVENTS keyword is set to emulate the functionality of the CONTEXT_EVENTS keyword to WIDGET_BASE, WIDGET_LIST, and WIDGET_TEXT. To determine whether the user clicked the right mouse button, use the test:

```
IF (event.release EQ 4)
```

where event holds the widget event structure.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

CLASSNAME

Note ───

This keyword is honored only if the GRAPHICS_LEVEL keyword is set to 2.

───

Set this keyword to a string containing the name of the window object class to be instantiated and associated with this draw widget. Possible values are:

- IDLgrWindow
- IDLitWindow

The default is IDLgrWindow. If the application needs to process IDLitWindow events (timer events for controlling animations, for example), consider using the IDLitWindow class instead. See Chapter 10, "Animating Objects" (*Object Programming*) for additional information.

COLOR_MODEL

Set this keyword equal to 1 (one) to cause the draw widget's associated IDLgrWindow object to use indexed color. If the COLOR_MODEL keyword is not set, or is set to a value other than one, the draw widget will use RGB color.

This keyword is only valid when the draw widget uses IDL Object Graphics. (The graphics type used by a draw widget is determined by setting the GRAPHICS_LEVEL keyword to WIDGET_DRAW.)

COLORS

The maximum number of color table indices to be used. This parameter has effect *only* if it is supplied when the *first* IDL graphics window is created.

If COLORS is not specified when the first window is created, all or most of the available color indices are allocated, depending upon the window system in use.

To use monochrome windows on a color display, set COLORS equal to 2 when creating the first window. One color table is maintained for all IDL windows. A negative value for COLORS specifies that all but the given number of colors from the shared color table should be used.

DRAG_NOTIFY

Set this keyword equal to a string containing the name of a function that will be automatically called as the end-user drags over the widget. Alternatively, set this keyword equal to the string <default> (including the < and > characters) to use the system default callback.

The callback function's return value informs the widget system "if and where" the drag source can be dropped onto the widget. The widget system then uses this information to provide the end-user with visual feedback about the legality and location of a drop. A secondary ability of the return value is to turn on the plus (+) indicator, which can be handy to distinguish between copies and moves. The following table details the meanings of the valid return values, which can be OR-ed together:

Value	Meaning
0	User cannot drop
1	User can drop onto
2	Show the plus indicator

When a DRAG_NOTIFY callback is not explicitly set on the draw widget or is set to the string <default> then the widget system default callback is used. The default callback returns 0 if drop events are not enabled (DROP_EVENTS=0) and 1 otherwise.

Creating a Drag Notification Callback Routine

The drag notification callback routine has the following signature:

```
FUNCTION Callback_Function_Name, Destination, Source, $
    X, Y, Modifiers, Default
```

where

- *Callback_Function_Name* is the name of the callback function. This value is specified as the value of the DRAG_NOTIFY keyword.

- *Destination* is the widget ID of the draw widget over which the item is dragged.

- *Source* is the widget ID of the item being dragged (this must currently be a tree widget node).

- *X* is the position to the right of the lower left corner of the drawable area, in device coordinates (pixels).

- *Y* is the position above the lower left corner of the drawable area, in device coordinates (pixels).

- *Modifiers* indicates the state of the modifier keys. The widget system generates them by OR-ing the following values together for the depressed keys:

Bitmask	Modifier Key
1	Shift
2	Control
4	Caps Lock
8	Alt

Table 25-5: Bitmask and Corresponding Key

Note

For UNIX, the **Alt** key is the currently mapped MOD1 key.

- *Default* is the value that the default callback would have returned. A common usage is to have the callback return its value after modifying it to show the + indicator.

Specifying a drag notification callback does not enable drop events; you must set the DROP_EVENTS keyword to specify that drop events should be generated. For information on dragging and dropping and draw widgets, see "Using Draw Widgets" (*Widget Application Programming*).

Warning

Custom drag notifications can pose potential dangers, please see the section ""Responding to Drag Notifications (Callbacks)" (*Widget Application Programming*)" in "Using Draw Widgets" (*Widget Application Programming*) to learn more about these potential dangers.

DROP_EVENTS

Use this keyword to specify whether or not the widget will generate drop events when the user drags an item onto the draw area with the mouse cursor and releases the mouse button. See "Widget Events Returned by Draw Widgets" on page 2775 for an explanation of the event structure.

A value of 1 (one) causes the widget to generate drop events and a value of 0 (zero) causes the widget to not generate drop events. The default is to not generate drop events. Specifying a DRAG_NOTIFY callback does not affect a widget's ability to generate drop events.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EXPOSE_EVENTS

Set this keyword to make the draw widget generate event when the visibility of the draw widget changes. This may occur when the widget is hidden behind something else on the screen, brought to the foreground, or when the scroll bars are moved. Normally, draw widgets do not generate events.

If this keyword is set, expose events will be generated only when IDL is unable to restore the contents of the window itself. After the initial draw, expose events are not issued when GRAPHICS_LEVEL=2 and the software renderer is being used (RENDERER=1). In such cases, expose events are not issued because IDL can internally refresh the window itself. On platforms for which OpenGL support is not offered, the software renderer is always being used, and therefore, expose events are not issued after the initial draw.

Note ————————————————————————————

When using hardware rendering, you must explicitly disable backing store (by setting RETAIN=0) in order to generate expose events. Additional expose events may be generated if both EXPOSE_EVENTS and RETAIN=1 are turned on.

Warning ————————————————————————————

Large numbers of events may be generated when EXPOSE_EVENTS is specified. You may wish to compress the events (perhaps using a timer) and only act on a subset.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a hint to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GRAPHICS_LEVEL

Set this keyword equal to 2 (two) to use IDL Object Graphics in the draw widget. If the GRAPHICS_LEVEL keyword is not set, or is set to a value other than two, the draw widget will use IDL Direct Graphics.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

IGNORE_ACCELERATORS

Set this keyword to specify what WIDGET_BUTTON accelerators are to be ignored when this draw widget has keyboard focus. Setting IGNORE_ACCELERATORS allows a defined list of accelerators to be processed by the draw widget instead of by the conflicting accelerated button. Valid values are:

- A string or string array containing any value that is legal for WIDGET_BUTTON's ACCELERATOR keyword
- The number 1, indicating all accelerators should be ignored

Ordinarily, accelerators are processed before keyboard events reach the widget that has the keyboard focus. Setting IGNORE_ACCELERATORS allows a defined list of accelerators to be processed by the draw widget instead of by associated buttons or menu items. Once the draw widget loses focus, all specified accelerators are automatically re-enabled.

See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

KEYBOARD_EVENTS

Set this keyword equal to 1 (one) or 2 to make the draw widget generate an event when it has the keyboard focus and a key is pressed or released. (The method by which a widget receives the keyboard focus is dependent on the window manager in use.) The value of the key pressed is reported in either the CH or the KEY field of the event structure, depending on the type of key pressed. See "Widget Events Returned by Draw Widgets" on page 2775 for details.

- If this keyword is set equal to 1, the draw widget will generate an event when a "normal" key is pressed. "Normal" keys include all keys except function keys and the modifier keys: SHIFT, CONTROL, CAPS LOCK, and ALT. If a modifier key is pressed at the same time as a normal key, the value of the modifier key is reported in the MODIFIERS field of the event structure.

- If this keyword is set equal to 2, the draw widget will generate an event when *either* a normal key or a modifier key is pressed. Values for modifier keys are reported in the KEY field of the event structure, and the MODIFIERS field contains zero.

Note ——

Keyboard events are never generated for function keys.

———

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MOTION_EVENTS

Set this keyword to make the draw widget generate events when the mouse cursor moves across the widget. Normally, draw widgets do not generate events.

Draw widgets that return motion events can generate a large number of events that can result in poor performance on slower machines.

Note that it is possible to generate motion events with coordinates outside the draw widget. If you position the mouse cursor inside the draw widget, press the mouse

button, and drag the cursor out of the draw widget, the X and Y fields of the widget event will specify coordinates outside the draw widget.

See "Accessing Draw Widget Events" (Chapter 5, *Widget Application Programming*) for more information.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_DRAW or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RENDERER

Set this keyword to an integer value indicating which graphics renderer to use when drawing objects within the window. Valid values are:

- 0 = Platform native OpenGL

- 1 = IDL's software implementation

By default, your platform's native OpenGL implementation is used. If your platform does not have a native OpenGL implementation, IDL's software implementation is used regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details. Your choice of renderer may also affect the maximum size of a draw widget. See "IDLgrWindow" on page 4960 for details.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

RETAIN

Set this keyword to 0, 1, or 2 to specify how backing store should be handled for the draw widget. RETAIN=0 specifies no backing store. RETAIN=1 requests that the server or window system provide backing store. RETAIN=2 specifies that IDL provide backing store directly. See "Backing Store" on page 2780 for details on the use of RETAIN with Direct Graphics. For more information on the use of RETAIN with Object Graphics, see "IDLgrWindow Properties" on page 4963.

Note ───
On Macintosh and Microsoft Windows systems, if you are using software rendering (that is, the RENDERER keyword is set equal to one, or your platform does not have a native OpenGL implementation), IDL will refresh the window automatically regardless of the setting of the RETAIN property.
───

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SCROLL

Set this keyword to create a scrollable draw widget with horizontal and vertical scrollbars that allow the user to view portions of the widget contents that are not currently on the screen.

Specify the dimensions of the viewport using the X_SCROLL_SIZE and Y_SCROLL_SIZE keywords, and the dimensions of the entire drawable area using the XSIZE and YSIZE keywords. A scrollbar will be added if the viewport dimension is smaller than the corresponding dimension of the drawable area.

Note

While the viewport of a draw widget created with the SCROLL keyword may be smaller than the entire image, the drawable area itself is the same size as the image, and uses memory commensurately. If you want to display a portion of a very large image, consider using the APP_SCROLL keyword rather than SCROLL. The drawable area of a draw widget created with APP_SCROLL is the same size as the viewport. This saves memory when the displayed image is large, but requires extra work on the programmer's part to handle viewport events and display the appropriate portion of the image. See "APP_SCROLL" on page 2761 and "Scrolling Draw Widgets" (Chapter 5, *Widget Application Programming*) for details.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

TOOLTIP

Set this keyword to a string that will be displayed when the cursor hovers over the widget. For UNIX platforms, this string must be non-zero in length.

Note ───
If your application uses hardware rendering and a RETAIN setting of either zero or one, tooltips will cause draw widgets to generate expose events if the tooltip obscures the drawable area. This is true even if the tooltip is associated with another widget.
───

Note ───
You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).
───

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not

change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VIEWPORT_EVENTS

Set this keyword to enable viewport motion events for draw widgets.

WHEEL_EVENTS

Set this keyword to enable mouse scroll wheel events, which are disabled by default. An event is generated when scroll wheel events are enabled, the widget has the focus (Windows) or the mouse pointer is over the draw widget (Motif), and the user rolls the scroll wheel. This event reports the scroll direction and distance, current mouse coordinates, and modifier keys. See "Widget Events Returned by Draw Widgets" on page 2775 for more information.

When wheel events are not enabled, rolling the scroll wheel affects the vertical scroll bar, if present.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a

"hint" to the toolkit and may be ignored in some situations. By default, draw widgets are 100 pixels wide by 100 pixels high.

X_SCROLL_SIZE

The XSIZE keyword always specifies the width of a widget. When the SCROLL keyword is specified, this size is not necessarily the same as the width of the visible area. The X_SCROLL_SIZE keyword allows you to set the width of the scrolling viewport independently of the actual width of the widget.

Use of the X_SCROLL_SIZE keyword implies SCROLL.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a hint to the toolkit and may be ignored in some situations. By default, draw widgets are 100 pixels wide by 100 pixels high.

Y_SCROLL_SIZE

The YSIZE keyword always specifies the height of a widget. When the SCROLL keyword is specified, this size is not necessarily the same as the height of the visible area. The Y_SCROLL_SIZE keyword allows you to set the height of the scrolling viewport independently of the actual height of the widget.

Use of the Y_SCROLL_SIZE keyword implies SCROLL.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of draw widgets. In addition to those keywords that affect all widgets, the following are particularly useful: DRAW_BUTTON_EVENTS, DRAW_EXPOSE_EVENTS,

DRAW_KEYBOARD_EVENTS, DRAW_MOTION_EVENTS, DRAW_VIEWPORT_EVENTS, DRAW_WHEEL_EVENTS, DRAW_XSIZE, DRAW_YSIZE, GET_DRAW_VIEW, GET_VALUE, IGNORE_ACCELERATORS, INPUT_FOCUS, SET_DRAW_VIEW, TOOLTIP.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to draw widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: DRAW_BUTTON_EVENTS, DRAW_EXPOSE_EVENTS, DRAW_KEYBOARD_EVENTS, DRAW_MOTION_EVENTS, DRAW_VIEWPORT_EVENTS, DRAW_WHEEL_EVENTS, STRING_SIZE, TOOLTIP.

Widget Events Returned by Draw Widgets

By default, draw widgets do not generate events. If the BUTTON_EVENTS keyword is set when the widget is created, pressing or releasing any mouse button while the mouse cursor is over the draw widget causes events to be generated. Specifying the MOTION_EVENTS keyword causes events to be generated *continuously* as the mouse cursor moves across the draw widget. Specifying the EXPOSE_EVENTS keyword causes events to be generated whenever the visibility of any portion of the draw window (or viewport) changes. Specifying the KEYBOARD_EVENTS keyword causes events to be generated when the draw widget has keyboard focus and a keyboard key is pressed. Specifying the WHEEL_EVENTS keyword causes events to be generated when the draw widget has focus and the scroll wheel is rolled.

Note
For an example using motion events with WIDGET_DRAW, see "Accessing Draw Widget Events" (Chapter 5, *Widget Application Programming*).

Draw widgets can also generate events when an item is dragged onto the drawing area and the mouse button is released. See "Drop Events" on page 2779 and the DROP_EVENTS keyword for details.

The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_DRAW, ID:0L, TOP:0L, HANDLER:0L, TYPE: 0, X:0L, Y:0L,
   PRESS:0B, RELEASE:0B, CLICKS:0L, MODIFIERS:0L, CH:0B, KEY:0L }
```

Note —————————————————————————————————————

If you defined your own {WIDGET_DRAW} structures prior to the IDL 5.3 release before the structure was defined by an internal call, the MODIFIERS field will break the existing user code.

Note —————————————————————————————————————

If you defined your own {WIDGET_DRAW} structures prior to the IDL 5.6 release before the structure was defined by an internal call, the CH and KEY fields will break the existing user code.

ID, TOP, and HANDLER are the three standard fields found in every widget event. TYPE returns a value that describes the type of draw widget interaction that generated an event. The values for TYPE are shown in the table below.

0	Button press
1	Button release
2	Motion
3	Viewport moved (scrollbars)
4	Visibility changed (exposed)
5	Key press (ASCII character value reported in CH field)
6	Key press (non-ASCII key value reported in KEY field)
7	Wheel scroll

In most cases, the X and Y fields give the device coordinates at which the event occurred, measured from the lower left corner of the drawing area. If the draw widget was created with the APP_SCROLL keyword set, the values in the X and Y fields are measured from the lower left corner of the *viewport*, not the virtual drawable area. Note that in either case, you can pass the values of the X and Y fields directly to WIDGET_DISPLAYCONTEXTMENU without alteration; IDL will perform the appropriate conversions to display the context menu at the correct position.

For button and "viewport moved" events (that is, when the TYPE field contains 0, 1, or 3), the PRESS and RELEASE fields report which of the left, center, or right mouse button was pressed:

Value	Mouse Button
1	Left
2	Middle
4	Right

Table 25-6: Possible values of the PRESS and RELEASE
Fields During Button Events

For motion and wheel events, both PRESS and RELEASE are zero. For keyboard events, PRESS contains 1 (one) if the key is down and 0 (zero) if it is up; RELEASE contains 0 (zero) if the key is down and 1 (one) if it is up.

Note

IDL obtains information about which mouse button was pressed from the operating system, not from the mouse hardware itself. This means that if the operating system or some extension thereof remaps the mouse buttons, IDL may receive information that one button was pressed even if a different physical button was pressed. For example, if a user remaps the mouse buttons to reverse left and right, and then presses the right physical mouse button, the widget event structure will reflect a left mouse button press.

The CLICKS field has one of three possible sets of values:

- If the event is a button press, the field is set to either 1 or 2. If the time interval between two button-press events is less than the time interval for a double-click event for the platform, the CLICKS field returns 2. If the time interval between button-press events is greater than the time interval for a double-click event for the platform, the CLICKS field returns 1. This means that if you are writing a widget application that requires the user to double-click on a draw widget, you will need to handle two events. The CLICKS field will return a 1 on the first click and a 2 on the second click.

- If the event is a wheel scroll, the field indicates the direction and distance that the wheel was rolled. Forward movement gives a positive value; backward movement gives a negative value. Normally the value is 1 or -1, but other values are possible if the user scrolls quickly.

- If the event is not a button-press or wheel event, the CLICKS field contains a 0.

The MODIFIERS field is valid for button press, button release, motion, wheel, and "normal" keyboard events. It is a bitmask which returns the current state of several keyboard modifier keys at the time the event was generated. If a bit is zero, the key is up. If the bit is set, the key is depressed.

Note ───

"Normal" keyboard events are generated when the KEYBOARD_EVENTS keyword is set equal to one. If KEYBOARD_EVENTS is set equal to two, the key-press event for a modifier key contains zero in the MODIFIERS field and the key value is reported in the KEY field; see below.

───

The value in the MODIFIERS field is generated by OR-ing the following values together if a key is depressed.

Bitmask	Modifier Key
1	Shift
2	Control
4	Caps Lock
8	Alt (see the note following this table)

Table 25-7: Bitmask for the MODIFIERS Field

Note ───

Under UNIX, the **Alt** key is the currently mapped MOD1 key.

───

Keyboard events are generated with the value of the TYPE field equal to 5 or 6. If the event was generated by an ASCII keyboard character, the TYPE field will be set to 5 and the ASCII value of the key will be returned in the CH field. (Note that ASCII values can be converted to the string representing the character using the IDL STRING routine.) If the event was generated due to a non-ASCII keyboard character, the type of the event will be set to 6 and a numeric value representing the key will be returned in the KEY field. The following table lists the possible values of the KEY field.

Note that for the key values reported in the KEY field for the **Shift**, **Control**, **Caps Lock**, and **Alt** keys are not the same as those reported in the MODIFIER field bit mask, since the KEY field is not a bitmask.

Key Field Value	Keyboard Key
1	Shift
2	Control
3	Caps Lock
4	Alt
5	Left
6	Right
7	Up
8	Down
9	Page Up
10	Page Down
11	Home
12	End

Table 25-8: Modifier Key Values Reported in the KEY field

Drop Events

This structure is returned when a drop event occurs:

```
{WIDGET_DROP, ID:0L, TOP:0L, HANDLER:0L, DRAG_ID:0L,
              POSITION:0L, X:0L, Y:0L, MODIFIERS:0L}
```

To receive this event the widget must accept drop events (see DROP_EVENTS for details). The ID field reports the destination widget and the DRAG_ID reports the source. The POSITION field for a draw widget always contains the value 1 (one). The X and Y fields give the pixel coordinates of the drop event relative to the lower left corner of the drawing area. The MODIFIERS field reports which keys were pressed at the time the drop event was generated.

The MODIFIERS field is a bitmask of four values:

Bitmask	Modifier Key
1	Shift
2	Control
4	Caps Lock
8	Alt

Table 25-9: Modifier Key Values Reported in the MODIFIERS field

Note on using CURSOR

Note that the CURSOR procedure is only for use with IDL graphics windows. It should not be used with draw widgets. To obtain the cursor position and button state information from a draw widget, examine the X, Y, PRESS, and RELEASE fields in the structures returned by the draw widget in response to cursor events.

Backing Store

Draw widgets with scroll bars rely on backing store to repaint the visible area of the window as it is moved. Their performance is best on systems that provide backing store. However, if your system does not automatically provide backing store, you can make IDL supply it with the statement:

```
DEVICE, RETAIN=2
```

or by using the RETAIN keyword to WIDGET_DRAW.

Note ───
If you are using graphics acceleration, you may wish to turn off backing store entirely and enable expose events (via the EXPOSE_EVENTS keyword) and redraw the draw widget's contents manually. However, because the number of events generated may be quite high, you might want to enable a timer as well and only redraw the draw widget periodically.
───

Version History

Pre-4.0	Introduced
5.6	Added KEYBOARD_EVENTS and TOOLTIP keywords
6.1	Added IGNORE_ACCELERATORS keyword
6.2	Added CLASSNAME and WHEEL_EVENTS keywords
6.3	Added DRAG_NOTIFY and DROP_EVENTS keywords and Drop event

See Also

SLIDE_IMAGE, WINDOW

WIDGET_DROPLIST

The WIDGET_DROPLIST function creates "droplist" widgets, which display a single entry from a list of options. A droplist widget displays a text field and an arrow button. Selecting either the text field or the button reveals a list of options from which to choose. When the user selects a new option from the list, the list disappears and the text field displays the currently selected option. This action generates an event containing the index of the selected item, which ranges from 0 to the number of elements in the list minus one.
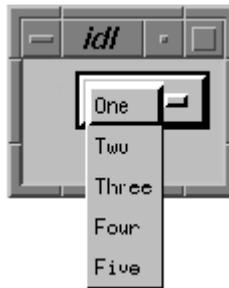
Figure 25-4: A Droplist Widget

Note ──

The WIDGET_COMBOBOX function creates a similar widget that optionally allows users to edit the text displayed by the droplist. The combobox widget is intended to replace the droplist widget; new code should use WIDGET_COMBOBOX rather than WIDGET_DROPLIST.

──

Note ──

The appearance of the droplist widget differs on Motif and Windows platforms. Under Windows, the droplist widget looks the same as the ComboBox widget; under Motif, it appears as shown in the figure above.

──

Syntax

Result = WIDGET_DROPLIST(*Parent* [, /DYNAMIC_RESIZE]
    [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*] [, FONT=*string*]
    [, FRAME=*value*] [, FUNC_GET_VALUE=*string*]
    [, GROUP_LEADER=*widget_id*] [, KILL_NOTIFY=*string*] [, /NO_COPY]

[, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
[, RESOURCE_NAME=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
[, /SENSITIVE] [, TAB_MODE=*value*] [, TITLE=*string*]
[, /TRACKING_EVENTS] [, UNAME=*string*] [, UNITS={0 | 1 | 2}]
[, UVALUE=*value*] [, VALUE=*value*] [, XOFFSET=*value*] [, XSIZE=*value*]
[, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created droplist widget.

Arguments

Parent

The widget ID of the parent widget for the new droplist widget.

Keywords

DYNAMIC_RESIZE

Note

This keyword is quietly ignored under UNIX. On UNIX systems, droplists do not change their size after being realized.

Set this keyword to create a widget that resizes itself to fit its new value whenever its value is changed. Note that this keyword does not take effect when used with the SCR_XSIZE, SCR_YSIZE, XSIZE, or YSIZE keywords. If one of these keywords is also set, the widget will be sized as specified by the sizing keyword and will never resize itself dynamically.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note ───

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

───

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a hint to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_DROPLIST or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ───

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

───

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ───

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

───

Once a WIDGET_DROPLIST widget receives focus through tabbing, additional navigation capabilities depend upon the platform as follows:

- On Windows – droplist widgets can receive and lose focus through tabbing.

- On UNIX — the Motif library controls tabbing functionality.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TITLE

Set this keyword to a string to be used as the title for the droplist widget.

Note ──

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

──

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a droplist widget is a scalar string or array of strings that contains the text of the list items—one list item per array element. List widgets are sized based on the length (in characters) of the longest item specified in the array of values for the VALUE keyword.

Note ───

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

───

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The desired width of the droplist widget area, in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword does not control the size of the droplist button or of the dropped list. Instead, it controls the size "around" the droplist button and, as such, is not particularly useful.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The desired height of the widget, in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword does not control the size of the droplist button or of the dropped list. Instead, it controls the size "around" the droplist button and, as such, is not particularly useful.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of droplist widgets. In addition to those keywords that affect all widgets, the following are particularly useful: DYNAMIC_RESIZE, GET_VALUE, SET_DROPLIST_SELECT, SET_VALUE.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to droplist widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: DROPLIST_NUMBER, DROPLIST_SELECT, DYNAMIC_RESIZE, STRING_SIZE.

Widget Events Returned by Droplist Widgets

Pressing the mouse button while the mouse cursor is over an element of a droplist widget causes the widget to change the label on the droplist button and to generate an event. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{ WIDGET_DROPLIST, ID:0L, TOP:0L, HANDLER:0L, INDEX:0L }
```

The first three fields are the standard fields found in every widget event. INDEX returns the index of the selected item. This can be used to index the array of names originally used to set the widget's value.

Note
Platform-specific UI toolkits behave differently if a droplist widget has only a single element. On some platforms, selecting that element again does not generate an event. Events are always generated if the list contains multiple items.

Version History

4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_PDMENU, WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_LIST

WIDGET_EVENT

The WIDGET_EVENT function returns events for the widget hierarchy rooted at *Widget_ID*. Widgets communicate information by generating events. Events are generated when a button is pressed, a slider position is changed, and so forth.

Note ──

Widget applications should use the XMANAGER procedure in preference to calling WIDGET_EVENT directly. See "Widget Event Processing" (Chapter 2, *Widget Application Programming*).

──

Event Processing

Events for a given widget are processed in the order that they are generated. The event processing performed by WIDGET_EVENT consists of the following steps, applied iteratively:

1. Wait for an event from one of the specified widgets to arrive.

2. Starting with the widget that generated the event, move up the widget hierarchy looking for a widget that has an associated event-handling procedure or function. Event-handling routines are associated with a widget via the EVENT_PRO and EVENT_FUNC keywords to the widget creation functions or the WIDGET_CONTROL procedure.

3. If an event-handling *procedure* is found, it is called with the event as its argument. The HANDLER field of the event is set to the widget ID of the widget associated with the handling procedure. When the procedure returns, WIDGET_EVENT returns to the first step above and starts searching for events. Hence, event-handling procedures are said to "swallow" events.

4. If an event-handling *function* is found, it is called with the event as its argument. The HANDLER field of the event is set to the widget ID of the widget associated with the handling function.

   When the function returns, its value is examined. If the value is not a structure, it is discarded and WIDGET_EVENT returns to the first step. This behavior allows event-handling functions to selectively act like event-handling procedures and "swallow" events.

   If the returned value is a structure, it is checked to ensure that it has the standard first three fields: ID, TOP, and HANDLER. If any of these fields is missing, IDL issues an error. Otherwise, the returned value replaces the event found in the first step and WIDGET_EVENT continues moving up the widget

hierarchy looking for another event handler routine, as described in step 2, above.

In situations where an event structure is returned, event functions are said to "rewrite" events. This ability to rewrite events is the basis of *compound widgets*, which combine several widgets to give the appearance of a single, more complicated widget. Compound widgets are an important widget programming concept. For more information, see "Creating a Compound Widget" (Chapter 2, *Widget Application Programming*).

5. If an event reaches the top of a widget hierarchy without being swallowed by an event handler, it is returned as the value of WIDGET_EVENT.

6. If WIDGET_EVENT was called without an argument, and there are no widgets left on the screen that are being managed (as specified via the MANAGED keyword to the WIDGET_CONTROL procedure) and could generate events, WIDGET_EVENT ends the search and returns an *empty event* (a standard widget event structure with the top three fields set to zero).

Note

Do not interrupt the event loop by placing a STOP or EXIT command in the event-handler or other callback routine. The presence of either command will cause the widget routine to exit with an error.

Syntax

Result = WIDGET_EVENT([*Widget_ID*]) [, BAD_ID=*variable*] [, /NOWAIT]
  [, /SAVE_HOURGLASS]

UNIX Keywords: [, /YIELD_TO_TTY]

Return Value

A widget event is returned in a structure. The exact contents of this structure vary depending upon the type of widget involved. The first three elements of this structure, however, are always the same.

```
{ WIDGET, ID:0L, TOP:0L, HANDLER:0L, ... }
```

Any other elements vary from widget type to type. The three fixed elements are:

Value	Meaning
ID	The widget ID of the widget that generated the event.
TOP	The widget ID of the top level base for the widget hierarchy containing ID.
HANDLER	When an event is passed as the argument to an event handling procedure or function, as discussed in the previous section, this field contains the identifier of the widget associated with the handler routine. When an event is returned from WIDGET_EVENT, this value is always zero to indicate that no handler routine was found.

Table 25-10: Common Event Structure Fields

Arguments

Widget_ID

Widget_ID specifies the widget hierarchy for which events are desired. The first available event for the specified widget or any of its children is returned. If this argument is not specified, WIDGET_EVENT processes events for all existing widgets.

Widget_ID can also be an array of widget identifiers, in which case all of the specified widget hierarchies are searched.

Note

Attempting to obtain events for a widget hierarchy which is not producing events will hang IDL, unless the NOWAIT keyword is used.

Keywords

BAD_ID

If one of the values supplied via *Widget_ID* is not a valid widget identifier, this function normally issues an error and causes program execution to stop. However, if BAD_ID is present and specifies a named variable, the invalid ID is stored into the variable, and this routine quietly returns. If no error occurs, a zero is stored.

This keyword can be used to handle the situation in which IDL is waiting within WIDGET_EVENT when the user kills the widget hierarchy.

This keyword has meaning only if *Widget_ID* is explicitly specified.

NOWAIT

When no events are currently available for the specified widget hierarchy, WIDGET_EVENT normally waits until one is available and then returns it. However, if NOWAIT is set and no events are present, it immediately returns. In this case, the ID field of the returned structure will be zero.

SAVE_HOURGLASS

Set this keyword to prevent the hourglass cursor from being cleared by WIDGET_EVENT. This keyword can be of use if a program has to poll a widget periodically during a long computation.

YIELD_TO_TTY

This keyword is only available on UNIX platforms.

Unless the NOWAIT keyword is specified, WIDGET_EVENT does not return until the asked for event is available. If the user should enter a line of input from the keyboard, it cannot be processed until WIDGET_EVENT returns. If the YIELD_TO_TTY keyword is specified and the user enters a line of input, WIDGET_EVENT returns immediately. In this case, the ID field of the returned structure will be zero.

Note

This keyword is supported under UNIX only, and there are no plans to extend it to other operating systems. Do not use it if you intend to use non-UNIX systems.

Version History

Pre-4.0	Introduced

See Also

XMANAGER

WIDGET_INFO

The WIDGET_INFO function is used to obtain information about the widget subsystem and individual widgets. The specific area for which information is desired is selected by setting the appropriate keyword.

Syntax

Result = WIDGET_INFO([*Widget_ID*])

Keywords that apply to all widgets: [, /ACTIVE] [, /ALL_CHILDREN]
[, /CHILD] [, /EVENT_FUNC] [, /EVENT_PRO] [, FIND_BY_UNAME=*string*]
[, /FONTNAME] [, /GEOMETRY] [, /KBRD_FOCUS_EVENTS]
[, /MANAGED] [, /MAP] [, /N_CHILDREN] [, /NAME] [, /PARENT]
[, /REALIZED] [, /SENSITIVE] [, /SIBLING]
[, STRING_SIZE={*string* | [*string*, *font*]}] [, /SYSTEM_COLORS]
[, /TAB_MODE] [, /TRACKING_EVENTS] [, /TYPE] [, UNITS={0 | 1 | 2}]
[, /UNAME] [, /UPDATE] [, /VALID_ID] [, /VERSION] [, /VISIBLE]

Keywords that apply to widgets created with WIDGET_BASE:
[, /CONTEXT_EVENTS] [, /MODAL] [, /TLB_ICONIFY_EVENTS]
[, /TLB_KILL_REQUEST_EVENTS] [, /TLB_MOVE_EVENTS]
[, /TLB_SIZE_EVENTS]

Keywords that apply to widgets created with WIDGET_BUTTON:
[, /BUTTON_SET] [, /DYNAMIC_RESIZE] [, /PUSHBUTTON_EVENTS]
[, /TOOLTIP]

Keywords that apply to widgets created with WIDGET_COMBOBOX:
[, /COMBOBOX_GETTEXT] [, /COMBOBOX_NUMBER]
[, /DYNAMIC_RESIZE]

Keywords that apply to widgets created with WIDGET_DRAW:
[, /DRAG_NOTIFY] [, /DRAW_BUTTON_EVENTS]
[, /DRAW_EXPOSE_EVENTS] [, DRAW_KEYBOARD_EVENTS={0 | 1 | 2}]
[, /DRAW_MOTION_EVENTS] [, /DRAW_VIEWPORT_EVENTS]
[, /DRAW_WHEEL_EVENTS] [, /DROP_EVENTS] [, /TOOLTIP]

Keywords that apply to widgets created with WIDGET_DROPLIST:
[, /DROPLIST_NUMBER] [, /DROPLIST_SELECT] [, /DYNAMIC_RESIZE]

Keywords that apply to widgets created with WIDGET_LABEL:
[, /DYNAMIC_RESIZE]

Keywords that apply to widgets created with WIDGET_LIST:
[, /CONTEXT_EVENTS] [, /LIST_MULTIPLE] [, /LIST_NUMBER]
[, /LIST_NUM_VISIBLE] [, /LIST_SELECT] [, /LIST_TOP]

Keywords that apply to widgets created with WIDGET_PROPERTYSHEET:
[, /CONTEXT_EVENTS] [, COMPONENT=*objref*]
[, /MULTIPLE_PROPERTIES] [, PROPERTY_VALID=*string*]
[, PROPERTY_VALUE=*string*] [, /PROPERTYSHEET_NSELECTED]
[, /PROPERTYSHEET_SELECTED]

Keywords that apply to widgets created with WIDGET_SLIDER:
[, /SLIDER_MIN_MAX]

Keywords that apply to widgets created with WIDGET_TAB:
[, /TAB_CURRENT] [, /TAB_MULTILINE] [, /TAB_NUMBER]

Keywords that apply to widgets created with WIDGET_TABLE:
[, /COLUMN_WIDTHS] [, /CONTEXT_EVENTS] [, /ROW_HEIGHTS]
[, /TABLE_ALL_EVENTS] [, /TABLE_BACKGROUND_COLOR]
[, /TABLE_DISJOINT_SELECTION] [, /TABLE_EDITABLE]
[, /TABLE_EDIT_CELL] [, /TABLE_FONT]
[. /TABLE_FOREGROUND_COLOR] [, /TABLE_SELECT] [, /TABLE_VIEW]
[, /TEXT_SELECT] [, /USE_TABLE_SELECT]

Keywords that apply to widgets created with WIDGET_TEXT:
[, /CONTEXT_EVENTS] [, /TEXT_ALL_EVENTS] [, /TEXT_EDITABLE]
[, /TEXT_NUMBER] [, TEXT_OFFSET_TO_XY=*integer*] [, /TEXT_SELECT]
[, /TEXT_TOP_LINE] [, TEXT_XY_TO_OFFSET=*[column, line]*]

Keywords that apply to widgets created with WIDGET_TREE:
[, /CONTEXT_EVENTS] [, /DRAG_NOTIFY] [, /DRAGGABLE]
[, /DROP_EVENTS] [, /MASK] [, /TREE_BITMAP]
[, /TREE_DRAG_SELECT] [, /TREE_EXPANDED] [, /TREE_FOLDER]
[, /TREE_INDEX] [, /TREE_ROOT] [, /TREE_SELECT]

Return Value

Returns the specified information for the given widget ID. If the SYSTEM_COLORS
keyword is specified, a structure is returned. See "The
WIDGET_SYSTEM_COLORS Structure" on page 2823 for details.

Arguments

Widget_ID

Usually this argument should be the widget ID of the widget for which information is desired. If the ACTIVE or VERSION keywords are specified, this argument is not required.

Widget_ID can also be an array of widget identifiers, in which case the result is an array with the same structure in which information on all the specified widgets is returned.

Keywords

Not all keywords to WIDGET_INFO apply to all combinations of widgets. In the following list, descriptions of keywords that affect only certain types of widgets include a list of the widgets for which the keyword is useful.

ACTIVE

This keyword applies to all widgets.

Set this keyword to return 1 if there is at least one realized, managed, top-level widget on the screen. Otherwise, 0 is returned.

ALL_CHILDREN

This keyword applies to all widget types.

Set this keyword to have the widget system return an array that contains the widget IDs of the given widget's immediate children. A scalar is returned if the widget contains only one child. If the widget does not have any children then the return value is the scalar value 0 (zero). When there are multiple children, the returned array is ordered according to the position of the children. This keyword can only be applied to one widget at a time. The N_CHILDREN keyword complements ALL_CHILDREN.

Note ───

If the widget possesses a context menu then the returned array will include the context base. Widget types can be discovered using the TYPE and NAME keywords to WIDGET_INFO.

───

BUTTON_SET

This keyword applies to widgets created with the WIDGET_BUTTON function.

Set this keyword to return the "set" state of a widget button. If the button is currently set, 1 (one) is returned. If the button is currently not set, 0 (zero) is returned. This keyword is intended for use with exclusive, non-exclusive and checked menu buttons.

CHILD

This keyword applies to all widgets.

Set this keyword to return the widget ID of the first child of the widget specified by *Widget_ID*. If the widget has no children, 0 is returned.

COLUMN_WIDTHS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return an array of long integers giving the width of each column in the table. If USE_TABLE_SELECT is set equal to one, only the column widths for columns that contain currently-selected cells are returned. If USE_TABLE_SELECT is set equal to an array, only the column widths for columns that contain specified cells are returned.

COMBOBOX_GETTEXT

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to return the current text from the text box of the specified combobox widget. Note that when using an editable combobox, the text displayed in the text box may not be an item from the list of values in the combobox list. To obtain the index of the selected item, inspect the INDEX field of the event structure returned by the combobox widget.

COMBOBOX_NUMBER

This keyword applies to widgets created with the WIDGET_COMBOBOX function.

Set this keyword to return the number of elements currently contained in the list of the specified combobox widget.

COMPONENT

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

Set this keyword to an object reference to indicate which object to query. This is most useful when the property sheet references multiple objects. If this keyword is not specified, the first (possibly only) object is queried.

CONTEXT_EVENTS

This keyword applies to widgets created with the WIDGET_BASE, WIDGET_LIST, WIDGET_PROPERTYSHEET, WIDGET_TABLE, WIDGET_TEXT or WIDGET_TREE functions.

Set this keyword to determine whether the widget specified by *Widget_ID* is configured to generate context events (that is, the widget was created with the CONTEXT_EVENTS keyword set). The return value is 1 (one) if context events will be generated, or 0 (zero) otherwise.

DRAG_NOTIFY

This keyword applies to widgets created with the WIDGET_DRAW and WIDGET_TREE functions.

Set this keyword to retrieve the name of the drag notification callback. If the widget is using the default callback, the return value will be the string <default> (including the < and > characters). If the widget is using the callback of its parent node, the return value will be the string <inherit> (including the < and > characters). When inheriting, the name of the callback that is ultimately invoked can be discovered by walking up the tree widget hierarchy until <inherit> is not returned. For more details, see the DRAG_NOTIFY keyword of WIDGET_DRAW and WIDGET_TREE.

DRAGGABLE

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to determine whether the tree widget is draggable. Possible return values are:

1	The widget is draggable because the DRAGGABLE keyword was set when the widget was created.
0	The widget is not draggable because the DRAGGABLE keyword was explicitly set to 0 when the widget was created.
-1	The widget inherits the draggability setting of its parent. To determine the actual draggability of the widget, you must walk up the widget hierarchy until an ancestor of the selected widget returns 1 or 0.

Although it is never draggable, the root node of a tree widget can set DRAGGABLE to 1 or 0 so that its children can inherit the value. WIDGET_INFO will return the current setting.

DRAW_BUTTON_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to return 1 if *Widget_ID* is a draw widget with the BUTTON_EVENTS attribute set. Otherwise, 0 is returned.

DRAW_EXPOSE_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to return 1 if *Widget_ID* is a draw widget with the EXPOSE_EVENTS attribute set. Otherwise, 0 is returned.

DRAW_KEYBOARD_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to return an integer specifying the type of keyboard events currently generated by the draw widget specified by *Widget_ID*. Possible values are:

- 0: No keyboard events are generated

- 1: Keyboard events are generated for "normal" keys (all keys except function keys and modifier keys: SHIFT, CONTROL, CAPS LOCK, and ALT).

- 2: Keyboard events are generated for "normal" keys and modifier keys.

Note ───

Keyboard events are never generated for function keys.

───

DRAW_MOTION_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to return 1 if *Widget_ID* is a draw widget with the MOTION_EVENTS attribute set. Otherwise, 0 is returned.

DRAW_VIEWPORT_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

Set this keyword to return 1 if *Widget_ID* is a draw widget with the VIEWPORT_EVENTS attribute set. Otherwise, 0 is returned.

DRAW_WHEEL_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW function.

If this keyword is set and the provided widget ID is for a draw widget, WIDGET_INFO returns True (1) if mouse wheel events are enabled for the given draw widget and False (0) if wheel events are disabled. WIDGET_INFO also returns False if this keyword is used on non-draw widgets.

DROP_EVENTS

This keyword applies to widgets created with the WIDGET_DRAW and WIDGET_TREE functions.

Set this keyword to determine whether or not a widget generates drop events.

Possible return values are:

1	The widget will generate drop events because the DROP_EVENTS keyword was set when the widget was created.
0	The widget will not generate drop events because the DROP_EVENTS keyword was explicitly set to 0 when the widget was created.
-1	The widget inherits the DROP_EVENTS setting of its parent. To determine whether a widget that reports -1 will generate drop events, you must walk up the widget hierarchy until an ancestor of the selected widget returns 1 or 0.

Widgets can generate drop events regardless of whether or not a drag notification callback has been specified (explicitly or inherited implicitly).

DROPLIST_NUMBER

This keyword applies to widgets created with the WIDGET_DROPLIST function.

Set this keyword to return the number of elements currently contained in the specified droplist widget.

DROPLIST_SELECT

This keyword applies to widgets created with the WIDGET_DROPLIST function.

Set this keyword to return the zero-based number of the currently-selected element (i.e., the currently-displayed element) in the specified droplist widget.

DYNAMIC_RESIZE

This keyword applies to widgets created with the WIDGET_BUTTON, WIDGET_COMBOBOX, WIDGET_DROPLIST, and WIDGET_LABEL functions.

Set this keyword to return a True value (1) if the widget specified by *Widget_ID* is a button, droplist, or label widget that has had its DYNAMIC_RESIZE attribute set. Otherwise, False (0) is returned.

EVENT_FUNC

This keyword applies to all widgets.

Set this keyword to return a string containing the name of the event handler function associated with *Widget_ID*. A null string is returned if no event handler function exists.

EVENT_PRO

This keyword applies to all widgets.

Set this keyword to return a string containing the name of the event handler procedure associated with *Widget_ID*. A null string is returned if no event handler procedure exists.

FIND_BY_UNAME

This keyword applies to all widgets.

Set this keyword to a UNAME value that will be searched for in the widget hierarchy, and if a widget with the given UNAME is in the hierarchy, its ID is returned. The search starts in the hierarchy with the given widget ID and travels down, and this keyword returns the widget ID of the first widget that has the specified UNAME value.

If a widget is not found, 0 is returned.

FONTNAME

This keyword applies to all widgets that support fonts. If the specified widget does not support fonts, WIDGET_INFO returns an empty string.

Note ————————————————————————————

The WIDGET_BASE, WIDGET_DRAW, WIDGET_TAB, and WIDGET_TREE widgets do *not* support fonts.

——

Set this keyword to return a string containing the name of the font being used by the specified widget. The returned name can then be used when creating other widgets or with the SET_FONT keyword to the DEVICE procedure.

Note ————————————————————————————————————

> If the widget being queried has not yet been realized, this keyword will return the default font even if another font has been specified. To ensure that you are retrieving the correct font, query for the font name *after* realizing the widget.

——

You can use this keyword to retrieve the name of the *default* font used by one type of widget and use the same font in other contexts. For example, the following code retrieves the default font used for buttons and writes into the drawable area of a draw widget using the same font:

```
wBase = WIDGET_BASE(/ROW)
wButton = WIDGET_BUTTON(wBase, VALUE="Button")
wDraw = WIDGET_DRAW(wBase, XSIZE=200, YSIZE=100)
WIDGET_CONTROL, wBase, /REALIZE
strFont = WIDGET_INFO(wButton, /FONTNAME)
DEVICE, SET_FONT=strFont
WIDGET_CONTROL, wDraw, GET_VALUE=iWindow
WSET, iWindow
XYOUTS, 100, 50, 'Same Font as Button', FONT=0, /DEVICE, $
    ALIGNMENT=.5
```

This method allows you to synchronize the fonts in several widgets without knowing in advance which font is in use.

The format of the returned font name is platform dependent. See "About Device Fonts" on page 5580 for additional details.

GEOMETRY

This keyword applies to all widgets.

Note ————————————————————————————————————

> Some widgets have no geometry values of their own. For example, only the root node of a tree widget hierarchy has associated geometry values. Similarly, buttons created on a pop-up menu have no geometry. Widgets with no intrinsic geometry values will return a WIDGET_GEOMETRY structure containing all zeroes.

——

Set this keyword to return a WIDGET_GEOMETRY structure that describes the offset and size information for the widget specified by *Widget_ID*. This structure has the following definition:

```
{ WIDGET_GEOMETRY,
```

```
         XOFFSET:0.0,
         YOFFSET:0.0,
         XSIZE:0.0,
         YSIZE:0.0,
         SCR_XSIZE:0.0,
         SCR_YSIZE:0.0,
         DRAW_XSIZE:0.0,
         DRAW_YSIZE:0.0,
         MARGIN:0.0,
         XPAD:0.0,
         YPAD:0.0,
         SPACE:0.0 }
```

With the exception of MARGIN, all of the structure's fields correspond to the keywords of the same name to the various widget routines. MARGIN is the width of any frame added to the widget, in units specified by the UNITS keyword (pixels are the default). Therefore, the actual width of any widget is:

```
SCR_XSIZE + (2* MARGIN)
```

The actual height of any widget is:

```
SCR_YSIZE + (2 * MARGIN)
```

Note ——

Different window managers may use different *window dressing* (borders, margins, scrollbars, *etc*.). As a result, running a given segment of widget code on different platforms may yield different geometry.

——

Note ——

In most cases, setting SCR_XSIZE (or SCR_YSIZE) for a base widget should override the value set via the XSIZE (or YSIZE) keyword. For *unrealized* base widgets on Microsoft Windows platforms, however, the returned WIDGET_GEOMETRY structure will report the specified value of XSIZE (or YSIZE) rather than the value supplied via the SCR_XSIZE (or SCR_YSIZE) keyword.

——

Note ——

For table widgets, the YSIZE and XSIZE values return the total number of rows and columns, which may differ from the visible number of rows and columns.

——

KBRD_FOCUS_EVENTS

This keyword applies to all widgets.

Set this keyword to return the keyboard focus events status of the widget specified by *Widget ID*. WIDGET_INFO returns 1 (one) if keyboard focus events are currently enabled for the widget, or 0 (zero) if they are not. Only base, table, and text widgets can generate keyboard focus events.

LIST_MULTIPLE

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword equal to a named variable that will contain a non-zero value if the list widget supports multiple item selections. See the MULTIPLE keyword to WIDGET_LIST for more on multiple item selections.

LIST_NUMBER

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to return the number of elements currently contained in the specified list widget.

LIST_NUM_VISIBLE

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to return the number of elements that can be visible in the scrolling viewport of the specified list widget. Note that this value can be larger than the total number of elements actually in the list.

LIST_SELECT

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to return the index or indices of the currently selected (highlighted) element or elements in the specified list widget. Note that this offset is zero-based. If no element is currently selected, -1 is returned.

LIST_TOP

This keyword applies to widgets created with the WIDGET_LIST function.

Set this keyword to return the zero-based offset of the topmost element currently visible in the specified list widget.

MANAGED

This keyword applies to all widgets.

Set this keyword to return 1 if the specified widget is managed, or 0 otherwise. If no widget ID is specified in the call to WIDGET_INFO, the return value will be an array containing the widget IDs of all currently-managed widgets.

MAP

This keyword applies to all widgets.

Set this keyword to return True (1) if the widget specified by *Widget_ID* is mapped (visible), or False (0) otherwise. Note that when a base widget is unmapped, all of its children are unmapped. If WIDGET_INFO reports that a particular widget is unmapped, it may be because a parent in the widget hierarchy has been unmapped.

MASK

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to determine whether a widget's bitmap makes use of transparency. The return value will be 1 (one) if the bitmap uses transparency, or 0 (zero) otherwise. The tree root node and nodes that use the default icon always return 1. For more information, see the MASK keyword to WIDGET_TREE.

MODAL

This keyword applies to widgets created with the WIDGET_BASE function and the MODAL keyword.

If this keyword is set, WIDGET_INFO will return True (1) if the base widget specified by *Widget_ID* is a modal base widget, or False (0) otherwise.

MULTIPLE_PROPERTIES

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

Set this keyword to return the property sheet's current selection mode. A value of 1 indicates support for multiple property selection. A value of 0 indicates that only single property selection is permitted.

N_CHILDREN

This keyword applies to all widget types.

Set this keyword to return the number of children that belong to a widget. This keyword complements the ALL_CHILDREN keyword.

Note ———
If the widget possesses a context menu then the count will include the context base.
——

NAME

This keyword applies to all widgets.

Set this keyword to return the widget type name of the widget specified by
Widget_ID. The returned value will be one of the following strings: "BASE",
"BUTTON", "COMBOBOX", "DRAW", "DROPLIST", "LABEL", "LIST",
"PROPERTYSHEET", "SLIDER", "TAB", "TABLE", "TEXT", or "TREE". Set the
TYPE keyword to return the widget's type code.

PARENT

This keyword applies to all widgets.

Set this keyword to return the widget ID of the parent of the widget specified by
Widget_ID. If the widget is a top-level base (i.e., it has no parent), 0 is returned.

PROPERTY_VALID

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET
function.

Set this keyword to a scalar string or one-element string array that contains a property
identifier. If the specified property is included in the property sheet, WIDGET_INFO
will return 1; if the property is not included in the property sheet, WIDGET_INFO
will return 0. Comparisons are case-insensitive.

Note ———
Property identifiers returned in the IDENTIFIER field of an event structure
generated by a property sheet widget can be assumed to be valid.
——

PROPERTY_VALUE

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET
function.

Set this keyword to a string that contains a property identifier. If the specified
property is included in the property sheet, WIDGET_INFO will return the value of
the property. If the specified property is not included in the property sheet,
WIDGET_INFO will generate an error; use the PROPERTY_VALID keyword to

WIDGET_INFO to check for validity before retrieving the property value. Comparisons are case-insensitive.

If the property sheet contains multiple components, use the COMPONENT keyword to indicate which component the property value should be retrieved from.

Note on use of this keyword

When a user changes a value in the property sheet widget, the actual value of the underlying property does not change automatically. Use this keyword to retrieve the value specified by the user, then apply the new value to the underlying component. The following code snippet illustrates this process:

```
PRO prop_event, e

; Get the value of the changed property, using the component and
; property identifier information contained in the widget event.
value = WIDGET_INFO( e.id, COMPONENT = e.component, $
   PROPERTY_VALUE = e.identifier )

; Set the component's property's value
e.component->SetPropertyByIdentifier, e.identifier, value

END
```

PROPERTYSHEET_NSELECTED

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

Set this keyword to return the number of currently selected properties. The COMPONENT keyword is not required.

PROPERTYSHEET_SELECTED

This keyword applies to widgets created with the WIDGET_PROPERTYSHEET function.

Set this keyword to return the identifiers of the currently selected properties. The return value depends on the number of rows selected as follows:

Selection	Return Value
No Properties Selected	Returns an empty string (' ').
Single Property Selected	Returns a string containing the property identifier.
Multiple Properties Selected	Returns an array of strings containing each selected property's identifier.

Table 25-11: Possible Return Values

The COMPONENT keyword is not required.

PUSHBUTTON_EVENTS

This keyword applies to widgets created with the WIDGET_BUTTON function.

Set this keyword to return the pushbutton events status for the widget specified by *Widget_ID*. WIDGET_INFO returns 1 if pushbutton events are currently enabled for the widget, or 0 otherwise.

REALIZED

This keyword applies to all widgets.

Set this keyword to return 1 if the widget specified by *Widget_ID* has been realized. If the widget has not been realized, 0 is returned.

ROW_HEIGHTS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return an array of floating-point values giving the height of each row in the table. If USE_TABLE_SELECT is set equal to one, only the row heights for rows that contain currently selected cells are returned. If USE_TABLE_SELECT is set equal to an array, only the row heights for rows that contain specified cells are returned.

Note —————————————————————————————————————

On Microsoft Windows platforms, all value rows have the same height, but the column header can have a distinct height. The column header is indexed by a value of -1 for the row.

———

SENSITIVE

This keyword applies to all widgets.

Set this keyword to return true (1) if the widget specified by *Widget_ID* is sensitive (enabled), or false (0) otherwise. Note that when a base is made insensitive, all its children are made insensitive. If WIDGET_INFO reports that a particular widget is insensitive, it may be because a parent in the widget hierarchy has been made insensitive.

SIBLING

This keyword applies to all widgets.

Set this keyword to return the widget ID of the first sibling of the widget specified by *Widget_ID*. If the widget is the last sibling in the chain, 0 is returned.

SLIDER_MIN_MAX

This keyword applies to widgets created with the WIDGET_SLIDER function.

Set this keyword to return the current minimum and maximum values of the specified slider as a two-element integer array. Element 0 is the minimum value and element 1 is the maximum value.

STRING_SIZE

This keyword applies to all widget types.

Set this keyword to retrieve the dimensions of a string. The return value is a two-element vector containing the string's width and height in pixels. A widget identifier must always be specified in the call. The keyword's value can be either the measured string or a two-element vector containing first the string and then a font. If a font is specified, that font is used in the calculations. Otherwise, the widget's font is used. In the case of a table widget with multiple fonts, the default font is used. See "About Device Fonts" on page 5580 for details on specifying names for device fonts.

Note ————————————————————————————————————

When you are using the dimensions returned by this keyword, take into account the padding that a widget uses around a string. STRING_SIZE returns the exact dimensions, which if used can cut off the string's edges.

Note ————————————————————————————————————

This keyword's height results might not be 100% reliable from calculation of the specified font's overall size. The calculation uses the span between the maximum ascender and descender in the font's catalogue, regardless of whether those letters appear in the specified string being measured.

SYSTEM_COLORS

This keyword applies to all widgets.

Set this keyword and supply the widget ID of any widget to cause WIDGET_INFO to return an IDL structure that contains RGB values used for 25 IDL display elements.

For more detailed information on the WIDGET_SYSTEM_COLORS structure fields and their meaning see the "The WIDGET_SYSTEM_COLORS Structure" on page 2823.

TAB_CURRENT

This keyword applies to widgets created with the WIDGET_TAB function.

Set this keyword to return the zero-based index of the current tab in the tab widget.

TAB_MODE

This keyword applies to all widgets.

Set this keyword to return what support the specified widget has for navigating among widgets using the **Tab** key. Possible return values are:

0	Navigation is not supported onto or off of the widget
1	Navigation is supported onto and off of the widget
2	Navigation is supported only onto the widget
3	Navigation is supported only off of the widget

Note ───

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

───

TAB_MULTILINE

This keyword applies to widgets created with the WIDGET_TAB function.

Set this keyword to return the current setting of the multi-line mode for the tab widget.

TAB_NUMBER

This keyword applies to widgets created with the WIDGET_TAB function.

Set this keyword to return the number of tabs contained in the tab widget.

TABLE_ALL_EVENTS

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return 1 (one) if *Widget_ID* is a table widget with the ALL_EVENTS attribute set. Otherwise, 0 (zero) is returned.

TABLE_BACKGROUND_COLOR

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return the background colors of table cells. Colors are returned as RGB triplets, where each byte for red, green, and blue is in the range [0,255]. Normally all of the table's cells are queried, but you can indicate a subset with the USE_TABLE_SELECT keyword. If all of the colors are identical, the return value is a three-element vector of bytes (an RGB triplet). If any one color is different, the return value has all of the colors in an array whose dimensions mirror the query set specification.

Note ———————————————————————————————————————

On systems that do not support a large number of colors, the color value returned by WIDGET_INFO may not match the value specified via WIDGET_TABLE or WIDGET_CONTROL exactly. The value returned by WIDGET_INFO is the color that was actually applied.

———

For more information on the return value, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

TABLE_DISJOINT_SELECTION

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return 1 (one) if the widget specified by *Widget_ID* has disjoint selection enabled. Otherwise, 0 (zero) is returned.

TABLE_EDITABLE

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return the editability of table cells. Values are returned as single bytes containing 0 (not editable) or 1 (editable). Normally all of the table's cells are queried, but you can indicate a subset with the USE_TABLE_SELECT keyword. If all of the values are identical, the return value is a scalar byte. If any one value is different, the return value has all of the values in an array whose dimensions mirror the query set specification.

For more information on the return value, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

Note ———————————————————————————————————————

When using a table with mixed editability, it is important that you take care when using the return value from TABLE_EDITABLE in a conditional because the value might not be scalar.

———

TABLE_EDIT_CELL

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return a two-element integer array containing the row and column coordinates of the currently editable cell. If none of the cells in the table widget is currently editable, the array [-1, -1] is returned.

TABLE_FONT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return the font names of table cells. Values are returned as strings. Normally all of the table's cells are queried, but you can indicate a subset with the USE_TABLE_SELECT keyword. If all of the font names are identical, the return value is a scalar string. If any one font is different, the return value has all of the values in an array whose dimensions mirror the query set specification.

For more information on the return value, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

Note ──

On Microsoft Windows platforms, the returned font description is functionally equivalent to the originally specified font, but might have modifiers in a different order.

──

TABLE_FOREGROUND_COLOR

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return the text colors of table cells. Colors are returned as RGB triplets, where each byte for red, green, and blue is in the range [0,255]. Normally all of the table's cells are queried, but you can indicate a subset with the USE_TABLE_SELECT keyword. If all of the colors are identical, the return value is a three-element vector of bytes (an RGB triplet). If any one color is different, the return value has all of the colors in an array whose dimensions mirror the query set specification.

Note ──

On systems that do not support a large number of colors, the color value returned by WIDGET_INFO may not match the value specified via WIDGET_TABLE or WIDGET_CONTROL exactly. The value returned by WIDGET_INFO is the color that was actually applied.

──

For more information on the return value, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

TABLE_SELECT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return the currently-selected (highlighted) cells in the specified table widget.

- In standard selection mode, this keyword returns an array of the form [*left*, *top*, *right*, *bottom*] containing the zero-based indices of the columns and rows that define the selection.

- In disjoint selection mode (enabled by setting the DISJOINT_SELECTION keyword to WIDGET_TABLE), this keyword returns a 2 x *n* array of column/row pairs containing the zero-based indices the selected cells.

TABLE_VIEW

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to return a two-element array of the form [*left*, *top*] containing the zero-based offsets of the top-left cell currently visible in the specified table widget.

TEXT_ALL_EVENTS

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to return 1 if *Widget_ID* is a text widget with the ALL_EVENTS attribute set. Otherwise, 0 is returned.

TEXT_EDITABLE

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to return 1 if *Widget_ID* is a text widget that allows user editing of its contents. Otherwise, 0 is returned.

TEXT_NUMBER

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to return the number of characters currently contained in the specified text widget, including end-of-line characters.

Note

On Windows platforms, Carriage Return/Line Feed pairs count as a single character.

TEXT_OFFSET_TO_XY

This keyword applies to widgets created with the WIDGET_TEXT function.

Use this keyword to translate a text widget character offset into column and line form. The value of this keyword should be set to the character offset (an integer) to be translated. WIDGET_INFO returns a two-element integer array giving the column (element 0) and line (element 1) corresponding to the offset. If the offset specified is out of range, the array [-1,-1] is returned.

TEXT_SELECT

This keyword applies to widgets created with the WIDGET_TABLE and WIDGET_TEXT functions.

Set this keyword to return the starting character offset and length (in characters) of the selected (highlighted) text in the specified text widget or table cell. WIDGET_INFO returns a two-element integer array containing the starting position of the highlighted text as an offset from character zero of the text in the text widget or table cell (element 0), and length of the current selection (element 1).

TEXT_TOP_LINE

This keyword applies to widgets created with the WIDGET_TEXT function.

Set this keyword to return the zero-based line number of the line currently at the top of a text widget's display viewport. Note that this value is different from the zero-based character offset of the characters in the line. The character offset can be calculated from the line offset via the TEXT_XY_TO_OFFSET keyword.

TEXT_XY_TO_OFFSET

This keyword applies to widgets created with the WIDGET_TEXT function.

Use this keyword to translate a text widget position given in line and column form into a character offset. The value of this keyword should be set to a two-element integer array specifying the column (element 0) and line (element 1) position. WIDGET_INFO returns the character offset (as a longword integer) corresponding to the position. If the position specified is out of range, -1 is returned.

TLB_ICONIFY_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to return 1 if the top-level base widget specified by *Widget_ID* is set to return iconify events. Otherwise, 0 is returned.

TLB_KILL_REQUEST_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to return 1 if the top-level base widget specified by *Widget_ID* is set to return kill request events. Otherwise, 0 is returned.

TLB_MOVE_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to return 1 if the top-level base widget specified by *Widget_ID* is set to return move events. Otherwise, 0 is returned.

TLB_SIZE_EVENTS

This keyword applies to widgets created with the WIDGET_BASE function.

Set this keyword to return 1 if the top-level base widget specified by *Widget_ID* is set to return resize events. Otherwise, 0 is returned.

TOOLTIP

This keyword applies to widgets created with the WIDGET_BUTTON and WIDGET_DRAW functions.

Set this keyword to have the WIDGET_INFO function return the text of the tooltip of the widget. If the widget does not have a tooltip, a null string will be returned.

TRACKING_EVENTS

This keyword applies to all widgets.

Set this keyword to return the tracking events status for the widget specified by *Widget_ID*. WIDGET_INFO returns 1 if tracking events are currently enabled for the widget. Otherwise, 0 is returned.

TREE_BITMAP

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return a 16x16x3 array containing the RGB image specified as the tree widget node's bitmap. If the node uses the default bitmap or is a tree root, then scalar zero is returned. This keyword can only be applied to one widget at a time.

TREE_DRAG_SELECT

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return a modified selection list that does not include nodes that have a selected ancestor. This is useful when an application automatically copies or moves a selected folder's children, as does the WIDGET_TREE_MOVE routine.

There are two modes of operation, depending on the widget ID passed to WIDGET_INFO:

- If the specified widget ID is the root node of a tree, the returned value is either a scalar or vector of node widget IDs, depending on whether or not multiple nodes are selected. Only those nodes that are selected and do not have a selected ancestor are reported. If no nodes are selected, -1 is returned.

- If the specified widget ID represents a node in the tree, then the returned value is 1 (one) if the node is both selected and has no selected ancestors, or 0 (zero) otherwise.

By providing the "pruned" list of nodes to the copy or move routine, an application that automatically copies or moves all of a selected node's children will avoid copying or moving both the parent and then, later, any selected children. If you use the WIDGET_TREE_MOVE routine, you should use this keyword when retrieving the list of selected nodes.

Use TREE_SELECT to retrieve the full list of selected nodes.

TREE_EXPANDED

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return 1 (one) if the specified tree widget node is a folder that is expanded, or 0 (zero) if the specified node is a folder that is collapsed.

Note
Only tree widget nodes created with the FOLDER keyword can be expanded or collapsed. This keyword will always return 0 (zero) if the specified tree widget node is not a folder.

TREE_FOLDER

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to determine if a tree widget node is a folder or leaf node. The root and folders result in a return value of 1 (one) and leaf nodes return 0 (zero).

TREE_INDEX

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return the position of the specified tree widget. The return value is the zero-based index of the widget relative to its siblings.

TREE_ROOT

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return the widget ID of the *root node* of the tree widget hierarchy of which *Widget ID* is a part. The root node is the tree widget whose parent is a base widget.

TREE_SELECT

This keyword applies to widgets created with the WIDGET_TREE function.

Set this keyword to return information about the nodes selected in the specified tree widget. This keyword has two modes of operation, depending on the widget ID passed to WIDGET_INFO:

- If the specified widget ID is for the root node of the tree widget (the tree widget whose *Parent* is a base widget), this keyword returns either the widget ID of the selected node or (if multiple nodes are selected) an array of widget IDs of the selected nodes. If no nodes are selected, -1 is returned.

- If the specified widget ID is a tree widget that is a node in a tree, this keyword returns 1 (one) if the node is selected or 0 (zero) if it is not selected.

This keyword returns the exact list of selected nodes. If you are passing the list of nodes to a routine that moves or copies selected nodes, consider using the TREE_DRAG_SELECT keyword instead.

TYPE

This keyword applies to all widgets.

Set this keyword to return the type code of the specified *Widget_ID*. Possible values are given the following table. Note that you can set the NAME keyword to return string names instead.

Value	Type
0	Base
1	Button
2	Slider
3	Text
4	Draw

Table 25-12: Widget Type Codes

Value	Type
5	Label
6	List
8	Droplist
9	Table
10	Tab
11	Tree
12	Combobox
13	Property sheet

Table 25-12: Widget Type Codes (Continued)

UNAME

This keyword applies to all widgets.

Set this keyword to have the WIDGET_INFO function return the user name of the widget.

UNITS

This keyword applies to all widgets.

Set this keyword to specify the units used when *returning* measurements or position values for most widget types. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

Note ───

This keyword does not affect all sizing operations. Specifically, the value of UNITS is ignored when retrieving the XSIZE or YSIZE of a WIDGET_LIST, WIDGET_TABLE, or WIDGET_TEXT functions.

───

UPDATE

This keyword applies to all widgets.

Set this keyword to return 1 if the widget hierarchy that contains *Widget_ID* is set to display updates. Otherwise, 0 is returned. See "UPDATE" on page 2752.

USE_TABLE_SELECT

This keyword applies to widgets created with the WIDGET_TABLE function.

Set this keyword to modify the behavior of the COLUMN_WIDTHS, ROW_HEIGHTS, TABLE_BACKGROUND_COLOR, TABLE_EDITABLE, TABLE_FONT, and TABLE_FOREGROUND_COLOR keywords. If USE_TABLE_SELECT is set, these keywords apply only to the currently selected cells. If USE_TABLE_SELECT is not set, these keywords apply to the entire contents of a table widget.

The USE_TABLE_SELECT keyword can be specified as an array of coordinates (disjoint selection mode) or as a four-element array of the form [*left*, *top*, *right*, *bottom*] (standard selection mode), giving the group of cells to act on. You can specify header cells by using -1 in the appropriate index: row header cells use -1 for the column, and column header cells use -1 for the row. Ranges can span header and value cells.

VALID_ID

This keyword applies to all widgets.

Set this keyword to return 1 if *Widget_ID* represents a currently valid widget. Otherwise, 0 is returned.

VERSION

This keyword applies to all widgets.

Set this keyword to return a structure that gives information about the widget implementation. This structure has the following definition:

```
{ WIDGET_VERSION, STYLE:'', TOOLKIT:'', RELEASE:'' }
```

STYLE is the style of widget toolkit used. TOOLKIT is the implementation of the toolkit. RELEASE is the version level of the toolkit. This field can be used to distinguish between different releases of a given toolkit, such as Motif 1.0 and Motif 1.1.

VISIBLE

This keyword applies to all widgets.

Set this keyword to return True (1) if the widget specified by *Widget_ID* is visible, or False (0) otherwise. A widget is visible if:

- it has been realized,
- it and all of its ancestors are mapped.

Note

The value returned by WIDGET_INFO when this keyword is set is not affected if the widget is minimized or obscured by another window. Widgets that are visible in the sense of this keyword may not be immediately apparent to a person viewing a particular display device.

The WIDGET_SYSTEM_COLORS Structure

When the SYSTEM_COLORS keyword is specified in a call to WIDGET_INFO, IDL returns a WIDGET_SYSTEM_COLORS structure. This allows application developers to determine what colors are used in IDL application widgets, so they can design widgets for their application with the same look and feel as the supplied IDL widgets.

The WIDGET_SYSTEM_COLORS structure consists of 25 fields, each containing a three-element vector corresponding to the Red, Green, and Blue color values used for various widget elements. The vector elements are integers ranging between 0 and 255 if a color value is available (vector elements contain –1 if the color value is unavailable). The field names and meaning on the Windows and UNIX operating systems are shown in the following table.

Field Names	Windows Platform	UNIX Platform
DARK_SHADOW_3D	Dark shadow color for 3D display elements.	N/A
FACE_3D	Face color for 3D display elements and dialog boxes.	Base background color for all widgets.

Table 25-13: WIDGET_SYSTEM_COLORS Structure Fields

Field Names	Windows Platform	UNIX Platform
LIGHT_EDGE_3D	Highlight color for 3D edges that face the light source.	Color of top and left edges of 3D widgets.
LIGHT_3D	Light color for 3D display elements.	Color of highlight rectangle around widgets with the keyboard focus.
SHADOW_3D	Color for 3D edges that face away from the light source.	Color of bottom and right edges of 3D widgets.
ACTIVE_BORDER	Active window's border color.	Push button background color when button is armed.
ACTIVE_CAPTION	Active window's caption color.	N/A
APP_WORKSPACE	Background color of MDI applications.	N/A
DESKTOP	Desktop color.	N/A
BUTTON_TEXT	Text color on push buttons.	Widget text color.
CAPTION_TEXT	Color of text in caption, size box, and scroll bar arrow box.	Widget text color.
GRAY_TEXT	Color of disabled text.	N/A
HIGHLIGHT	Color of item(s) selected in a widget.	Toggle button fill color.
HIGHLIGHT_TEXT	Color of text of item(s) selected in a widget.	N/A
INACTIVE_BORDER	Inactive window's border color.	N/A

Table 25-13: WIDGET_SYSTEM_COLORS Structure Fields (Continued)

Field Names	Windows Platform	UNIX Platform
INACTIVE_CAPTION	Inactive window's caption color.	N/A
INACTIVE_CAPTION_TEXT	Inactive window's caption text color.	N/A
TOOLTIP_BK	Background color for tooltip controls.	N/A
TOOLTIP_TEXT	Text color for tooltip controls.	N/A
MENU	Menu background color.	N/A
MENU_TEXT	Menu text color.	N/A
SCROLLBAR	Color of scroll bar "gray" area.	Color of scroll bar "gray" area.
WINDOW_BK	Window background color.	Base background color for all widgets.
WINDOW_FRAME	Window frame color.	Widget border color.
WINDOW_TEXT	Text color in windows.	Widget text color.

Table 25-13: WIDGET_SYSTEM_COLORS Structure Fields (Continued)

Version History

Pre-4.0	Introduced
5.6	Added BUTTON_SET, COMBOBOX_GETTEXT, COMBOBOX_NUMBER, FONTNAME, MAP, SENSITIVE, TAB_CURRENT, TAB_MULTILINE, TAB_NUMBER, TABLE_DISJOINT_SELECTION, TLB_ICONIFY_EVENTS, TLB_MOVE_EVENTS, TLB_SIZE_EVENTS, TOOLTIP, TREE_EXPANDED, TREE_ROOT, TREE_SELECT, and VISIBLE keywords
6.0	Added COMPONENT, PROPERTY_VALID, PROPERTY_VALUE, and PUSHBUTTON_EVENTS keywords

6.1	Added MULTIPLE_PROPERTIES, PROPERTYSHEET_NSELECTED, PROPERTYSHEET_SELECTED, TAB_MODE keywords
6.2	Added DRAW_WHEEL_EVENTS, STRING_SIZE, TABLE_BACKGROUND_COLOR, TABLE_FONT, and TABLE_FOREGROUND_COLOR keywords
6.3	Added DRAG_NOTIFY, DRAGGABLE, DROP_EVENTS, TREE_BITMAP, TREE_FOLDER, TREE_INDEX, ALL_CHILDREN, N_CHILDREN, MASK, and TREE_DRAG_SELECT keywords

See Also

Chapter 2, "Creating Widget Applications" (*Widget Application Programming*).

WIDGET_LABEL

The WIDGET_LABEL function is used to create label widgets. Label widgets display static text. They are similar to single-line text widgets but are optimized for small labeling purposes. If you need to display more than a single line of text, or if the text must be editable by the user, use a text widget.

Figure 25-5: A Label Widget

Syntax

Result = WIDGET_LABEL(*Parent* [, /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT] [, /DYNAMIC_RESIZE] [, FONT=*string*] [, FRAME=*width*] [, FUNC_GET_VALUE=*string*] [, GROUP_LEADER=*widget_id*] [, KILL_NOTIFY=*string*] [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*] [, RESOURCE_NAME=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE] [, /SUNKEN_FRAME] [, /TRACKING_EVENTS] [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*] [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created label widget.

Arguments

Parent

The widget ID of the parent widget for the new label widget.

Keywords

ALIGN_CENTER

Set this keyword to center justify the label text.

ALIGN_LEFT

Set this keyword to left justify the label text.

ALIGN_RIGHT

Set this keyword to right justify the label text.

DYNAMIC_RESIZE

Set this keyword to create a widget that resizes itself to fit its new value whenever its value is changed. Note that this keyword cannot be used with the SCR_XSIZE, SCR_YSIZE, XSIZE, or YSIZE keywords. If one of these keywords is also set, the widget will be sized as specified by the sizing keyword and will never resize itself dynamically.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_LABEL or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE

keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (`' '`). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

SUNKEN_FRAME

Set this keyword to create a three dimensional, bevelled border around the label widget. The resulting frame gives the label a "sunken" appearance, similar to what is often seen in application status bars.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the

convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a widget label is a string containing the text for the label.

Note —————————————————————————————

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of label widgets. In addition to those keywords that affect all widgets, the following are particularly useful: DYNAMIC_RESIZE, GET_VALUE, SET_VALUE.

Keywords to WIDGET_INFO

Some keywords to the WIDGET_INFO function return information that applies specifically to label widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: DYNAMIC_RESIZE, STRING_SIZE.

Widget Events Returned by Label Widgets

Label widgets do not return an event structure.

Version History

Pre-4.0	Introduced
5.6	Added SUNKEN_FRAME keyword

See Also

CW_FIELD, WIDGET_TEXT

WIDGET_LIST

The WIDGET_LIST function is used to create list widgets. A list widget offers the user a list of text elements from which to choose. List widgets have a vertical scrollbar when there are more list items than are specified by the HEIGHT keyword. The user can select an item by pointing at it with the mouse cursor and pressing a button. This action generates an event containing the index of the selected item, which ranges from 0 to the number of elements in the list minus one.

Figure 25-6: A List Widget

Syntax

Result = WIDGET_LIST(*Parent* [, /CONTEXT_EVENTS]
   [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*] [, FONT=*string*]
   [, FRAME=*width*] [, FUNC_GET_VALUE=*string*]
   [, GROUP_LEADER=*widget_id*] [, KILL_NOTIFY=*string*] [, /MULTIPLE]
   [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
   [, RESOURCE_NAME=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
   [, /SENSITIVE] [, TAB_MODE=*value*] [, /TRACKING_EVENTS]
   [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*]
   [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created list widget.

Arguments

Parent

The widget ID of the parent widget for the new list widget.

Keywords

CONTEXT_EVENTS

Set this keyword to cause context menu events (or simply context events) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MULTIPLE

Set this keyword to allow the user to select more than one item from the list in a single operation. Multiple selections are handled using the platform's native mechanism:

Motif

Holding down the Shift key and clicking an item selects the range from the previously selected item to the new item. Holding down the mouse button when selecting items

also selects a range. Holding down the Control key and clicking an item toggles that item between the selected and unselected state.

Windows

Holding down the Shift key and clicking an item selects the range from the previously selected item to the new item. Holding down the Control key and clicking an item toggles that item between the selected and unselected state.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_LIST or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (` `). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ———

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

_____

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ———

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

_____

Once the WIDGET_LIST has focus, use the up and down arrow keys to navigate among the individual items.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

Note

This keyword does not affect all sizing operations. Specifically, the value of UNITS is ignored when setting the XSIZE or YSIZE keywords to WIDGET_LIST.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a list widget is a scalar string or array of strings that contains the text of the list items—one list item per array element. List widgets are sized based on the length (in characters) of the longest item specified in the array of values for the VALUE keyword.

Note
> You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

Note that the value of a list widget can only be set. It cannot be retrieved using WIDGET_CONTROL.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The desired width of the widget, in characters. Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. Note that the final size of the widget may be adjusted to include space for scrollbars (which are not always visible), so your widget may be slightly larger than specified.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The desired height of the widget, in number of list items visible. Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. Note that the final size of the widget may be adjusted to include space for scrollbars (which are not always visible), so your widget may be slightly larger than specified.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of list widgets. In addition to those keywords that affect all widgets, the following are particularly useful: CONTEXT_EVENTS, SET_LIST_SELECT, SET_LIST_TOP, SET_VALUE.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to list widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: CONTEXT_EVENTS, LIST_MULTIPLE, LIST_NUMBER, LIST_NUM_VISIBLE, LIST_SELECT, LIST_TOP, STRING_SIZE.

Widget Events Returned by List Widgets

List widgets generate an event when the user selects a value or values from the list. They can also be configured to generate events when the user clicks the right-hand mouse button over the widget.

Pressing the mouse button while the mouse cursor is over an element of a list widget causes the widget to highlight the appearance of that element and to generate an event. The appearance of any previously selected element is restored to normal at the same time. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_LIST, ID:0L, TOP:0L, HANDLER:0L, INDEX:0L, CLICKS:0L}
```

The first three fields are the standard fields found in every widget event. INDEX returns the index of the selected item. This index can be used to subscript the array of names originally used to set the widget's value. The CLICKS field returns either 1 or 2, depending upon how the list item was selected. If the list item is double-clicked, CLICKS is set to 2.

Note

If you are writing a widget application that requires the user to double-click on a list widget, you will need to handle two events. The CLICKS field will return a 1 on the first click and a 2 on the second click.

Context Menu Events

A list widget created with the CONTEXT_EVENTS keyword set returns the
following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
    ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y
fields give the device coordinates at which the event occurred, measured from the
upper left corner of the list widget. The ROW and COL fields return meaningful
information for table widgets and values of zero (0) for other widgets.

Version History

Pre-4.0	Introduced
6.1	Added TAB_MODE keyword
6.1	Added ROW and COL fields to WIDGET_CONTEXT event structure

See Also

CW_BGROUP, WIDGET_COMBOBOX, WIDGET_DROPLIST

WIDGET_PROPERTYSHEET

The WIDGET_PROPERTYSHEET function creates a property sheet widget, which exposes the *properties* of an IDL object subclassed from the IDLitComponent class in a graphical interface. The property sheet widget must be a child of a base or tab widget, and it cannot be the parent of any other widget.

The IDLitComponent class was designed for use by the IDL iTools system. As a result, all IDLit* objects subclass from IDLitComponent, so properties of object classes written for the IDL iTools system can be displayed in a property sheet. In addition, most IDLgr* objects (some do not such as IDLgrFont, IDLgrPrinter, IDLgrPattern, and so on) subclass from IDLitComponent, which means that properties of standard IDL graphics objects can be displayed in a property sheet even if the rest of the iTools framework is not in use.

In order to be shown in a property sheet, object properties must be *registered* and *visible*. In addition, in order for property values shown in a property sheet to be editable by the user, the property must be *sensitive*. For information on registering properties, see "Registering Properties" (Chapter 4, *iTool Developer's Guide*). For information on making properties visible and sensitive, see "Property Attributes" (Chapter 4, *iTool Developer's Guide*).

The name of the changed property is placed into an IDL event, and the object is updated when this event is processed. An existing property sheet can also be assigned a new component, causing it to reload with the new list of properties and their values.
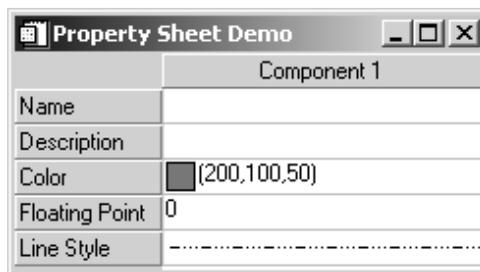
Figure 25-7: A Property Sheet Widget

Property Sheet Widget Data Types and Controls

The following controls are available for the corresponding data types in property sheet widgets:

Data Type	Control
Boolean	Droplist with two choices: True or False
Number	One of the following: • Edit control that accepts +, -, 0123456789, plus decimal points, e, E, d and D for floating point numbers. • Slider • Spinner
String	Text box, expandable when string length exceeds visible area.
Color	Color picker.
Line Style	Droplist displaying seven line style choices:
Line Thickness	Droplist displaying ten line thickness choices:
Symbol	Droplist displaying eight symbol choices:
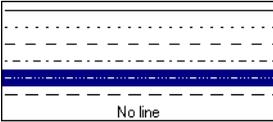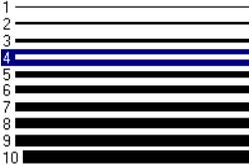
Table 25-14: WIDGET_PROPERTYSHEET Controls for Data Types

Data Type	Control
String list	Droplist displaying a list of strings.
User-Defined	**Edit** button linked to user-defined control (see "User-defined Properties" (Chapter 6, *Widget Application Programming*)).

Table 25-14: WIDGET_PROPERTYSHEET Controls for Data Types

Syntax

Result = WIDGET_PROPERTYSHEET(*Parent* [, /ALIGN_BOTTOM
|, /ALIGN_CENTER |, /ALIGN_LEFT |, /ALIGN_RIGHT |, /ALIGN_TOP]
[, /CONTEXT_EVENTS] [, /EDITABLE] [, EVENT_FUNC=*string*]
[, EVENT_PRO=*string*] [, FONT=*string*] [, FRAME=*width*]
[, FUNC_GET_VALUE=*string*] [, IGNORE_ACCELERATORS=*value*]
[, KILL_NOTIFY=*string*] [, /MULTIPLE_PROPERTIES] [, /NO_COPY]
[, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
[, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE]
[, /SUNKEN_FRAME] [, /TRACKING_EVENTS] [, UNAME=*string*]
[,UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*] [, XOFFSET=*value*]
[, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created property sheet widget.

Arguments

Parent

The widget ID of the parent for the new property sheet widget. *Parent* must be a base or tab widget.

Keywords

ALIGN_BOTTOM

Set this keyword to align the new widget with the bottom of its parent base. To take effect, the parent must be a ROW base.

ALIGN_CENTER

Set this keyword to align the new widget with the center of its parent base. To take effect, the parent must be a ROW or COLUMN base. In ROW bases, the new widget will be vertically centered. In COLUMN bases, the new widget will be horizontally centered.

ALIGN_LEFT

Set this keyword to align the new widget with the left side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_RIGHT

Set this keyword to align the new widget with the right side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_TOP

Set this keyword to align the new widget with the top of its parent base. To take effect, the parent must be a ROW base.

CONTEXT_EVENTS

Set this keyword to cause *context menu events* (or simply *context events*) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

Note ───

With regard to /CONTEXT_EVENTS, the Motif and Windows version of the property sheet differ very slightly. In the Motif version, individually desensitized cells cannot generate context events, though their row label can.

───

EDITABLE

Set this keyword to 0 (zero) to mark a property sheet as read-only. Property sheet widgets are editable by default (EDITABLE=1). In this default mode, property values can be modified. When a property sheet is marked as read-only (EDITABLE=0), you

can select properties and use any scrollbars, but cannot change any values. Setting this keyword to 0 is roughly equivalent to desensitizing all properties by setting the SENSITIVE attribute of *every* property on the property sheet equal to 0.

Three things that determine the appearance of a property sheet data cells are, in order of greatest to least precedence:

1. Sensitivity of the entire widget — If SENSITIVE=0 for WIDGET_PROPERTYSHEET then no selection or scrolling is possible.

2. Editability of the entire widget — If EDITABLE=0 for the property sheet (meaning it is marked as read-only), cells can be selected but cannot be changed. If EDITABLE=1 (the default value meaning properties can be selected and modified), then the editability of individual properties is controlled by their individual sensitivity values.

3. Sensitivity of an individual property — If SENSITIVE=0 for an individual property (set using the RegisterProperty or SetPropertyAttribute methods of IDLitComponent), then the individual property cannot be selected or changed.

Note

To set the SENSITIVE attribute of individual properties within a property sheet, use IDLitComponent::RegisterProperty or IDLitComponent::SetPropertyAttribute.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a device font (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" in Appendix I of the *IDL Reference Guide* manual for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note ──

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in general, the system default font is the font appropriate for the version of Windows in question.

───

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances. If SUNKEN_FRAME is also set, FRAME is ignored.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

IGNORE_ACCELERATORS

Set this keyword to specify what WIDGET_BUTTON accelerators are to be ignored when this propertysheet widget has keyboard focus. Valid values are:

- A string or string array containing any value that is legal for WIDGET_BUTTON's ACCELERATOR keyword

- The number 1, indicating all accelerators should be ignored

Ordinarily, accelerators are processed before keyboard events reach the widget that has the keyboard focus. Consider a case where the accelerator "Ctrl+V" has been mapped to a button that allows the user to paste objects copied from one drawing area into another. In an application that also has a propertysheet, attempting to use **Ctrl**+**V** to paste text into the propertysheet would fail as this event would be stolen by the accelerator. Setting IGNORE_ACCELERATORS to "Ctrl+V" allows a propertysheet widget with an editable text area to receive keyboard events instead of the button with a conflicting accelerator. Once the propertysheet text field loses focus, all specified accelerators are automatically re-enabled.

See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MULTIPLE_PROPERTIES

Set this property to 1 to allow multiple properties to be selected at the same time. When this keyword is set, you can hold down the **Ctrl** key while left-clicking with the mouse to make nonadjacent selections, or hold down the **Shift** key to select an adjacent range of properties in a property sheet. Set this property to 0 (zero) to disallow multiple property selection. This is the default. See "Selecting Properties" (Chapter 6, *Widget Application Programming*) for more information.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. During a set operation (using the UVALUE keyword to WIDGET_BASE or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. During a get operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such

callback procedure. It can be removed by setting the routine to the null string (' ').
The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE
keyword to the WIDGET_CONTROL procedure is called for this widget. See the
description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for
information on using this keyword.

SCR_XSIZE

Set this keyword to the desired screen width of the widget, in units specified by the
UNITS keyword (pixels are the default). If neither XSIZE nor SCR_XSIZE is
specified, then the property sheet widget will be naturally sized based on the width of
cell contents. See "Property Sheet Sizing" (Chapter 6, *Widget Application
Programming*) for details.

SCR_YSIZE

Set this keyword to the desired screen height of the widget, in units specified by the
UNITS keyword (pixels are the default). If neither YSIZE nor SCR_YSIZE is
specified, the property sheet will use a default height. This default is based on the
number of rows: 10, or the number of visible properties, whichever is less.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes
sensitive. When a widget is sensitive, it has normal appearance and can receive user
input. For example, a sensitive button widget can be activated by moving the mouse
cursor over it and pressing a mouse button. When a widget is insensitive, it indicates
the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget.

Note ───────────────────────────────────────

Some widgets do not change their appearance when they are made insensitive, but
they cease generating events.

───

After creating the widget hierarchy, you can change the sensitivity state using the
SENSITIVE keyword with the WIDGET_CONTROL procedure.

SUNKEN_FRAME

Set this keyword to create the appearance of a three-dimensional, beveled border around the property sheet widget. This makes the widget appear slightly inset. If the FRAME keyword is also set, SUNKEN_FRAME overrides the setting, and the frame's width will be the minimum necessary to give the appearance of indentation.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" in the *IDL Reference Guide* manual in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The user value to be assigned to the widget. Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

The user value for a widget can be accessed and modified at any time by using the GET_UVALUE and SET_UVALUE keywords to the WIDGET_CONTROL procedure.

VALUE

Set this keyword to the object reference or array of object references to objects that subclass from the IDLitComponent class. Registered properties of the specified objects will be displayed in the property sheet.

If a single object reference is supplied, the property sheet will have a single column containing the object's properties. If an array of object references is supplied, the property sheet will have multiple columns.

Note
Due to limitations of the user interface controls that underlie the property sheet widget, a property sheet can display properties for at most 100 component objects.

Note
All object references must be to objects of the same type.

If no object references are supplied, the property sheet will initially be empty. Object references can be loaded into an existing property sheet using the SET_VALUE keyword to WIDGET_CONTROL. Whenever the value is set, via SET_VALUE, the property sheet widget is loaded with the registered, visible properties of the new component. Setting the value to a null object will clear the property sheet widget. A null object can be created by calling the OBJ_NEW function without any arguments:

```
nullObject = OBJ_NEW()
```

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a bulletin board base widget. Note that it is best to avoid using this style of widget layout.

XSIZE

The widget width, measured in average character widths of the widget's font. This value includes the row label, but does not include any vertical scrollbar or frame thickness. If neither XSIZE nor SCR_XSIZE is specified, then the property sheet

widget will be naturally sized based on the width of cell contents. See "Property Sheet Sizing" (Chapter 6, *Widget Application Programming*) for details.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a bulletin board base widget. Note that it is best to avoid using this style of widget layout.

YSIZE

The desired height of the widget, in number of visible properties. The ultimate height of the property sheet in pixels will include the heights of the column header, the possible horizontal scrollbar, and any frame. If neither YSIZE nor SCR_YSIZE is specified, the property sheet will use a default height. This default is based on the number of rows: 10, or the number of visible properties, whichever is less.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL affect the behavior of property sheet widgets. In addition to those keywords that affect all widgets, the following keywords are particularly useful: CONTEXT_EVENTS, EDITABLE, IGNORE_ACCELERATORS, MULTIPLE_PROPERTIES, PROPERTYSHEET_SETSELECTED, REFRESH_PROPERTY.

Keywords to WIDGET_INFO

Some keywords to WIDGET_INFO return information that applies specifically to property sheet widgets. In addition to those keywords that apply to all widgets, the following keywords are particularly useful: COMPONENT, CONTEXT_EVENTS MULTIPLE_PROPERTIES, PROPERTY_VALID, PROPERTY_VALUE, PROPERTYSHEET_NSELECTED, PROPERTYSHEET_SELECTED, STRING_SIZE.

Widget Events Returned by Property Sheet Widgets

Several variations of the property sheet widget event structure depend upon the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER). The select and change events also include an integer TYPE field that indicates which type of structure has been returned or which type of event was generated. Programs should always check the TYPE field before referencing fields that are not present in all property sheet event structures, unless the CONTEXT_EVENTS keyword is set. When handling context menu events, the event structure name must be used instead of the TYPE field. The different property sheet widget event structures are described below.

Change Event (TYPE=0)

This event is generated whenever the user enters a new value for a property. It is also used to signal that a user-defined property needs to be changed. The following statement defines the event structure returned by the WIDGET_EVENT function:

```
{WIDGET_PROPSHEET_CHANGE, ID:0L, TOP:0L, HANDLER:0L, TYPE:0L,
    COMPONENT:OBJREF, IDENTIFIER:"", PROPTYPE:0L, SET_DEFINED: OL}
```

The COMPONENT field contains an object reference to the object associated with the property sheet. When multiple objects are associated with the property sheet, this field indicates which object is to change.

The IDENTIFIER field specifies the value of the property's identifier attribute. This identifier is unique among all of the component's properties.

The PROPTYPE field indicates the type of the property (integer, string, etc.). The integer values for these types are:

0	USERDEF
1	BOOLEAN
2	INTEGER
3	FLOAT
4	STRING
5	COLOR
6	LINESTYLE
7	SYMBOL

8	THICKNESS
9	ENUMLIST

The SET_DEFINED field indicates whether or not an undefined property is having its value set. In most circumstances, along with its new value, the property should have its UNDEFINED attribute set to zero. If a property is never marked as undefined, this field can be ignored. See "Changing Properties" (Chapter 6, *Widget Application Programming*) for more information.

Select Event (TYPE=1)

The select event is generated whenever the current row or column in the property sheet changes. Navigation between cells is performed by clicking on a cell. When the property sheet is realized, no properties are selected by default. However a single property or multiple properties can be selected programmatically using the PROPERTYSHEET_SETSELECTED keyword to the WIDGET_CONTROL procedure.

The following statement defines the event structure returned by the WIDGET_EVENT function:

```
{WIDGET_PROPSHEET_SELECT, ID:0L, TOP:0L, HANDLER:0L, TYPE:0L,
    COMPONENT:OBJREF, IDENTIFIER:"", NSELECTED:0L }
```

The COMPONENT tag is a reference to the object associated with the selected property value. When multiple objects (also known as components) are associated with the property sheet, this member indicates which one object had one of its property values selected. If a property (instead of a property value) is selected, the COMPONENT tag always contains an object reference to the first object, even if there are multiple objects in the property sheet.

The IDENTIFIER field specifies the value of the property's identifier attribute. This identifier is unique among all properties of the component. When multiple selections are made, this field holds the identifier of the first item selected. This is not the first item selected with the mouse, but the first item encountered in the property sheet definition among those which are selected. To return the identifiers of all the selected properties, use WIDGET_INFO with the /PROPERTYSHEET_SELECTED keyword.

The NSELECTED field specifies the total number of currently selected properties. This is equivalent to calling WIDGET_INFO with /PROPERTYSHEET_NSELECTED. See "Accessing Property Sheet Selection Events" (Chapter 6, *Widget Application Programming*) for more information.

Context Menu Events

A property sheet widget created with the CONTEXT_EVENTS keyword set returns the following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
   ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y fields give the device coordinates at which the event occurred, measured from the upper left corner of the property sheet widget. The ROW and COL fields return meaningful information for table widgets and values of zero (0) for other widgets.

Note

When working with property sheet context menu events, it is important to notice that the event structure does not have a TYPE field, so special code is needed for the property sheet event handler. Instead of keying off the TYPE field, use the structure's name. See "Property Sheet Context Menu Example" on page 2859 for sample code.

Example

Single Property Sheet Example

Enter the following program in the IDL Editor:

```
; ExSinglePropSheet
;
; Creates a base with a property sheet. Only the
; default properties are visible. The property sheet's
; event handler sets values and reveals selection
; changes.

; Handler for selection or value modification events.
PRO PropertyEvent, event

IF (event.type EQ 0) THEN BEGIN ; Value changed.

   ; Get the value of the property identified by
   ; event.identifier.
   value = WIDGET_INFO(event.ID, COMPONENT = event.component, $
      PROPERTY_VALUE = event.identifier)

   ; Set the component's property value.
   event.component->SetPropertyByIdentifier, event.identifier, $
      value
```

```
      PRINT, 'Changed: ', event.identifier, ': ', value

   ENDIF ELSE BEGIN ; Selection changed.

      ; Return information about single or multiple property
      ; selections.
      vNumSelected = WIDGET_INFO(event.ID, /PROPERTYSHEET_NSELECTED)
      vSelected = WIDGET_INFO(event.ID, /PROPERTYSHEET_SELECTED)
      PRINT, 'Number properties selected: ' + STRING(vNumSelected)
      PRINT, 'Selected properties: '
      PRINT, vSelected

   ENDELSE

END

; Handler for property sheet resize event.
PRO ExSinglePropSheet_event, event

prop = WIDGET_INFO(event.top, $
   FIND_BY_UNAME = 'PropSheet')
WIDGET_CONTROL, prop, SCR_XSIZE = event.x, $
   SCR_YSIZE = event.y

END

; Handler for top-level base kill event.
PRO CleanupEvent, baseID

WIDGET_CONTROL, baseID, GET_UVALUE = oComp
OBJ_DESTROY, oComp

END

PRO ExSinglePropSheet

; Create and initialize the component.
oComp = OBJ_NEW('IDLitVisAxis')

; Create a base and property sheet.
base = WIDGET_BASE(/TLB_SIZE_EVENT, $
   TITLE = 'Single Property Sheet Example', $
   KILL_NOTIFY = 'CleanupEvent')
prop = WIDGET_PROPERTYSHEET(base, VALUE = oComp, $
   EVENT_PRO = 'PropertyEvent', UNAME = 'PropSheet', $
   YSIZE=20, /MULTIPLE_PROPERTIES)

; Activate the widgets.
WIDGET_CONTROL, base, SET_UVALUE = oComp, /REALIZE
```

```
XMANAGER, 'ExSinglePropSheet', base, /NO_BLOCK

END
```

Save this program as `exsinglepropsheet.pro`, then compile and run the program. A property sheet entitled Single Property Sheet Example is displayed:
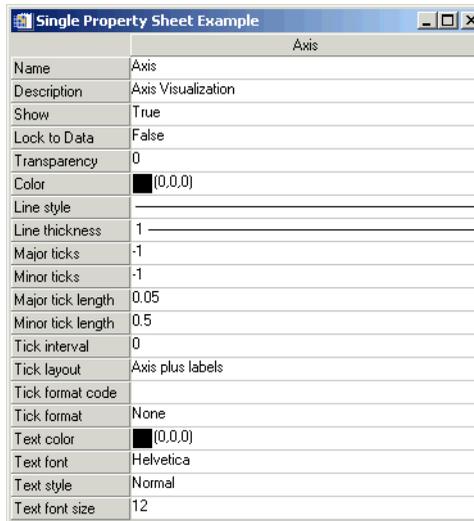
Figure 25-8: Single Property Sheet Example

For examples of the types of settings possible from the property sheet:

- Click the **Show** setting box, click the drop-down button, and select `False` from the list.

- Click the **Major tick length** setting box, click its drop-down button, and move the slider to select a new value.

- Click the **Text color** setting box, click the drop-down button, and select a new color from the color selector.

Property Sheet Context Menu Example

The following simple example shows how to key event handling off of the event structure name instead of the event type. Attempting to use the CONTEXT_EVENTS keyword without this type of code will cause an error, because, unlike the WIDGET_PROPSHEET_CHANGE and WIDGET_PROPSHEET_SELECT event structures, the WIDGET_CONTEXT structure does not have a TYPE field.

```
; propsheet_context.pro
; For accessing property sheet widget context menus.

PRO prop_event, event

   ; Initiate event based on event structure name, not event type.
   SWITCH TAG_NAMES( EVENT, /STRUCTURE_NAME ) OF

   'WIDGET_PROPSHEET_CHANGE': $
      ; Placeholder for desired code.
      BEGIN
         BREAK
      END

   'WIDGET_PROPSHEET_SELECT': $
      ; Placeholder for desired code.
      BEGIN
         BREAK
      END

   'WIDGET_CONTEXT': $
      BEGIN
         contextBase = WIDGET_INFO( event.id, $
            FIND_BY_UNAME = 'contextMenu' )

         ; Display the context menu at the x, y location
         ; of the right mouse click.
         WIDGET_DISPLAYCONTEXTMENU, $
            event.id, event.x, event.y, contextBase
         BREAK
      END
   ENDSWITCH
END

PRO prop_cleanup, propSheet

   ; Clean up object references.
   WIDGET_CONTROL, propSheet, GET_UVALUE = oAxis
   OBJ_DESTROY, oAxis

END

PRO yes_event, event

   print, 'Yes'

END

PRO no_event, event
```

```
      print, 'No'

END

PRO propsheet_context

   tlb = WIDGET_BASE( /ROW, XOFFSET = 100, YOFFSET = 100 )

   ; Create a property sheet with axis properties.
   oAxis = OBJ_NEW( 'IDLitVisAxis' )

   propSheet = WIDGET_PROPERTYSHEET( tlb, $
      VALUE=oAxis, UVALUE=oAxis, KILL_NOTIFY='prop_cleanup', $
      /CONTEXT_EVENTS, EVENT_PRO = 'prop_event' )

   ; Create a base for the context menu.
   contextBase = WIDGET_BASE( propSheet, /CONTEXT_MENU, $
      UNAME = 'contextMenu' )

   ; Add two buttons to the context menu's base.
   cb1 = WIDGET_BUTTON( contextBase, VALUE = 'Yes', $
      EVENT_PRO = 'yes_event' )
   cb2 = WIDGET_BUTTON( contextBase, VALUE = 'No', $
      EVENT_PRO = 'no_event' )

   ; Activate the widgets.
   WIDGET_CONTROL, tlb, /REALIZE
   XMANAGER, 'propsheet_context', tlb, /NO_BLOCK

END
```

Save and run the example. Left-clicking selects a property. Right-clicking brings up the context menu. Selecting one of the context menu items prints a related string to the Output Log window.

Version History

6.0	Introduced
6.1	Added EDITABLE, FRAME, IGNORE_ACCELERATORS, MULTIPLE_PROPERTIES, and SUNKEN_FRAME keywords
	Added NSELECTED field to WIDGET_PROPSHEET_SELECT event structure
	Added ROW and COL fields to WIDGET_CONTEXT event structure

See Also

"Using Property Sheet Widgets" (Chapter 6, *Widget Application Programming*)

WIDGET_SLIDER

The WIDGET_SLIDER function is used to create slider widgets. Slider widgets are used to indicate an integer value from a range of possible values. They consist of a rectangular region which represents the possible range of values. Inside this region is a sliding pointer that displays the current value. This pointer can be manipulated by the user via the mouse, or from within IDL via the WIDGET_CONTROL procedure.

Figure 25-9: A Slider Widget

To indicate floating-point values, see CW_FSLIDER.

Syntax

Result = WIDGET_SLIDER(*Parent* [, /DRAG] [, EVENT_FUNC=*string*]
   [, EVENT_PRO=*string*] [, FONT=*string*] [, FRAME=*width*]
   [, FUNC_GET_VALUE=*string*] [, GROUP_LEADER=*widget_id*]
   [, KILL_NOTIFY=*string*] [, MAXIMUM=*value*] [, MINIMUM=*value*]
   [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
   [, RESOURCE_NAME=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
   [, SCROLL=*units*] [, /SENSITIVE] [, /SUPPRESS_VALUE]
   [, TAB_MODE=*value*] [, TITLE=*string*] [, /TRACKING_EVENTS]
   [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*]
   [, /VERTICAL] [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*]
   [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created slider widget.

Arguments

Parent

The widget ID of the parent for the new slider widget.

Keywords

DRAG

Set this keyword to cause events to be generated continuously while the slider is being dragged by the user. Normally, slider widgets generate position events only when the slider comes to rest at its final position and the mouse button is released.

When a slider widget is set to return drag events, a large number of events can be generated. On slower machines, poor performance can result. Therefore, this option should only be used when detailed or truly interactive control is required.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note
On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MAXIMUM

The maximum value of the range encompassed by the slider. If this keyword is not supplied, a default of 100 is used.

MINIMUM

The minimum value of the range encompassed by the slider. If this keyword is not supplied, a default of 0 is used.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_SLIDER or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SCROLL

Set the SCROLL keyword to an integer value specifying the number of integer units the scroll bar should move when the user clicks the left mouse button inside the slider area (Motif) or on the slider arrows (Windows), but not on the slider itself. The default on both platforms is 0.1 x (MAXIMUM - MINIMUM), which is 10% of the slider range.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

SUPPRESS_VALUE

Set this keyword to inhibit the display of the current slider value.

Sliders work only with integer units. This keyword can be used to suppress the actual value of a slider so that a program can present the user with a slider that seems to work in other units (such as floating-point) or with a non-linear scale.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ——
It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.
——

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ——
In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.
——

Once the WIDGET_SLIDER has focus, use the **Home** and **End** keys, and right and left arrow keys to change the marker value on Windows. The **Page Up** and **Page Down** keys can also be used on Windows to increase or decrease the slider maker value by multiple units at a time. On UNIX, the Motif library controls tabbing functionality.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TITLE

A string containing the title to be used for the slider widget.

Note
You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a widget slider is the integer value of the current slider position.

VERTICAL

Set this keyword to create a vertical slider. If this keyword is omitted, the slider is horizontal.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Note

Setting XSIZE for a vertical slider (created with the VERTICAL keyword) does not change the visible width of the slider itself, but does change the amount of horizontal space occupied by the widget within its parent base.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a "hint" to the toolkit and may be ignored in some situations.

Note

Setting YSIZE for a horizontal slider does not change the visible height of the slider itself, but does change the amount of vertical space occupied by the widget within its parent base.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of slider widgets. In addition to those keywords that affect all widgets, the following are particularly useful: GET_VALUE, SET_SLIDER_MAX, SET_SLIDER_MIN, SET_VALUE.

Keywords to WIDGET_INFO

Some keywords to the WIDGET_INFO function return information that applies specifically to slider widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: SLIDER_MIN_MAX, STRING_SIZE.

Widget Events Returned by Slider Widgets

Slider widgets generate events when the mouse is used to change their value. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_SLIDER, ID:0L, TOP:0L, HANDLER:0L, VALUE:0L, DRAG:0}
```

ID is the widget ID of the button generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget associated with the handler routine. VALUE returns the new value of the slider. DRAG returns integer 1 if the slider event was generated as part of a drag operation, or zero if the event was generated when the user had finished positioning the slider. Note that the slider widget only generates events during the drag operation if the DRAG keyword is set. When the DRAG keyword is set, the DRAG field can be used to avoid computationally expensive operations until the user releases the slider.

Known Implementation Problems

Under Motif 1.0, vertical sliders with a title organized in row bases get horizontally truncated and the slider doesn't show (the title does). Use the XSIZE keyword to work around this.

Version History

Pre-4.0	Introduced
6.1	Added TAB_MODE keyword

See Also

CW_FSLIDER

WIDGET_TAB

The WIDGET_TAB function is used to create a tab widget. Tab widgets present a display area on which different pages (base widgets and their children) can be displayed by selecting the appropriate tab — that is, selecting a tab displays the contents of a specified base widget within the tab widget. The titles of the tabs are supplied as the values of the TITLE keyword for each of the tab widget's child base widgets.
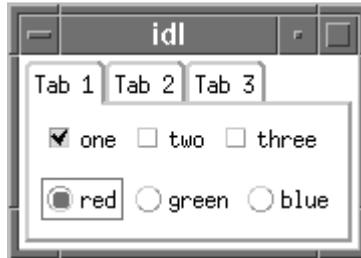
Figure 25-10: A Tab Widget

For a more detailed discussion of the tab widget, along with examples, see "Using Tab Widgets" (Chapter 8, *Widget Application Programming*).

Syntax

Result = WIDGET_TAB(*Parent* [, /ALIGN_BOTTOM | , /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT | , /ALIGN_TOP] [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*] [, FUNC_GET_VALUE=*string*] [, GROUP_LEADER=*widget_id*] [, KILL_NOTIFY=*string*] [, LOCATION={0 | 1 | 2 | 3}] [, MULTILINE=0 | 1 (Windows) or *num* tabs per row (Motif)] [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE] [, TAB_MODE=*value*] [, /TRACKING_EVENTS] [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created tab widget.

Arguments

Parent

The widget ID of the parent for the new tab widget.

Note

Only base widgets can be the parent of a tab widget.

Keywords

ALIGN_BOTTOM

Set this keyword to align the new widget with the bottom of its parent base. To take effect, the parent must be a ROW base.

ALIGN_CENTER

Set this keyword to align the new widget with the center of its parent base. To take effect, the parent must be a ROW or COLUMN base. In ROW bases, the new widget will be vertically centered. In COLUMN bases, the new widget will be horizontally centered.

ALIGN_LEFT

Set this keyword to align the new widget with the left side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_RIGHT

Set this keyword to align the new widget with the right side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_TOP

Set this keyword to align the new widget with the top of its parent base. To take effect, the parent must be a ROW base.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as group leader for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. You cannot remove a widget from an existing group.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

LOCATION

Set this keyword equal to an integer that specifies which edge of the tab widget will contain the tabs. The possible values are:

0	The tabs are placed along the top of the widget, which is the default behavior.
1	The tabs are placed along the bottom of the widget.

2	The tabs are placed along the left edge of the widget. The text label for each tab is displayed vertically. On Windows platforms, setting the keyword to this value implies the MULTILINE keyword.
3	The tabs are placed along the right edge of the widget. The text label for each tab is displayed vertically. On Windows platforms, setting the keyword to this value implies the MULTILINE keyword.

MULTILINE

This keyword controls how tabs appear on the tab widget when all of the tabs do not fit on the widget in a single row. This keyword behaves differently on Windows and Motif systems.

Windows

Set this keyword to cause tabs to be organized in a multiline display when the width of the tabs exceeds the width of the largest child base widget. If possible, IDL will create tabs that display the full tab text.

If MULTILINE = 0 and LOCATION = 0 or 1, tabs that exceed the width of the largest child base widget are shown with scroll buttons, allowing the user to scroll through the tabs while the base widget stays immobile.

If LOCATION = 1 or 2, a multiline display is always used if the tabs exceed the height of the largest child base widget.

Note ───

The width or height of the tab widget is based on the width or height of the largest base widget that is a child of the tab widget. The text of the tabs (the titles of the tab widget's child base widgets) may be truncated even if the MULTILINE keyword is set.

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Motif

Set this keyword equal to an integer that specifies the maximum number of tabs to display per row in the tab widget. If this keyword is not specified (or is explicitly set equal to zero) all tabs are placed in a single row.

Note ───────────────────────────────────

The width or height of the tab widget is based on the width or height of the largest base widget that is a child of the tab widget. The text of the tabs (the titles of the tab widget's child base widgets) is never truncated in order to make the tabs fit the space available. However, tab text may be truncated if the text of a single tab exceeds the space available. If MULTILINE is set to any value other than one, some tabs may not be displayed.

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NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copying the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. Upon a set operation (using the UVALUE keyword to WIDGET_TAB or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. Upon a get operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string containing the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single callback procedure. This callback procedure can be removed by setting the routine name to the null string (`' '`). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

SCR_XSIZE

Set this keyword to the desired screen width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired screen height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget.

Note

Some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ───

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

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When a WIDGET_TAB widget receives focus through tabbing, the tab title is outlined. Navigate to other tabs using the **End** key, **Home** key, or the right and left arrow keys to switch focus between the tabs. Pressing the **Tab** key brings into focus the first child widget on the tab capable of receiving focus. On UNIX, the Motif library controls tabbing functionality

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string, which is used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The user value to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the

desired effect is not produced, use this keyword to override it. This keyword is only a hint to the toolkit and may be ignored in some situations.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a hint to the toolkit and may be ignored in some situations.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL affect the behavior of tab widgets. In addition to those keywords that affect all widgets, the following keywords are particularly useful: BASE_SET_TITLE, SET_TAB_CURRENT, SET_TAB_MULTILINE.

Keywords to WIDGET_INFO

Some keywords to the WIDGET_INFO return information that applies specifically to tab widgets. In addition to those keywords that apply to all widgets, the following keywords are particularly useful: STRING_SIZE, TAB_CURRENT, TAB_MULTILINE, TAB_NUMBER.

Widget Events Returned by Tab Widgets

Tab widgets generate events when a new tab is selected. The event structure returned by the WIDGET_EVENT function is defined by the following statement:

```
{WIDGET_TAB, ID:0L, TOP:0L, HANDLER:0L, TAB:0L}
```

ID is the widget ID of the button generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget

associated with the handler routine. TAB returns the zero-based index of the tab selected.

Version History

5.6	Introduced
6.1	Added TAB_MODE keyword

See Also

"Using Tab Widgets" (Chapter 8, *Widget Application Programming*)

WIDGET_TABLE

The WIDGET_TABLE function creates table widgets. Table widgets are used to display two-dimensional data in tabular format. Individual table cells (or ranges of cells) can be selected for editing by the user. They can have one or more rows and columns, and automatically create scroll bars when viewing more data than can otherwise be displayed on the screen.

Figure 25-11: A Table Widget

For a more detailed discussion of the table widget, along with examples, see "Using Table Widgets" (Chapter 7, *Widget Application Programming*).

Note on Table Sizing

Table widgets are sized according to the value of the following pairs of keywords to WIDGET_TABLE, in order of precedence: SCR_XSIZE/SCR_YSIZE, XSIZE/YSIZE, X_SCROLL_SIZE/Y_SCROLL_SIZE, VALUE. If either dimension remains unspecified by one of the above keywords, the default value of six (columns or rows) is used when the table is created. If the width or height specified is less than the size of the table, scroll bars are added automatically.

Syntax

Result = WIDGET_TABLE(*Parent* [, ALIGNMENT={0 | 1 | 2}] [, /ALL_EVENTS]
   [, AM_PM=*[string*, *string]*] [, BACKGROUND_COLOR=*array*]
   [, COLUMN_LABELS=*string_array*]
   [, /COLUMN_MAJOR | , /ROW_MAJOR] [, COLUMN_WIDTHS=*array*]
   [, /CONTEXT_EVENTS] [, DAYS_OF_WEEK=*string_array*{7 names}]
   [, /DISJOINT_SELECTION] [, /EDITABLE] [, EVENT_FUNC=*string*]

[, EVENT_PRO=*string*] [, FONT=*string*] [, FOREGROUND_COLOR=*array*]
[, FORMAT=*value*] [, FRAME=*width*] [, FUNC_GET_VALUE=*string*]
[, GROUP_LEADER=*widget_id*] [, IGNORE_ACCELERATORS=*value*]
[, /KBRD_FOCUS_EVENTS] [, KILL_NOTIFY=*string*]
[, MONTHS=*string_array*{12 names}] [, /NO_COLUMN_HEADERS]
[, /NO_COPY] [, /NO_HEADERS] [, /NO_ROW_HEADERS]
[, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
[, /RESIZEABLE_COLUMNS] [, /RESIZEABLE_ROWS{not supported in
Windows}] [, RESOURCE_NAME=*string*] [, ROW_HEIGHTS=*array*]
[, ROW_LABELS=*string_array*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
[, /SCROLL] [, /SENSITIVE] [, TAB_MODE=*value*] [, /TRACKING_EVENTS]
[, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*]
[, XOFFSET=*value*] [, XSIZE=*value*] [, X_SCROLL_SIZE=*width*]
[, YOFFSET=*value*] [, YSIZE=*value*] [, Y_SCROLL_SIZE=*height*])

Return Value

The returned value of this function is the widget ID of the newly-created table widget.

Arguments

Parent

The widget ID of the parent widget for the new table widget.

Keywords

ALIGNMENT

Set this keyword equal to a scalar or 2-D array specifying the alignment of the text
within each cell. An alignment of 0 (the default) aligns the left edge of the text with
the left edge of the cell. An alignment of 2 right-justifies the text, while 1 results in
text centered within the cell. If ALIGNMENT is set equal to a scalar, all table cells
are aligned as specified. If ALIGNMENT is set equal to a 2-D array, the alignment of
each table cell is governed by the corresponding element of the array.

Note

ALIGNMENT cannot be applied to the column or row headers of a table widget.

ALL_EVENTS

Set this keyword to cause the table widget to generate events whenever the user changes the contents of a table cell.

Note

If the EDITABLE keyword is set, an insert character event (TYPE=0) is generated when you press the **Return** or **Enter** key in the table widget, even if the ALL_EVENTS keyword is not set. You could use such end-of-line events as an indication to check the cell value or to set the currently selected cell to the next cell. See the table below for details on the interaction between ALL_EVENTS and EDITABLE.

Keywords		Effects	
ALL_EVENTS	**EDITABLE**	**Input changes widget contents?**	**Type of events generated.**
Not set	Not set	No	None
Not set	Set	Yes	End-of-line insertion
Set	Not set	No	All events
Set	Set	Yes	All events

Table 25-15: Effects of Using the ALL_EVENTS and EDITABLE Keywords

AM_PM

Supplies a string array of two names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the FORMAT keyword.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

BACKGROUND_COLOR

Set this keyword to one or more RGB triplets to specify cell background colors. For an RGB triplet, each red, green, and blue byte must be in the range [0,255].

If a single color is provided, it is applied to all cells and is used as the default whenever new cells are created. If more than one color is provided, IDL applies the colors row by row, left to right, working from the top row to the bottom row. When there are fewer colors than cells, IDL cycles through the colors repeatedly.

Note ────────────────────────────

A computer's graphics system might not express an arbitrary RGB triplet accurately or be capable of displaying a large number of distinct colors. The actually applied may be different from the color you specify.

────────────────────────────────────

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

COLUMN_LABELS

Set this keyword equal to an array of strings used as labels for the columns of the table widget. The default labels are of the form "*n*", where *n* is the column number. If this keyword is set to the empty string (' '), all column labels are set to be empty.

Note ────────────────────────────

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

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COLUMN_MAJOR

This keyword is only valid if the table data is organized as a vector of structures rather than a two-dimensional array. See the VALUE keyword for details.

Set this keyword to specify that the data should be read into the table as if each element of the vector is a structure containing one column's data. Note that the structures must all be of the same type, and must have one field for each row in the table. If this keyword is not set, the table widget behaves as if the ROW_MAJOR keyword were set.

COLUMN_WIDTHS

Set this keyword equal to an array of widths for the columns of the table widget. The widths are given in any of the units as specified with the UNITS keyword. If no width

is specified for a column, that column is set to the default size, which varies by platform. If COLUMN_WIDTHS is set to a scalar value, all columns are set to that width.

Note ───

Column widths are limited to 0.
───

CONTEXT_EVENTS

Set this keyword to cause context menu events (or simply context events) to be issued when you click the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. This is the default. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus). Pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

DAYS_OF_WEEK

Supplies a string array of seven names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the FORMAT keyword.

Note ───

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).
───

DISJOINT_SELECTION

Set this keyword to enable the ability to select multiple rectangular regions of cells. The regions can be overlapping, touching, or entirely distinct.

Setting this keyword changes the data structures returned by the TABLE_SELECT keyword to WIDGET_INFO and the GET_VALUE keyword to WIDGET_CONTROL. Similarly, the data structures you supply via the SET_TABLE_SELECT and SET_VALUE keywords to WIDGET_CONTROL are different in disjoint mode.

See "Selection Modes" (Chapter 7, *Widget Application Programming*) for additional details.

EDITABLE

Set this keyword to allow or deny direct user editing of table cells. The default value is zero, which prevents user editing. Non-zero values permit user editing. Scalar values are applied to all cells and used as the default for new cells. When you supply an array, the values are applied row by row, left to right, working from the top row to the bottom row. When there are fewer values than cells, IDL cycles through the values repeatedly. Each value should be a single byte.

See "ALL_EVENTS" on page 2885 for a description of how EDITABLE interacts with the ALL_EVENTS keyword.

Note

The method by which table widgets are placed into edit mode is dependent upon the windowing system. See "Edit Mode" (*Widget Application Programming*).

EVENT_FUNC

Set this keyword to a string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

Set this keyword to a string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

Set this keyword to the names of the fonts used by the widget. Specified fonts are "device fonts" (an X Windows font on Motif systems, a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

When you supply a scalar value, IDL uses the font for all cells and as the default table font. It uses the default font in headers and new cells. If you supply more than one font, IDL applies these fonts row by row, left to right, working from the top row to the bottom row, repeatedly if necessary (if there are fewer fonts than cells).

Note

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts; in

general, the system default font is the font appropriate for the version of Windows in question.

FOREGROUND_COLOR

Set this keyword to one or more RGB triplets to specify cell text colors. For an RGB triplet, each red, green, and blue byte must be in the range [0,255].

If a single color is provided, it is applied to all cells and is used as the default whenever new cells are created. If more than one color is provided, IDL applies the colors row by row, left to right, working from the top row to the bottom row. When there are fewer colors than cells, IDL cycles through the colors repeatedly.

Note

A computer's graphics system might not express an arbitrary RGB triplet accurately or be capable of displaying a large number of distinct colors. The actually applied may be different from the color you specify.

For more information, see "Cell Attributes" (Chapter 7, *Widget Application Programming*).

FORMAT

Set this keyword equal to a single string or array of strings that specify the format of data displayed within table cells. The string(s) are of the same form as used by the FORMAT keyword to the PRINT procedure, and the default format is the same as that used by the PRINT procedure.

Warning

If the format specified is incompatible with the data displayed in a table cell, an error message is generated. Since the error is generated *for each cell displayed*, the number of messages printed is potentially large, and can slow execution significantly. Note also that each time a new cell is displayed (when scroll bars are repositioned, for example), a new error is generated *for each cell displayed*.

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget. Note that this keyword is only a "hint" to the toolkit, and may be ignored in some instances.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

IGNORE_ACCELERATORS

Set this keyword to specify what WIDGET_BUTTON accelerators are to be ignored when this table widget has keyboard focus. Valid values are:

- A string or string array containing any value that is legal for WIDGET_BUTTON's ACCELERATOR keyword

- The number 1, indicating all accelerators should be ignored

Ordinarily, accelerators are processed before keyboard events reach the widget that has the keyboard focus. Consider a case where the accelerator "Ctrl+V" has been mapped to a button that allows the user to paste objects copied from one drawing area into another. In an application that also has a table, attempting to use **Ctrl**+**V** to paste text into the table cell would fail as this event would be stolen by the accelerator. Setting IGNORE_ACCELERATORS to "Ctrl+V" allows a table widget with an editable text area to receive keyboard events instead of the button with a conflicting accelerator. Once a table loses focus, all specified accelerators are automatically re-enabled.

Note ───
Accelerators are suspended only when a table cell is in edit mode.
───

See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

KBRD_FOCUS_EVENTS

Set this keyword to make the base return keyboard focus events whenever the keyboard focus of the base changes. See "Widget Events Returned by Table Widgets" on page 2899 for more information.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MONTHS

Supplies a string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the FORMAT keyword.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

NO_COLUMN_HEADERS

Set this keyword to disable the display of the table widget's column header area. The setting for the NO_HEADERS keyword supersedes any setting for this keyword.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain

state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_TABLE or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NO_HEADERS

Set this keyword to disable the display of the table widget's header area (where row and column labels are normally displayed).

NO_ROW_HEADERS

Set this keyword to disable the display of the table widget's row header area. The setting for the NO_HEADERS keyword supersedes any setting for this keyword.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESIZEABLE_COLUMNS

Set this keyword to allow the user to change the size of columns using the mouse. Note that if the NO_HEADERS keyword was set, the columns cannot be resized interactively.

RESIZEABLE_ROWS

Set this keyword to allow the user to change the size of rows using the mouse. Note that if the NO_HEADERS keyword was set, the rows cannot be resized interactively.

Under Microsoft Windows, the row size cannot be changed.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

ROW_HEIGHTS

Set this keyword equal to an array of heights for the rows of the table widget. The heights are given in any of the units as specified with the UNITS keyword. If no height is specified for a row, that row is set to the default size, which varies by platform. If ROW_HEIGHTS is set to a scalar value, all of the row heights are set to that value.

Note ───

On Microsoft Windows platforms, rows cannot have different heights. If you supply an array of values, IDL applies the last value to all rows.

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Note ───

Row heights are limited to 0 on Motif and 1 on Windows.

───

ROW_LABELS

Set this keyword equal to an array of strings to be used as labels for the rows of the table. If no label is specified for a row, it receives the default label "*n*", where *n* is the row number. If this keyword is set to the empty string (`' '`), all row labels are set to be empty.

ROW_MAJOR

This keyword is only valid if the table data is organized as a vector of structures rather than a two-dimensional array. See the VALUE keyword for details.

Set this keyword to specify that the data should be read into the table as if each element of the vector is a structure containing one row's data. Note that the structures must all be of the same type, and must have one field for each column in the table. This is the default behavior if neither the COLUMN_MAJOR or ROW_MAJOR keyword is set.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). Note that the screen width of the widget *includes* the width of scroll bars, if any are present. Setting SCR_XSIZE overrides

values set for the XSIZE or X_SCROLL_SIZE keywords. See "Note on Table Sizing" on page 2883.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). Note that the screen height of the widget *includes* the height of scroll bars, if any are present. Setting SCR_YSIZE overrides values set for the YSIZE or Y_SCROLL_SIZE keywords. See "Note on Table Sizing" on page 2883.

SCROLL

Set this keyword to give the widget scroll bars that allow viewing portions of the widget contents that are not currently on the screen. See "Note on Table Sizing" on page 2883

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note ―――

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

―――

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ―――

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

―――

When a WIDGET_TABLE widget receives focus through tabbing, the result is platform dependent:

- On Windows – table widgets can receive and lose focus through tabbing, but the focus is not clearly depicted.
- On UNIX – the Motif library controls tabbing functionality.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure

of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

Note
This keyword does not affect all sizing operations. Specifically, the value of UNITS is ignored when setting the XSIZE or YSIZE keywords.

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a table widget is either a two-dimensional array of any data type or a vector of structures, representing the contents of the table.

If the value is specified as a two-dimensional array, all data must be of the same data type.

If the value is specified as a vector of structures, it can be displayed either in column-major or row-major format by setting either the COLUMN_MAJOR keyword or the ROW_MAJOR keyword. All of the structures must be of the same type, and must contain one field for each row (if COLUMN_MAJOR is set) or column (if ROW_MAJOR is set) in the table. (Setting ROW_MAJOR means that each structure is given its own row, and hence the number of columns should match the number of fields.) If neither keyword is set, the data is displayed in row major format. The individual structure fields can be of any data type.

Note ───

If the VALUE keyword is not specified, the data in the created table will be of type STRING.

───

If none of [XY]SIZE, SCR_[XY]SIZE, or [XY]_SCROLL_SIZE is present, the size of the table is determined by the size of the array or vector of structures specified by VALUE. See "Note on Table Sizing" on page 2883.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The width of the widget in columns. If row labels are present, one column is automatically added to this value. See "Note on Table Sizing" on page 2883.

X_SCROLL_SIZE

The XSIZE keyword always specifies the width of a widget, in columns. When the SCROLL keyword is specified, this size is not necessarily the same as the width of the visible area. The X_SCROLL_SIZE keyword allows you to set the width of the scrolling viewport independently of the actual width of the widget. See "Note on Table Sizing" on page 2883.

Use of the X_SCROLL_SIZE keyword implies SCROLL. This means that scroll bars will be added in both the horizontal and vertical directions when X_SCROLL_SIZE is specified. Because the default size of the scrolling viewport may differ between platforms, it is best to specify Y_SCROLL_SIZE when specifying X_SCROLL_SIZE.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The height of the widget in rows. If column labels are present, one row is automatically added to this value. See "Note on Table Sizing" on page 2883.

Y_SCROLL_SIZE

The YSIZE keyword always specifies the height of a widget in rows. When the SCROLL keyword is specified, this size is not necessarily the same as the height of the visible area. The Y_SCROLL_SIZE keyword allows you to set the height of the scrolling viewport independently of the actual height of the widget. See "Note on Table Sizing" on page 2883.

Use of the Y_SCROLL_SIZE keyword implies SCROLL. This means that scroll bars will be added in both the horizontal and vertical directions when Y_SCROLL_SIZE is specified. Because the default size of the scrolling viewport may differ between platforms, it is best to specify X_SCROLL_SIZE when specifying Y_SCROLL_SIZE.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of table widgets. In addition to those keywords that affect all widgets, the following are particularly useful: ALIGNMENT, ALL_TABLE_EVENTS, BACKGROUND_COLOR, COLUMN_LABELS, COLUMN_WIDTHS, CONTEXT_EVENTS, DELETE_COLUMNS, DELETE_ROWS, EDITABLE, FOREGROUND_COLOR, EDIT_CELL, FONT, FORMAT, GET_VALUE,

IGNORE_ACCELERATORS, INSERT_COLUMNS, INSERT_ROWS, KBRD_FOCUS_EVENTS, ROW_LABELS, ROW_HEIGHTS, SET_TABLE_SELECT, SET_TABLE_VIEW, SET_TEXT_SELECT, SET_VALUE, TABLE_BLANK, TABLE_DISJOINT_SELECTION, TABLE_XSIZE, TABLE_YSIZE, USE_TABLE_SELECT, USE_TEXT_SELECT.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to table widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: COLUMN_WIDTHS, CONTEXT_EVENTS, KBRD_FOCUS_EVENTS, ROW_HEIGHTS, STRING_SIZE, TABLE_ALL_EVENTS, TABLE_BACKGROUND_COLOR, TABLE_DISJOINT_SELECTION, TABLE_EDITABLE, TABLE_EDIT_CELL, TABLE_FONT, TABLE_FOREGROUND_COLOR, TABLE_SELECT, TABLE_VIEW, TEXT_SELECT, USE_TABLE_SELECT.

Widget Events Returned by Table Widgets

There are several variations of the table widget event structure depending on the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER). Several contain an integer TYPE field that indicates which type of structure has been returned. Others, such as keyboard focus and context menu event structures, do not. If an event structure is known to have a TYPE field, check this first before branching to further event handling code. If it is possible that the event structure is a keyboard focus or context menu type, check the STRUCTURE_NAME of the event structure first. The different table widget event structures are described below.

Insert Single Character (TYPE = 0)

This is the type of structure returned when a single character is typed into a cell of a table widget by a user.

```
{WIDGET_TABLE_CH, ID:0L, TOP:0L, HANDLER:0L, TYPE:0, OFFSET:0L,
   CH:0B, X:0L, Y:0L }
```

OFFSET is the (zero-based) insertion position that will result after the character is inserted. CH is the ASCII value of the character. X and Y give the zero-based address of the cell within the table.

Insert Multiple Characters (TYPE = 1)

This is the type of structure returned when multiple characters are pasted into a cell by the window system.

```
{WIDGET_TABLE_STR, ID:0L, TOP:0L, HANDLER:0L, TYPE:1, OFFSET:0L,
    STR:'', X:0L, Y:0L}
```

OFFSET is the (zero-based) insertion position that will result after the text is inserted. STR is the string to be inserted. X and Y give the zero-based address of the cell within the table.

Delete Text (TYPE = 2)

This is the type of structure returned when any amount of text is deleted from a cell of a table widget.

```
{WIDGET_TABLE_DEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:2, OFFSET:0L,
    LENGTH:0L, X:0L, Y:0L}
```

OFFSET is the (zero-based) character position of the first character deleted. It is also the insertion position that will result when the next character is inserted. LENGTH gives the number of characters involved. X and Y give the zero-based address of the cell within the table.

Text Selection (TYPE = 3)

This is the type of structure returned when an area of text is selected (highlighted) by the user.

```
{WIDGET_TABLE_TEXT_SEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:3,
    OFFSET:0L, LENGTH:0L, X:0L, Y:0L}
```

The event announces a change in the insertion point. OFFSET is the (zero-based) character position of the first character to be selected. LENGTH gives the number of characters involved. A LENGTH of zero indicates that the widget has no selection, and that the insertion position is given by OFFSET. X and Y give the zero-based address of the cell within the table.

Note

Text insertion, text deletion, or any change in the current insertion point causes any current selection to be lost. In such cases, the loss of selection is implied by the text event reporting the insert/delete/movement and a separate zero length selection event is not sent.

Cell Selection (TYPE = 4)

This is the type of structure returned when range of cells is selected (highlighted) or deselected by the user.

```
{WIDGET_TABLE_CELL_SEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:4,
    SEL_LEFT:0L, SEL_TOP:0L, SEL_RIGHT:0L, SEL_BOTTOM:0L}
```

The event announces a change in the currently selected cells. The range of cells selected is given by the zero-based indices into the table specified by the SEL_LEFT, SEL_TOP, SEL_RIGHT, and SEL_BOTTOM fields.

Note ───

If the table is in disjoint selection mode, selecting an additional region will result in a new WIDGET_TABLE_CELL_SEL event that reflects only the newly-selected cells. Use WIDGET_INFO, /TABLE_SELECT to obtain the entire selected region in disjoint selection mode.

───

When cells are deselected (either by changing the selection or by clicking in the upper left corner of the table) an event is generated in which the SEL_LEFT, SEL_TOP, SEL_RIGHT, and SEL_BOTTOM fields contain the value -1. This means that two WIDGET_TABLE_CELL_SEL events are generated when an existing selection is changed to a new selection. If your code pays attention to WIDGET_TABLE_CELL_SEL events, be sure to differentiate between select and deselect events.

Note ───

If the table is in disjoint selection mode and a new cell range is selected *starting on a previously-selected cell*, the previously selected cells are deselected but a WIDGET_TABLE_CELL_DESEL event is generated for the deselection rather than a WIDGET_TABLE_CELL_SEL event. See "Cell Deselection (Disjoint Mode) (TYPE = 9)" on page 2902 for details.

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Row Height Changed (TYPE = 6)

This is the type of structure returned when a row height is changed by the user.

```
{WIDGET_TABLE_ROW_HEIGHT, ID:0L, TOP:0L, HANDLER:0L, TYPE:6,
    ROW:0L, HEIGHT:0L}
```

The event announces that the height of the given row has been changed by the user. The ROW field contains the zero-based row number, and the HEIGHT field contains the new height.

Column Width Changed (TYPE = 7)

This is the type of structure returned when a column width is changed by the user.

```
{WIDGET_TABLE_COL_WIDTH, ID:0L, TOP:0L, HANDLER:0L, TYPE:7,
   COL:0L, WIDTH:0L}
```

The event announces that the width of the given column has been changed by the user. The COL field contains the zero-based column number, and the WIDTH field contains the new width.

Invalid Data (TYPE = 8)

This is the type of structure returned when the text entered by the user does not pass validation, and the user has finished editing the field (by hitting TAB or ENTER).

```
{WIDGET_TABLE_INVALID_ENTRY, ID:0L, TOP:0L, HANDLER:0L, TYPE:8,
   STR:'', X:0L, Y:0L}
```

When this event is generated, the cell's data is left unchanged. The invalid contents entered by the user is given as a text string in the STR field. The cell location is given by the X and Y fields.

Cell Deselection (Disjoint Mode) (TYPE = 9)

This is the type of structure returned when selected cells are de-selected by the user *and the table is in disjoint selection mode*. It is identical to the (TYPE = 4) WIDGET_TABLE_CELL_SEL event structure except for the name and type value.

This event occurs when the user holds down the control key when starting a selection and the cell used to start the selection was already selected. In contrast, if the user starts a selection with the control key down but starts on a cell that was not selected, the normal WIDGET_TABLE_CELL_SEL is generated.

```
{WIDGET_TABLE_CELL_DESEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:9,
   SEL_LEFT:0L, SEL_TOP:0L, SEL_RIGHT:0L, SEL_BOTTOM:0L}
```

The range of cells selected is given by the zero-based indices into the table specified by the SEL_LEFT, SEL_TOP, SEL_RIGHT, and SEL_BOTTOM fields.

Keyboard Focus Events

Table widgets return the following event structure when the keyboard focus changes and the base was created with the KBRD_FOCUS_EVENTS keyword set:

```
{ WIDGET_KBRD_FOCUS, ID:0L, TOP:0L, HANDLER:0L, ENTER:0 }
```

ID is the widget ID of the table widget generating the event. TOP is the widget ID of the top level widget containing ID. HANDLER contains the widget ID of the widget

associated with the handler routine. The ENTER field returns 1 (one) if the table widget is gaining the keyboard focus, or 0 (zero) if the table widget is losing the keyboard focus.

Context Menu Events

A table widget created with the CONTEXT_EVENTS keyword set returns the following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
    ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y fields give the device coordinates at which the event occurred, measured from the upper left corner of the table widget. The ROW and COL fields return meaningful information for table widgets and values of zero (0) for other widgets.

For table widgets, ROW and COL indicate the zero-based index of the cell that was clicked on when the context menu was initiated. The upper-left data cell has a row and column index of 0,0. Row and column headers have indices of -1. If the context-menu event takes place outside of all table cells and headers, then both ROW and COL will have values of -1.

Note
When working with table widget context menu events or keyboard focus events, it is important to notice that the event structures do not have a TYPE field, so special code is needed for the table event handler. Instead of keying off the TYPE field, use the event structure's name. See "Property Sheet Context Menu Example" on page 2859 for sample code dealing with the same issue.

Version History

5.0	Introduced
5.6	Added DISJOINT_SELECTION keyword and cell deselection (TYPE = 9) event

6.1	Added ROW and COL fields to WIDGET_CONTEXT event structure
	Added CONTEXT_EVENTS, IGNORE_ACCELERATORS, NO_COLUMN_HEADERS, NO_ROW_HEADERS, and TAB_MODE keywords
6.2	Added BACKGROUND_COLOR, EDITABLE, FONT, and FOREGROUND_COLOR keywords

See Also

WIDGET_CONTROL

WIDGET_TEXT

The WIDGET_TEXT function creates text widgets. Text widgets display text and optionally get textual input from the user. They can have one or more lines, and can optionally contain scroll bars to allow viewing more text than can otherwise be displayed on the screen.
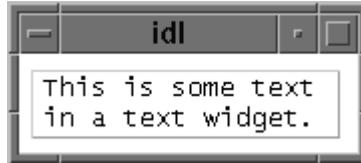
Figure 25-12: A Text Widget

Syntax

Result = WIDGET_TEXT(*Parent* [, /ALL_EVENTS] [, /CONTEXT_EVENTS]
   [, /EDITABLE] [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*]
   [, FONT=*string*] [, FRAME=*width*] [, FUNC_GET_VALUE=*string*]
   [, GROUP_LEADER=*widget_id*] [, IGNORE_ACCELERATORS=*value*]
   [, /KBRD_FOCUS_EVENTS] [, KILL_NOTIFY=*string*] [, /NO_COPY]
   [, /NO_NEWLINE] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*]
   [, RESOURCE_NAME=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*]
   [, /SCROLL] [, /SENSITIVE] [, TAB_MODE=*value*] [, /TRACKING_EVENTS]
   [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*value*]
   [, /WRAP] [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*]
   [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created text widget.

Arguments

Parent

The widget ID of the parent widget for the new text widget.

Keywords

ALL_EVENTS

Set this keyword to cause the text widget to generate events whenever the user changes the contents of the text area.

Note ───

If the EDITABLE keyword is set, an insert character event (TYPE=0) is generated when the user presses the RETURN or ENTER key in the text widget, even if the ALL_EVENTS keyword is not set. See the table below for details on the interaction between ALL_EVENTS and EDITABLE.

───

Keywords		Effects	
ALL_EVENTS	**EDITABLE**	**Input changes widget contents?**	**Type of events generated.**
Not set	Not set	No	None
Not set	Set	Yes	End-of-line insertion
Set	Not set	No	All events
Set	Set	Yes	All events

Table 25-16: Effects of using the ALL_EVENTS and EDITABLE keywords

CONTEXT_EVENTS

Set this keyword to cause context menu events (or simply context events) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU procedure within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

EDITABLE

Set this keyword to allow direct user editing of the text widget contents. Normally, the text in text widgets is read-only. See ALL_EVENTS for a description of how EDITABLE interacts with the ALL_EVENTS keyword.

See "ALL_TEXT_EVENTS" on page 2710 for a description of how EDITABLE interacts with the ALL_TEXT_EVENTS keyword.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

FONT

The name of the font to be used by the widget. The font specified is a "device font" (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

Note ———————————————————————————

On Microsoft Windows platforms, if FONT is not specified, IDL uses the system default font. Different versions of Windows use different system default fonts.

———————————————————————————————

FRAME

The value of this keyword specifies the width of a frame in units specified by the UNITS keyword (pixels are the default) to be drawn around the borders of the widget.

Note ———————————————————————————

This keyword is only a "hint" to the toolkit, and may be ignored in some instances. Under Microsoft Windows, text widgets *always* have frames.

———————————————————————————————

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as "group leader" for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. It is not possible to remove a widget from an existing group.

IGNORE_ACCELERATORS

Set this keyword to specify what WIDGET_BUTTON accelerators are to be ignored when this text widget has keyboard focus. Valid values are:

- A string or string array containing any value that is legal for WIDGET_BUTTON's ACCELERATOR keyword
- The number 1, indicating all accelerators should be ignored

Ordinarily, accelerators are processed before keyboard events reach the widget that has the keyboard focus. Consider a case where the accelerator "Ctrl+V" has been mapped to a button that allows the user to paste objects copied from one drawing area into another. In an application that also has a text widget, attempting to use **Ctrl**+**V** to paste text into the text widget would fail as this event would be stolen by the accelerator. Setting IGNORE_ACCELERATORS to "Ctrl+V" allows a text widget with an editable text area to receive keyboard events instead of the button with a conflicting accelerator. Once the text widget loses focus, all specified accelerators are automatically re-enabled.

See "Disabling Button Widget Accelerators" (Chapter 3, *Widget Application Programming*) for usage details and examples.

KBRD_FOCUS_EVENTS

Set this keyword to make the text widget return keyboard focus events whenever the keyboard focus of the widget changes. See "Widget Events Returned by Text Widgets" on page 2915 for more information.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. On a "set" operation (using the UVALUE keyword to WIDGET_TEXT or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. On a "get" operation (GET_UVALUE keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NO_NEWLINE

Normally, when setting the value of a multi-line text widget, newline characters are automatically appended to the end of each line of text. Set this keyword to suppress this action.

NOTIFY_REALIZE

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' '). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

RESOURCE_NAME

A string containing an X Window System resource name to be applied to the widget. See "RESOURCE_NAME" on page 2665 for a complete discussion of this keyword.

SCR_XSIZE

Set this keyword to the desired "screen" width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired "screen" height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SCROLL

Set this keyword to give the widget scroll bars that allow viewing portions of the widget contents that are not currently on the screen.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget. Note that some widgets do not change their appearance when they are made insensitive, but they cease generating events.

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL procedure.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

If TAB_MODE is set equal to either 1 or 3 (that is, if the user can navigate off of the widget using the Tab key), then tab characters are not inserted into multi-line text widgets and no keypress event is generated when the Tab key is pressed. (Tab characters are never inserted into single-line text widgets.)

Note

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO function with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

Note ───
This keyword does not affect all sizing operations. Specifically, the value of UNITS is ignored when setting the XSIZE or YSIZE keywords to WIDGET_TEXT.
──

UVALUE

The "user value" to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the

convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

The initial value setting of the widget. The value of a text widget is the current text displayed by the widget.

VALUE can be either a string or an array of strings. Note that variables returned by the GET_VALUE keyword to WIDGET_CONTROL are always string arrays, even if a scalar string is specified in the call to WIDGET_TEXT. When setting this value using WIDGET_CONTROL, by default the old text is replaced by the new text. Specifying the APPEND keyword to WIDGET_CONTROL causes the new text to be appended to the old text.

Note ───
You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).
───

WRAP

Set this keyword to indicate that scrolling or multi-line text widgets should automatically break lines between words to keep the text from extending past the right edge of the text display area. Note that carriage returns are *not* automatically entered when lines wrap; the value of the text widget will remain a single-element array unless you explicitly enter a carriage return.

Note ───
On Windows, the maximum line length for a multi-line text widget is 1024 characters, regardless of this keyword value.
───

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

XSIZE

The width of the widget in characters. Note that the physical width of the text widget depends on both the value of XSIZE and on the size of the font used. The default value of XSIZE varies according to your windowing system. On Windows, the default size is roughly 20 characters. On Motif, the default size depends on the width of the text widget.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget programming.

YSIZE

The height of the widget in text lines. Note that the physical height of the text widget depends on both the value of YSIZE and on the size of the font used. The default value of YSIZE is one line.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL procedure affect the behavior of text widgets. In addition to those keywords that affect all widgets, the following are particularly useful: ALL_TEXT_EVENTS, APPEND, CONTEXT_EVENTS, EDITABLE, GET_VALUE, KBRD_FOCUS_EVENTS, IGNORE_ACCELERATORS, INPUT_FOCUS, NO_NEWLINE, SET_TEXT_SELECT, SET_TEXT_TOP_LINE, SET_VALUE, USE_TEXT_SELECT.

Keywords to WIDGET_INFO

A number of keywords to the WIDGET_INFO function return information that applies specifically to text widgets. In addition to those keywords that apply to all widgets, the following are particularly useful: CONTEXT_EVENTS, KBRD_FOCUS_EVENTS, STRING_SIZE, TEXT_ALL_EVENTS, TEXT_EDITABLE, TEXT_NUMBER, TEXT_OFFSET_TO_XY, TEXT_SELECT, TEXT_TOP_LINE, TEXT_XY_TO_OFFSET.

Widget Events Returned by Text Widgets

There are several variations of the text widget event structure depending on the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER) as well as an integer TYPE field that indicates which type of structure has been returned. Programs should always check the type field before referencing fields that are not present in all text event structures. The different text widget event structures are described below.

Insert Single Character (TYPE = 0)

This is the type of structure returned when a single character is typed or pasted into a text widget by a user.

```
{ WIDGET_TEXT_CH, ID:0L, TOP:0L, HANDLER:0L, TYPE:0, OFFSET:0L,
  CH:0B }
```

OFFSET is the (zero-based) insertion position that will result after the character is inserted. CH is the ASCII value of the character.

Insert Multiple Characters (TYPE = 1)

This is the type of structure returned when multiple characters are pasted into a text widget by the window system.

```
{ WIDGET_TEXT_STR, ID:0L, TOP:0L, HANDLER:0L, TYPE:1, OFFSET:0L,
  STR:'' }
```

OFFSET is the (zero-based) insertion position that will result after the text is inserted. STR is the string to be inserted.

Delete Text (TYPE = 2)

This is the type of structure returned when any amount of text is deleted from a text widget.

```
{ WIDGET_TEXT_DEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:2, OFFSET:0L,
  LENGTH:0L }
```

OFFSET is the (zero-based) character position of the first character to be deleted. It is also the insertion position that will result when the characters have been deleted. LENGTH gives the number of characters involved. A LENGTH of zero indicates that no characters were deleted.

Selection (TYPE = 3)

This is the type of structure returned when an area of text is selected (highlighted) by the user.

```
{ WIDGET_TEXT_SEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:3, OFFSET:0L,
  LENGTH:0L }
```

The event announces a change in the insertion point. OFFSET is the (zero-based) character position of the first character to be selected. LENGTH gives the number of characters involved. A LENGTH of zero indicates that no characters are selected, and the new insertion position is given by OFFSET.

Note that text insertion, text deletion, or any change in the current insertion point causes any current selection to be lost. In such cases, the loss of selection is implied by the text event reporting the insert/delete/movement and a separate zero length selection event is *not* sent.

Keyboard Focus Events

Text widgets return the following event structure when the keyboard focus changes and the widget was created with the KBRD_FOCUS_EVENTS keyword set:

```
{ WIDGET_KBRD_FOCUS, ID:0L, TOP:0L, HANDLER:0L, ENTER:0 }
```

The first three fields are the standard fields found in every widget event. The ENTER field returns 1 (one) if the text widget is gaining the keyboard focus, or 0 (zero) if the text widget is losing the keyboard focus.

Context Menu Events

A text widget created with the CONTEXT_EVENTS keyword set returns the following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
  ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y fields give the device coordinates at which the event occurred, measured from the upper left corner of the text widget. The ROW and COL fields return meaningful information for table widgets and values of zero (0) for other widgets.

Version History

Pre-4.0	Introduced
6.1	Added IGNORE_ACCELERATORS and TAB_MODE keywords
	Added ROW and COL fields to WIDGET_CONTEXT event structure

See Also

CW_FIELD, XDISPLAYFILE

WIDGET_TREE

The WIDGET_TREE function is used to create and populate a tree widget. The tree widget presents a hierarchical view that can be used to organize a wide variety of data structures and information. The WIDGET_TREE function performs two separate tasks: creating the tree widget and populating the tree widget with *nodes* (branches and leaves).Branches on the tree can be expanded or collapsed by the user, displaying different portions of the structure.
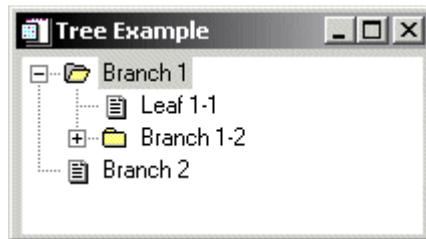
Figure 25-13: A Tree Widget

For a more detailed discussion of the tree widget, along with examples, see "Using Tree Widgets" (Chapter 9, *Widget Application Programming*).

Syntax

Result = WIDGET_TREE(*Parent* [, /ALIGN_BOTTOM | , /ALIGN_CENTER | , /ALIGN_LEFT | , /ALIGN_RIGHT | , /ALIGN_TOP] [, BITMAP=*array*] [, /CONTEXT_EVENTS] [, DRAG_NOTIFY=*string*] [, /DRAGGABLE] [, /DROP_EVENTS] [, EVENT_FUNC=*string*] [, EVENT_PRO=*string*] [, /EXPANDED] [, /FOLDER] [, FUNC_GET_VALUE=*string*] [, GROUP_LEADER=*widget_id*] [, INDEX=*value*] [, KILL_NOTIFY=*string*] [, /MASK] [, /MULTIPLE] [, /NO_COPY] [, NOTIFY_REALIZE=*string*] [, PRO_SET_VALUE=*string*] [, SCR_XSIZE=*width*] [, SCR_YSIZE=*height*] [, /SENSITIVE] [, TAB_MODE=*value*] [, /TRACKING_EVENTS] [, UNAME=*string*] [, UNITS={0 | 1 | 2}] [, UVALUE=*value*] [, VALUE=*string*] [, XOFFSET=*value*] [, XSIZE=*value*] [, YOFFSET=*value*] [, YSIZE=*value*])

Return Value

The returned value of this function is the widget ID of the newly-created tree widget.

Arguments

Parent

The widget ID of the parent for the new tree widget. *Parent* can be either a base widget or a tree widget.

- If *Parent* is a base widget, WIDGET_TREE will create a tree widget that contains no other tree widgets. This type of tree widget is referred to as a *root node*.

- If *Parent* is a tree widget, WIDGET_TREE will create a new tree widget (called a *node*) in the specified tree widget.

    Note

    With the exception of the first tree widget created (the *root node*, whose *Parent* is a base widget), a tree widget (or *node*) must be created with the FOLDER keyword in order to serve as the *Parent* for other tree widgets.

Keywords

ALIGN_BOTTOM

Set this keyword to align the new widget with the bottom of its parent base. To take effect, the parent must be a ROW base.

ALIGN_CENTER

Set this keyword to align the new widget with the center of its parent base. To take effect, the parent must be a ROW or COLUMN base. In ROW bases, the new widget will be vertically centered. In COLUMN bases, the new widget will be horizontally centered.

ALIGN_LEFT

Set this keyword to align the new widget with the left side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_RIGHT

Set this keyword to align the new widget with the right side of its parent base. To take effect, the parent must be a COLUMN base.

ALIGN_TOP

Set this keyword to align the new widget with the top of its parent base. To take effect, the parent must be a ROW base.

BITMAP

Set this keyword equal to a 16x16x3 array representing an RGB image that will be displayed next to the node in the tree widget. Set this keyword equal to 0 (zero) to use a default system bitmap.

CONTEXT_EVENTS

Set this keyword to cause context menu events (or simply context events) to be issued when the user clicks the right mouse button over the widget. Set the keyword to 0 (zero) to disable such events. Context events are intended for use with context-sensitive menus (also known as pop-up or shortcut menus); pass the context event ID to the WIDGET_DISPLAYCONTEXTMENU within your widget program's event handler to display the context menu.

For more on detecting and handling context menu events, see "Context-Sensitive Menus" (Chapter 3, *Widget Application Programming*).

This keyword is only valid if the *Parent* of the tree widget is a base widget.

DRAG_NOTIFY

Set this keyword equal to a string containing the name of a function that will be automatically called as the end-user drags over the widget. Alternatively, set this keyword equal to the string:

- <inherit> (including the < and > characters) to have the widget inherit an ancestor's callback
- <default> (including the < and > characters) to use the system default callback.

The callback function's return value informs the widget system "if and where" the drag source can be dropped onto the widget. The widget system then uses this information to provide the end-user with visual feedback about the legality and location of a drop. A secondary ability of the return value is to turn on the plus (+) indicator, which can be handy to distinguish between copies and moves. The

following table details the meanings of the valid return values, which can be OR-ed together:

Value	Meaning
0	User cannot drop
1	User can drop above
2	User can drop onto
4	User can drop below
8	Show the plus indicator

When a DRAG_NOTIFY callback is not explicitly specified, it is inherited from the parent tree widget. If none of the widget's ancestor tree nodes have a DRAG_NOTIFY callback or the callback is set to the string <default> then the widget system uses a default that is suitable for copying and moving nodes. The default return values are detailed in the following table and further text:

Tree Widget Type	Expanded	Return Value	Meaning
Root		2	Onto
Folder	No	7	Above, Onto, Below
	Yes	3	Above, Onto
Leaf		5	Above, Below

The default callback also compares the dragged nodes with the destination. If the destination matches or is a descendant of any of the dragged nodes then the default callback returns 0 (zero). Finally, if the destination will not generate drop events (DROP_EVENTS = 0) then the default callback will return 0.

Creating a Drag Notification Callback Routine

The drag notification callback routine has the following signature:

```
FUNCTION Callback_Function_Name, Destination, Source, $
   Modifiers, Default
```

where

- *Callback_Function_Name* is the name of the callback function. This value is specified as the value of the DRAG_NOTIFY keyword.

- *Destination* is the widget ID of the widget over which the item is dragged.

- *Source* is the widget ID of the item being dragged (this must currently be a tree widget node).

- *Modifiers* indicates the state of the modifier keys. The widget system generates them by OR-ing the following values together for the depressed keys:

Bitmask	Modifier Key
1	Shift
2	Control
4	Caps Lock
8	Alt

Table 25-17: Bitmask and Corresponding Key

Note

For UNIX, the **Alt** key is the currently mapped MOD1 key.

- *Default* is the value that the default callback would have returned. Although it is merely a suggested value, it can be used to screen out common situations that the default callback catches. A common usage is to have the callback return its value after modifying it to show the + indicator.

Specifying a drag notification callback does not enable drop events; you must set the DROP_EVENTS keyword to specify that drop events should be generated. For additional information on dragging and dropping and tree widgets, see "Using Tree Widgets" (Chapter 9, *Widget Application Programming*).

Warning
Custom drag notifications can pose potential dangers, please see the section "Responding to Drag Notifications" in "Using Tree Widgets" (Chapter 9, *Widget Application Programming*) to learn more about these potential dangers.

DRAGGABLE

Use this keyword to specify whether or not the widget can be dragged. A value of 1 (one) makes the widget a valid drag item and a value of 0 (zero) makes the widget not draggable. If this keyword is not specified or is set to -1 then the widget inherits its draggability from the nearest ancestor to set a value.

Note
Although the root node of a tree widget cannot be dragged nor inherit a value, the value can be set so that child nodes can inherit the value. The default value is 0.

DROP_EVENTS

Use this keyword to specify whether or not the widget will generate drop events. See "Widget Events Returned by Tree Widgets" on page 2931 for an explanation of the event structure.

A value of 1 (one) causes the widget to generate drop events and a value of 0 (zero) causes the widget to not generate drop events. If this keyword is not specified or is set to -1, the widget inherits this setting from the nearest ancestor that sets a value of zero or one.

Tree root nodes can generate drop events, but cannot inherit. Their default value is 0. Specifying a DRAG_NOTIFY callback does not affect a widget's ability to generate drop events.

EVENT_FUNC

A string containing the name of a function to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EVENT_PRO

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

EXPANDED

If the tree node being created is a *folder* (specified by the FOLDER keyword), set this keyword to cause the folder to be initially displayed expanded, showing all of its immediate child entries. By default, folders are initially displayed collapsed.

This keyword is only valid if the *Parent* of the tree widget is another tree widget.

FOLDER

Set this keyword to cause the tree node being created to act as a *folder* (that is, as a branch of the tree rather than a leaf).

Note

With the exception of the root node (the tree widget whose *Parent* widget is a base widget), only tree nodes that have the FOLDER keyword set can act as the parent for other tree widgets.

This keyword is only valid if the *Parent* of the tree widget is another tree widget.

FUNC_GET_VALUE

A string containing the name of a function to be called when the GET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. Using this technique allows you to change the value that should be returned for a widget. Compound widgets use this ability to define their values transparently to the user.

GROUP_LEADER

The widget ID of an existing widget that serves as group leader for the newly-created widget. When a group leader is killed, for any reason, all widgets in the group are also destroyed.

A given widget can be in more than one group. The WIDGET_CONTROL procedure can be used to add additional group associations to a widget. You cannot remove a widget from an existing group.

INDEX

Use this keyword to specify the position of the new tree widget node relative to its siblings. The supplied value is the zero-based index of the new node. A value of -1 and values greater than or equal to the current number of children result in the new node being positioned as the last child. This is the default behavior when INDEX is not specified.

KILL_NOTIFY

Set this keyword to a string that contains the name of a procedure to be called automatically when the specified widget dies. Each widget is allowed a single such "callback" procedure. It can be removed by setting the routine to the null string (' ').

The callback routine is called with the widget identifier as its only argument. At that point, the widget identifier can only be used with the WIDGET_CONTROL procedure to get or set the user value. All other requests that require a widget ID are disallowed for the target widget. The callback is not issued until the WIDGET_EVENT function is called.

MASK

Set this keyword in conjunction with BITMAP to create a tree node icon that has transparency. When set to 1 (one), all bitmap pixels that match the lower left pixel are treated as transparent, allowing the widget's background color to show through. The default value is 0 (zero). The MASK keyword is ignored if not used with the BITMAP keyword.

MULTIPLE

Set this keyword to enable multiple selection operations in the tree widget. If enabled, multiple elements in the tree widget can be selected at one time by holding down the **Control** or **Shift** key while clicking the left mouse button.

This keyword is only valid if the *Parent* of the tree widget is a base widget.

NO_COPY

Usually, when setting or getting widget user values, either at widget creation or using the SET_UVALUE and GET_UVALUE keywords to WIDGET_CONTROL, IDL makes a second copy of the data being transferred. Although this technique works well for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles these operations differently. Rather than copying the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used by compound widgets to obtain state information from a UVALUE without all the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined. Upon a set operation (using the UVALUE keyword to WIDGET_TREE or the SET_UVALUE keyword to WIDGET_CONTROL), the variable passed as value becomes undefined. Upon a get operation (GET_UVALUE

keyword to WIDGET_CONTROL), the user value of the widget in question becomes undefined.

NOTIFY_REALIZE

Set this keyword to a string containing the name of a procedure to be called automatically when the specified widget is realized. This callback occurs just once (because widgets are realized only once). Each widget is allowed a single such callback procedure. This callback procedure can be removed by setting the routine name to the null string (`''`). The callback routine is called with the widget ID as its only argument.

PRO_SET_VALUE

A string containing the name of a procedure to be called when the SET_VALUE keyword to the WIDGET_CONTROL procedure is called for this widget. See the description of the PRO_SET_VALUE keyword to WIDGET_CONTROL for information on using this keyword.

SCR_XSIZE

Set this keyword to the desired screen width of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the XSIZE keyword.

SCR_YSIZE

Set this keyword to the desired screen height of the widget, in units specified by the UNITS keyword (pixels are the default). In many cases, setting this keyword is the same as setting the YSIZE keyword.

SENSITIVE

Set this keyword to control the initial sensitivity state of the widget.

If SENSITIVE is zero, the widget becomes insensitive. If nonzero, it becomes sensitive. When a widget is sensitive, it has normal appearance and can receive user input. For example, a sensitive button widget can be activated by moving the mouse cursor over it and pressing a mouse button. When a widget is insensitive, it indicates the fact by changing its appearance, looking disabled, and it ignores any input.

Sensitivity can be used to control when a user is allowed to manipulate the widget.

Note —————————————————————————————————————

Some widgets do not change their appearance when they are made insensitive, but they cease generating events.

———

After creating the widget hierarchy, you can change the sensitivity state using the SENSITIVE keyword with the WIDGET_CONTROL.

This keyword is only valid if the *Parent* of the tree widget is a base widget.

TAB_MODE

Set this keyword to one of the values shown in the table below to determine how the widget hierarchy can be navigated using the **Tab** key. The TAB_MODE setting is inherited by lower-level bases and child widgets from the parent WIDGET_BASE unless it is explicitly set on an individual widget. If the TAB_MODE value of the widget differs from that of the base, the setting on the widget will be respected when the widget has focus. For example, if a base does not support tabbing, but an individual child widget does support tabbing, this functionality will be enabled when the child widget has focus.

Note —————————————————————————————————————

It is not possible to tab to disabled (SENSITIVE=0) or hidden (MAP=0) widgets.

———

Valid settings are:

0	Disable navigation onto or off of the widget. This is the default unless the TAB_MODE has been set on a parent base. Child widgets automatically inherit the tab mode of the parent base as described in "Inheriting the TAB_MODE Value" (Chapter 3, *Widget Application Programming*).
1	Enable navigation onto and off of the widget.
2	Navigate only onto the widget.
3	Navigate only off of the widget.

Note ───

In widget applications on the UNIX platform, the Motif library controls what widgets are brought into and released from focus using tabbing. The TAB_MODE keyword value is always zero, and any attempt to change it is ignored when running a widget application on the UNIX platform. Tabbing behavior may vary significantly between UNIX platforms; do not rely on a particular behavior being duplicated on all UNIX systems.

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Once a WIDGET_TREE widget receives focus through tabbing, additional navigation capabilities are platform dependent:

- • On Windows – tree widgets can receive and lose focus through tabbing.

- • On UNIX - the Motif library controls tabbing functionality.

Use the arrow keys to select higher or lower level nodes once a tree widget has focus. The TAB_MODE specified for the root tree widget defines the tabbing support for all of its nodes.

After creating the widget hierarchy, you can change tabbing support using the WIDGET_CONTROL procedure's TAB_MODE keyword, or query a widget's support for tabbing using the WIDGET_INFO procedure's TAB_MODE keyword.

See "Tabbing in Widget Applications" (Chapter 3, *Widget Application Programming*) for usage details and examples.

TRACKING_EVENTS

Set this keyword to cause widget tracking events to be issued for the widget whenever the mouse pointer enters or leaves the region covered by that widget. For the structure of tracking events, see "TRACKING_EVENTS" on page 2672 in the documentation for WIDGET_BASE.

This keyword is only valid if the *Parent* of the tree widget is a base widget.

UNAME

Set this keyword to a string that can be used to identify the widget in your code. You can associate a name with each widget in a specific hierarchy, and then use that name to query the widget hierarchy and get the correct widget ID.

To query the widget hierarchy, use the WIDGET_INFO with the FIND_BY_UNAME keyword. The UNAME should be unique to the widget hierarchy because the FIND_BY_UNAME keyword returns the ID of the first widget with the specified name.

UNITS

Set this keyword to specify the units used when *supplying* measurements or position values. Set UNITS equal to 0 (zero) to specify that all measurements are in pixels (this is the default), to 1 (one) to specify that all measurements are in inches, or to 2 (two) to specify that all measurements are in centimeters. This keyword does not change the units used in a widget event structure or in most of the fields of the geometry structure returned by WIDGET_INFO.

UVALUE

The user value to be assigned to the widget.

Each widget can contain a user-specified value of any data type and organization. This value is not used by the widget in any way, but exists entirely for the convenience of the IDL programmer. This keyword allows you to set this value when the widget is first created.

If UVALUE is not present, the widget's initial user value is undefined.

VALUE

Set this keyword equal to a string containing the text that will be displayed next to the branch or leaf of the tree. If the widget value is not explicitly set, either in the call to WIDGET_TREE or using the SET_VALUE keyword to WIDGET_CONTROL, the default value of "Tree" is provided.

Note

You can use language catalogs to internationalize this value with strings in particular languages. For more information, see Chapter 19, "Using Language Catalogs" (*Application Programming*).

This keyword is only valid if the *Parent* of the tree widget is another tree widget.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

XSIZE

The width of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a hint to the toolkit and may be ignored in some situations.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the *upper left* corner of the parent widget.

Specifying an offset relative to a row or column major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. You should avoid using this style of widget programming.

YSIZE

The height of the widget in units specified by the UNITS keyword (pixels are the default). Most widgets attempt to size themselves to fit the situation. However, if the desired effect is not produced, use this keyword to override it. This keyword is only a hint to the toolkit and may be ignored in some situations.

Keywords to WIDGET_CONTROL

A number of keywords to the WIDGET_CONTROL affect the behavior of tree widgets. In addition to those keywords that affect all widgets, the following keywords are particularly useful: CONTEXT_EVENTS, SET_DRAG_NOTIFY, SET_DRAGGABLE, SET_DROP_EVENTS, SET_MASK, SET_TREE_BITMAP, SET_TREE_EXPANDED, SET_TREE_INDEX, SET_TREE_SELECT, SET_TREE_VISIBLE.

Keywords to WIDGET_INFO

Some keywords to the WIDGET_INFO return information that applies specifically to tree widgets. In addition to those keywords that apply to all widgets, the following keywords are particularly useful: CONTEXT_EVENTS, DRAG_NOTIFY, DRAGGABLE, DROP_EVENTS, MASK, TREE_BITMAP, TREE_DRAG_SELECT, TREE_EXPANDED, TREE_FOLDER, TREE_INDEX, TREE_ROOT, TREE_SELECT.

Widget Events Returned by Tree Widgets

Tree widgets generate events when tree elements are selected or deselected, expanded or collapsed. They can also be configured to generate events when the user clicks the right-hand mouse button over the widget. Several variations of the tree widget event structure depend upon the specific event being reported. All of these structures contain the standard three fields (ID, TOP, and HANDLER) as well as an integer TYPE field that indicates which type of structure has been returned. Programs should always check the type field before referencing fields that are not present in all tree event structures. The different tree widget event structures are described below.

Drop Events

This structure is returned when a drop event occurs:

```
{WIDGET_DROP, ID:0L, TOP:0L, HANDLER:0L, DRAG_ID:0L,
            POSITION:0L, X:0L, Y:0L, MODIFIERS:0L}
```

To receive this event the widget must accept drop events (see DROP_EVENTS for details). The ID field reports the destination widget and the DRAG_ID reports the source. The POSITION field indicates where the user dropped. The possible values are similar to those of the DRAG_NOTIFY callback, but only one of the three possible positions is returned:

Position	Meaning
1	The user is inserting above the destination widget
2	The user is dropping onto the destination widget
4	The user is inserting below the destination widget

The X and Y fields give the pixel coordinates of the drop event relative to the upper left corner of the destination's root tree. Finally, the modifiers field reports which keys were pressed at the time the drop event was generated. The MODIFIERS field is a bitmask of four values:

Bitmask	Modifier Key
1	Shift

Bitmask	Modifier Key
2	Control
4	Caps Lock
8	Alt

Select Events (TYPE = 0)

This structure is returned when the currently selected node in the tree widget changes:

```
{WIDGET_TREE_SEL, ID:0L, TOP:0L, HANDLER:0L, TYPE:0, CLICKS:0L}
```

The CLICKS field indicates the number of mouse-button clicks that occurred when the event took place. This field contains 1 (one) when the item is selected, or 2 when the user double-clicks on the item.

Expand Events (TYPE = 1)

This structure is returned when a folder in the tree widget expands or collapses:

```
{WIDGET_TREE_EXPAND, ID:0L, TOP:0L, HANDLER:0L, TYPE:1, EXPAND:0L}
```

The EXPAND field contains 1 (one) if the folder expanded or 0 (zero) if the folder collapsed.

Context Menu Events

A tree widget created with the CONTEXT_EVENTS keyword set returns the following event structure in response to a right mouse button click:

```
{WIDGET_CONTEXT, ID:0L, TOP:0L, HANDLER:0L, X:0L, Y:0L,
   ROW:0L, COL:0L}
```

The first three fields are the standard fields found in every widget event. The X and Y fields give the device coordinates at which the event occurred, measured from the upper left corner of the tree widget. The ROW and COL fields return meaningful information for table widgets and values of zero (0) for other widgets.

Version History

5.6	Introduced
6.1	Added TAB_MODE keyword
	Added ROW and COL fields to WIDGET_CONTEXT event structure
6.3	Added DRAG_NOTIFY, DRAGGABLE, DROP_EVENTS, INDEX, and MASK keywords
	Added Drop event
	Deprecated TOP keyword

See Also

"Using Tree Widgets" (Chapter 9, *Widget Application Programming*)

WIDGET_TREE_MOVE

The WIDGET_TREE_MOVE procedure copies and moves tree widget nodes from one tree to another or within the same tree.

WIDGET_TREE_MOVE has two parameters that specify the widget IDs of the nodes to copy and the folder (or root) in which to move (or copy) them. Each of the nodes in the first parameter will be moved (or copied). The default behavior is to duplicate the entire hierarchy rooted at each folder.

These properties are automatically inherited by all newly created nodes:

- FOLDER, EXPANDED
- BITMAP, MASK
- DRAGGABLE, DRAG_NOTIFY, DROP_EVENTS
- VALUE, UVALUE, UNAME
- EVENT_FUNC, EVENT_PRO

Move operations handle any data associated with UVALUEs by taking data away from the source and attaching it to the destination node, without making a temporary copy. This allows for an efficient transfer of large data during a move. The callback function can be used to adjust the values based on the parent's values.

The following keywords represent properties that are not transferred:

- FUNC_GET_VALUE
- PRO_SET_VALUE
- NOTIFY_REALIZE
- KILL_NOTIFY

If these keywords must be set, the new node could be destroyed and recreated in the procedure's callback (with the same parent and index). An alternative is to write a fully custom version of WIDGET_TREE_MOVE.

For a more detailed discussion of the tree widget, along with examples, see "Using Tree Widgets" (Chapter 9, *Widget Application Programming*).

This routine is written in the IDL language. Its source code can be found in the file `widget_treet_move.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WIDGET_TREE_MOVE, wMoveNodes, wDestFolder
  [, CALLBACK_FUNC=*name*] [, /COPY] [, INDEX=*value*] [, /SELECT]
  [, /UPDATE] [, USERDATA=*value*]

Arguments

wMoveNodes

The widget IDs of the nodes that are to be moved or copied. The value can be a scalar
or a vector. By default, moving or copying a folder node duplicates the entire
hierarchy rooted at that folder. If a node in the list is a descendant of another node in
the list, then it will be copied twice: once as a member of the list and once as a
member of the ancestor's descendants. For drag and drop implementations, this
situation can be avoided by using the TREE_DRAG_SELECT keyword to
WIDGET_INFO, which removes "duplicate" nodes from a tree's current selection.

wDestFolder

The widget ID of the destination folder or tree root. The value must be a scalar. If the
INDEX keyword is not specified then the moved/copied nodes will be placed at the
end of the destination folder's current list of children.

Keywords

CALLBACK_FUNC

Set this keyword to the name of a function to customize node moving and/or copying.
The callback is invoked immediately after each and every node is duplicated. The
callback must be defined as:

```
FUNCTION Name, wOriginalNode, wNewNode, USERDATA=value
```

The value from the USERDATA keyword is passed to the callback function. During
move operations, the original node's UVALUE is efficiently transferred to the new
node. Copy operations duplicate all UVALUEs.

The callback's return value should typically be 1 (one). This causes the new node's
children to be duplicated. Entire hierarchies can be duplicated in this manner. This is
the default behavior when a callback is not specified. However, if a "flat copy" is
desired, then 0 (zero) should be returned. Return values of 0 stop further duplication

of the new node so that its children are not recursively copied. Mixing return values of 0 and 1 is possible and can produce more sophisticated moves/copies.

COPY

Set this keyword to make a copy of the widgets in wMoveNodes. If not set then the original wMoveNodes are destroyed.

INDEX

Set this keyword to an integer to specify the relative position at which to insert wMoveNodes into the wDestFolder. The position is zero-based and a value of -1 (the default value) inserts at the tail.

SELECT

Set this keyword to select the newly moved/copied nodes.

UPDATE

Set this keyword to allow the source and destination trees to be visually updated during the operation. The default is to turn off updates to prevent flickering.

USERDATA

Set this keyword to a value that is passed to the CALLBACK_FUNC function.

Examples

For examples using WIDGET_TREE_MOVE, see "Using Tree Widgets" (Chapter 9, *Widget Application Programming*).

Version History

6.3	Introduced

See Also

WIDGET_TREE, WIDGET_CONTROL, WIDGET_INFO

WINDOW

The WINDOW procedure creates a window for the display of graphics or text. It is only necessary to use WINDOW if more than one simultaneous window or a special size window is desired because a window is created automatically the first time any display procedure attempts to access the window system. The newly-created window becomes the current window, and the system variable !D.WINDOW is set to that window's window index. (See the description of the WSET procedure for a discussion of the current IDL window.)

The behavior of WINDOW varies slightly depending on the window system in effect. See the discussion of IDL graphics devices in Appendix A, "IDL Direct Graphics Devices" for additional details.

Note —————————————————————————————————————

For more information on window placement and multi-monitor configurations, see "Multi-Monitor Configurations" (*Using IDL*).

Syntax

WINDOW [, *Window_Index*] [, COLORS=*value*] [, /FREE] [, /PIXMAP]
   [, RETAIN={0 | 1 | 2}] [, TITLE=*string*] [, XPOS=*value*] [, YPOS=*value*]
   [, XSIZE=*pixels*] [, YSIZE=*pixels*]

Arguments

Window_Index

The window index for the newly-created window. A window index is an integer value between 0 and 31 that is used to refer to the window. If this parameter is omitted, window index 0 is used. If the value of *Window_Index* specifies an existing window, the existing window is deleted and a new one is created. If you need to create more than 32 windows, use the FREE keyword described below.

Keywords

COLORS

Note
This keyword is ignored under Microsoft Windows.

The maximum number of color table indices to be used when drawing. This keyword has an effect only if supplied when the first window is created. If COLORS is not present when the first window is created, all or most of the available color indices are allocated depending upon the window system in use.

To use monochrome windows on a color display in X Windows, use COLORS = 2 when creating the first window. One color table is maintained for all windows. A negative value for COLORS specifies that all but the given number of colors from the shared color table should be allocated.

Although this keyword is ignored under Microsoft Windows, we could use the following code to use a monochrome window on all platforms:

```
WINDOW, COLORS=2 ; ignored on Windows
white=!D.N_COLORS-1
PLOT, FINDGEN(20), COLOR=white
```

FREE

Set this keyword to create a window using the smallest unused window index above 32. If this keyword is present, the *Window_Index* argument can be omitted. The default position of the new window is opposite that of the current window. Using the FREE keyword allows the creation of a large number of windows. The system variable !D.WINDOW is set to the index of the newly-created window.

PIXMAP

Set the PIXMAP keyword to specify that the window being created is actually an invisible portion of the display memory called a pixmap.

Note
On Microsoft Windows systems, the number of pixmap windows that can be created is limited by system GDI resources. The number of pixmap windows IDL can create is constrained by the total amount of GDI memory, the amount of GDI memory used by other applications, and the size of the IDL pixmap windows.

RETAIN

Set this keyword to 0, 1, or 2 to specify how backing store should be handled for the window:

- 0 = no backing store
- 1 = requests that the server or window system provide backing store
- 2 = specifies that IDL provide backing store directly

See "Backing Store" on page 5409 for details.

TITLE

A scalar string that contains the window's label. If not specified, the window is given a label of the form "IDL *n*", where *n* is the index number of the window. For example, to create a window with the label "IDL Graphics", enter:

```
WINDOW, TITLE='IDL Graphics'
```

XPOS

The X position of the window, specified in device coordinates. On Motif platforms, XPOS specifies the X position of the *lower* left corner and is measured from the lower left corner of the screen. On Windows platforms, XPOS specifies the X position of the *upper* left corner and is measured from the upper left corner of the screen. That is, specifying

```
WINDOW, XPOS = 0, YPOS = 0
```

will create a window in the lower left corner on Motif machines and in the upper left corner on Windows machines.

If no position is specified, the position of the window is determined from the value of Window Index using the following rules:

- Window 0 is placed in the upper right hand corner.
- Even numbered windows are placed on the top half of the screen and odd numbered windows are placed on the bottom half.
- Windows 0,1,4,5,8, and 9 are placed on the right side of the screen and windows 2,3,6, and 7 are placed on the left.

Note ───

The order of precedence (highest to lowest) for positioning windows is: XPOS/YPOS keywords to WINDOW, the value of the IDL_GR_WIN_LAYOUT preference (Microsoft Windows only), and the optional index argument to WINDOW. Also realize that setting LOCATION is only a request to the Window manager and may not always be honored due to system peculiarities.

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YPOS

The Y position of the window, specified in device coordinates. See the description of XPOS for details.

XSIZE

The width of the window in pixels.

YSIZE

The height of the window in pixels.

Examples

Create graphics window number 0 with a size of 400 by 400 pixels and a title that reads "Square Window" by entering:

```
WINDOW, 0, XSIZE=400, YSIZE=400, TITLE='Square Window'
```

Version History

Original	Introduced

See Also

WDELETE, WSET, WSHOW

WRITE_BMP

The WRITE_BMP procedure writes an image and its color table vectors to a Microsoft Windows Version 3 device independent bitmap file (.BMP).

WRITE_BMP does not handle 1-bit-deep images or compressed images, and is not fast for 4-bit images. The algorithm works best on images where the number of bytes in each scan-line is evenly divisible by 4.

This routine is written in the IDL language. Its source code can be found in the file write_bmp.pro in the lib subdirectory of the IDL distribution.

Syntax

WRITE_BMP, *Filename*, *Image*[, *R*, *G*, *B*] [, /FOUR_BIT] [, IHDR=*structure*]
    [, HEADER_DEFINE=*h*{define *h* before call}] [, /RGB]

Arguments

Filename

A scalar string containing the full pathname of the bitmap file to write.

Image

The array to write into the new bitmap file. The array should be scaled into a range of bytes for 8- and 24-bit deep images. Scale to 0-15 for 4-bit deep images. If the image has 3 dimensions and the first dimension is 3, a 24-bit deep bitmap file is created.

Note ───

For 24-bit images, color interleaving is blue, green, red: *Image*[0, *i*, *j*] = blue, *Image*[1, *i*, *j*] = green, *Image*[2, *i*, *j*] = red.

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R, G, B

Color tables. If omitted, the colors loaded in the COLORS common block are used.

Keywords

FOUR_BIT

Set this keyword to write as a 4-bit device independent bitmap. If omitted or zero, an 8-bit deep bitmap is written.

IHDR

Set this keyword to a BITMAPINFOHEADER structure containing the file header fields that are not obtained from the image itself. The fields in this structure that can be set are: `bi{XY}PelsPerMeter`, `biClrUsed`, and `biClrImportant`.

HEADER_DEFINE

If this keyword is set, WRITE_BMP returns an empty BITMAPINFOHEADER structure, containing zeros. No other actions are performed. This structure may be then modified with the pertinent fields and passed in via the IHDR keyword parameter. See the Microsoft Windows Programmers Reference Guide for a description of each field in the structure.

Note: this parameter must be defined *before* the call. For example:

```
H = 0
WRITE_BMP, HEADER_DEFINE = H
```

RGB

Set this keyword to reverse the color interleaving for 24-bit images to red, green, blue: *Image*[0, *i*, *j*] = red, *Image*[1, *i*, *j*] = green, *Image*[2, *i*, *j*] = blue. By default, 24-bit images are written with color interleaving of blue, green, red.

Examples

The following command captures the contents of the current IDL graphics window and saves it to a Microsoft Windows Bitmap file with the name `test.bmp`. Note that this works only on a PseudoColor (8-bit) display:

```
WRITE_BMP, 'test.bmp', TVRD()
```

The following commands scale an image to 0-15, and then write a 4-bit BMP file, using a grayscale color table:

```
; Create a ramp from 0 to 255:
r = BYTSCL(INDGEN(16))

WRITE_BMP, 'test.bmp', BYTSCL(Image, MAX=15), r, r, r, /FOUR
```

Version History

Pre-4.0	Introduced

See Also

READ_BMP, QUERY_* Routines

WRITE_GIF

The WRITE_GIF procedure writes an image and its color table vectors to a Graphics Interchange Format (GIF) file.

WRITE_GIF produces 8-bit non-interlaced GIF files.

Note

The GIF format uses compression technologies that may be subject to license restrictions. If you receive a warning when attempting to use this routine, contact ITT Visual Information Solutions for information about licensing options.

This routine is written in the IDL language. Its source code can be found in the file write_gif.pro in the lib subdirectory of the IDL distribution.

Syntax

WRITE_GIF, *Filename*, *Image*[, *R*, *G*, *B*] [, BACKGROUND_COLOR=*value*]
    [, /CLOSE] [, DELAY_TIME=*integer*] [, DISPOSAL_METHOD=*integer*]
    [, /MULTIPLE] [, REPEAT_COUNT=*integer*] [, TRANSPARENT=*value*]
    [, USER_INPUT=*value*]

Arguments

Filename

A scalar string containing the full pathname of the GIF file to write.

Image

The array to write into the new GIF file.

R, G, B

The Red, Green, and Blue color vectors to be written with to the GIF file. If *R*, *G*, *B* values are not provided, the last color table established using LOADCT is saved, and the table is padded to 256 entries. If no color table has been established, WRITE_GIF calls LOADCT to load the grayscale entry (table 0). For GIF files with multiple images, when writing the second and subsequent images, if R, G, B are present then they will be written into the local color map for the current image.

Keywords

BACKGROUND_COLOR

Set this keyword to a byte value giving the index within the global color table to be designated as the background. The default value is 0.

CLOSE

Set this keyword to close any open files. The CLOSE keyword is only useful if a file containing multiple images (as specified by the MULTIPLE keyword) is being written. If the CLOSE keyword is specified, nothing is written to the file, and all other parameters are ignored.

DELAY_TIME

For multi-image GIF files, set this keyword to an integer giving the delay in hundredths (1/100) of a second after the decoder displays the current image. This keyword can be set to a different value for each image within the file.

DISPOSAL_METHOD

For multi-image GIF files, set this keyword to an integer giving the method that the decoder should use for disposing the current image after display. Possible values are:

0	No disposal specified. The decoder is not required to take any action.
1	Do not dispose. The graphic is to be left in place.
2	Restore to background color. The area used by the graphic must be restored to the background color.
3	Restore to previous. The decoder is required to restore the area overwritten by the graphic with what was there prior to rendering the graphic.

This keyword can be set to a different value for each image within the file.

MULTIPLE

Set this keyword to write multiple images to a file. Each call to WRITE_GIF writes the next image, with the file remaining open between calls. The *Filename* argument is ignored after the first call, *but must be supplied*. All images written to a GIF file must be the same size.

REPEAT_COUNT

For multi-image GIF files, set this keyword to an integer giving the number of times that the decoder should repeat the animation. Set this keyword to zero to repeat an infinite number of times. This keyword is written using the Netscape application extension and may not be recognized by some decoders.

TRANSPARENT

Set this keyword to a byte value giving the index within the color table to be designated as the transparent color. If this keyword is not present or is set to -1 then no transparent index is written. This keyword can be set to a different value for each image within the file.

USER_INPUT

Set this keyword to a flag indicating whether the decoder should require user input before continuing processing. The nature of the user input is determined by the application (carriage return, mouse button click, etc.). When DELAY_TIME is used and USER_INPUT is set, the decoder should continue processing when user input is received or when the delay time expires, whichever occurs first. This keyword may be set to a different value for each image within the file.

Example

The following command captures the contents of the current IDL graphics window and saves it to a GIF file named test.gif. Note that this works only on a PseudoColor (8-bit) display:

```
WRITE_GIF, 'test.gif', TVRD()
```

Version History

Pre-4.0	Introduced
6.4	Added BACKGROUND_COLOR, DELAY_TIME, DISPOSAL_METHOD, REPEAT_COUNT, TRANSPARENT, and USER_INPUT keywords

See Also

READ_GIF, WRITE_JPEG, QUERY_* Routines

WRITE_IMAGE

The WRITE_IMAGE procedure writes an image and its color table vectors, if any, to a file of a specified type. WRITE_IMAGE can write most types of image files supported by IDL.

Syntax

WRITE_IMAGE, *Filename*, *Format*, *Data* [, *Red*, *Green*, *Blue*] [, /APPEND]

Arguments

Filename

A scalar string containing the name of the file to write.

Format

A scalar string containing the name of the file format to write. The following are the supported formats:

- BMP
- GIF
- JPEG
- PNG
- PPM
- SRF
- TIFF

Data

An IDL variable containing the image data to write to the file.

Red

An optional vector containing the red channel of the color table if a colortable exists.

Green

An optional vector containing the green channel of the color table if a colortable exists.

Blue

An optional vector containing the blue channel of the color table if a colortable exists.

Keywords

APPEND

Set this keyword to force the image to be appended to the file instead of overwriting the file. APPEND may be used with image formats that supports multiple images per file and is ignored for formats that support only a single image per file.

Version History

5.3	Introduced

WRITE_JPEG

The WRITE_JPEG procedure writes compressed images to files. JPEG (Joint Photographic Experts Group) is a standardized compression method for full-color and gray-scale images. This procedure is based in part on the work of the Independent JPEG Group.

As the Independent JPEG Group states, JPEG is intended for real-world scenes (such as digitized photographs). Line art, such as drawings or IDL plots, and other unrealistic images are not its strong suit. Note also that JPEG is a lossy compression scheme. That is, the output image is *not* identical to the input image. Hence you cannot use JPEG if you must have identical output bits. On typical images of real-world scenes, however, very good compression levels can be obtained with no visible change, and amazingly high compression levels are possible if you can tolerate a low-quality image. You can trade off output image quality against compressed file size by adjusting a compression parameter. Files are encoded in JFIF, the JPEG File Interchange Format; however, such files are usually simply called JPEG files.

If you need to store images in a format that uses lossless compression, consider using the WRITE_PNG procedure. This procedure writes a Portable Network Graphics (PNG) file using lossless compression with either 8 or 16 data bits per channel. To store 8-bit or 24-bit images without compression, consider using WRITE_BMP (for Microsoft Bitmap format files) or WRITE_TIFF (to write Tagged Image Format Files).

For a short technical introduction to the JPEG compression algorithm, see: Wallace, Gregory K. "The JPEG Still Picture Compression Standard", *Communications of the ACM*, April 1991 (vol. 34, no. 4), pp. 30-44.

Note ———————————————————————————————

All JPEG files consist of byte data. Input data is converted to bytes before being written to a JPEG file.

———————————————————————————————————————

Syntax

WRITE_JPEG [, *Filename*], *Image* [, /ORDER] [, /PROGRESSIVE]
   [, QUALITY=*value*{0 to 100}] [, TRUE={1 | 2 | 3}] [, UNIT=*lun*]

Arguments

Filename

A string containing the name of file to be written in JFIF (JPEG) format. If this parameter is not present, the UNIT keyword must be specified.

Image

A byte array of either two or three dimensions, containing the image to be written. Grayscale images must have two dimensions. TrueColor images must have three dimensions with the index of the dimension that contains the color specified with the TRUE keyword.

Keywords

ORDER

JPEG/JFIF images are normally written in top-to-bottom order. If the image array is in the standard IDL order (i.e., from bottom-to-top) set ORDER to 0, its default value. If the image array is in top-to-bottom order, ORDER must be set to 1.

PROGRESSIVE

Set this keyword to write the image as a series of scans of increasing quality. When used with a slow communications link, a decoder can generate a low-quality image very quickly, and then improve its quality as more scans are received.

Warning —————————————————————————————

Not all JPEG applications can handle progressive JPEG files, and it is up the JPEG reader to progressively display the JPEG image. For example, IDL's READ_JPEG routine ignores the progressive readout request and reads the entire image in at the first reading.

QUALITY

This keyword specifies the quality index, in the range of 0 (terrible) to 100 (excellent) for the JPEG file. The default value is 75, which corresponds to very good quality. Lower values of QUALITY produce higher compression ratios and smaller files.

TRUE

This keyword specifies the index, starting at 1, of the dimension over which the color is interleaved. For example, for an image that is pixel interleaved and has dimensions of (3, *m*, *n*), set TRUE to 1. Specify 2 for row-interleaved images (*m*, 3, *n*); and 3 for band-interleaved images (*m*, *n*, 3). If TRUE is not set, the image is assumed to have no interleaving (it is not a TrueColor image).

UNIT

This keyword designates the logical unit number of an already open file to receive the output, allowing multiple JFIF images per file or the embedding of JFIF images in other data files. If this keyword is used, *Filename* should not be specified.

Note

When opening a file intended for use with the UNIT keyword, if the filename does not end in .jpg, or .jpeg, you must specify the STDIO keyword to OPEN in order for the file to be compatible with WRITE_JPEG.

Examples

Write the image contained in the array A, using JPEG compression with a quality index of 25. The image is stored in bottom-to-top order:

```
image = DIST(100)
WRITE_JPEG, 'test1.jpg', image, QUALITY=25
```

Write a TrueColor image to a JPEG file. The image is contained in the band-interleaved array A with dimensions (*m*, *n*, 3). Assume it is stored in top-to-bottom order:

```
WRITE_JPEG, 'test2.jpg', image, TRUE=3, /ORDER
```

Also see the example in "Converting Indexed Images to RGB Images" on page 2557.

Version History

Pre-4.0	Introduced

See Also

READ_JPEG, WRITE_GIF, QUERY_* Routines

WRITE_JPEG2000

The WRITE_JPEG2000 procedure writes image data into a JPEG2000 file. This procedure is a wrapper around the IDLffJPEG2000 object interface that presents JPEG2000 image writing in a familiar way to users of the WRITE_* image routines. However this procedure is not as efficient as the object interface and the object interface should be used whenever possible. See "IDLffJPEG2000" (Chapter 30, *IDL Reference Guide*) for information about the object interface.

Syntax

WRITE_JPEG2000, *Filename*, *Image* [, *Red*, *Green*, *Blue*] [, N_LAYERS=*value*] [, N_LEVELS=*value*] [, /ORDER] [, /REVERSIBLE]

Arguments

Filename

A scalar string containing the full path and filename of the JPEG2000 file to write. If the file suffix is .jp2 or .jpx (case insensitive), the file is written using the JP2 file format. Otherwise the file is written as a raw JPEG2000 code stream.

Image

A byte or integer array of either two or three dimensions, containing the image to be written. Single channel images must have dimensions of [*Width*, *Height*]. Multi-channel images must have dimensions of [*nComponents*, *Width*, *Height*], where *nComponents* is the number of components present in the image.

Red, Green, Blue

For single-channel images, *Red*, *Green*, and *Blue* should contain the red, green, and blue color vectors to be stored within the JPEG2000 palette. For multi-channel images, these arguments are ignored.

Keywords

N_LAYERS

Set this keyword to a positive integer specifying the number of quality layers. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. A larger number of layers takes

longer to encode and produces a larger file, but provides more flexibility when decoding. The default is 1. If N_LAYERS is greater than1, the layers will be assigned roughly logarithmically-spaced bit rates, with the last layer containing all of the compressed bits.

N_LEVELS

Set this keyword to an integer specifying the number of wavelet decomposition levels, or stages, in the range of 0...15. A value of zero indicates that no wavelet transform will be used. Higher values will typically give better compression. If this keyword is omitted, then the default value of 5 is used. If the file is in JP2 format, and a *Red*, *Green*, *Blue* palette is present, then the default is N_LEVELS=0.

ORDER

JPEG2000 images are assumed to be stored in top-to-bottom order, while IDL usually assumes images are in bottom-to-top order. By default (ORDER = 0), WRITE_JPEG2000 will automatically flip the input arrays to match JPEG2000's top-to-bottom order. Setting ORDER to a nonzero value will save the image directly to the JPEG2000 file without doing the vertical flip.

REVERSIBLE

Set this keyword to specify that reversible (lossless) compression should be used. The default is to use irreversible (lossy) compression. If the file is in JP2 format, and a Red, Green, Blue palette is present, then the default is REVERSIBLE=1.

Example

For an example, see READ_JPEG2000.

Version History

6.1	Introduced

See Also

QUERY_JPEG2000, READ_JPEG2000

WRITE_NRIF

The WRITE_NRIF procedure writes an image and its color table vectors to an NCAR Raster Interchange Format (NRIF) rasterfile.

WRITE_NRIF only writes 8- or 24-bit deep rasterfiles of types "Indexed Color" (8-bit) and "Direct Color integrated" (24-bit). The color map is included only for 8-bit files.

See the document "NCAR Raster Interchange Format and TAGS Raster Reference Manual," available from the Scientific Computing Division, National Center for Atmospheric Research, Boulder, CO, 80307-3000, for information on the structure of NRIF files.

This routine is written in the IDL language. Its source code can be found in the file `write_nrif.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WRITE_NRIF, *File*, *Image* [, *R*, *G*, *B*]

Arguments

File

A scalar string containing the full path name of the NRIF file to write.

Image

The byte array to be written to the NRIF file. If *Image* has the dimensions (*n,m*), an 8-bit NRIF file with color tables is created. If *Image* has the dimensions (3,*n,m*), a 24-bit NRIF file is created, where each byte triple represents the red, green, and blue intensities at (*n,m*) on a scale from 0 to 255. The NRIF image will be rendered from bottom to top, in accordance with IDL standards.

R, G, B

The Red, Green, and Blue color vectors to be used as a color table with 8-bit images. If color vectors are supplied, they are included in the output (8-bit images only). If *R*, *G*, *B* values are not provided, the last color table established using LOADCT is included. If no color table has been established, WRITE_NRIF calls LOADCT to load the grayscale entry (table 0).

Note ——————————————————————————————————

WRITE_NRIF does not recognize color vectors loaded directly using TVLCT, so if a custom color table is desired and it is not convenient to use XPALETTE, include the R, G, and B vectors that were used to create the color table.

——

Version History

Pre-4.0	Introduced

WRITE_PICT

The WRITE_PICT procedure writes an image and its color table vectors to a PICT (version 2) format image file. The PICT format is used by Apple Macintosh computers.

Note: WRITE_PICT only works with 8-bit displays

This routine is written in the IDL language. Its source code can be found in the file `write_pict.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WRITE_PICT, *Filename* [, *Image*, *R*, *G*, *B*]

Arguments

Filename

A scalar string containing the full pathname of the PICT file to write.

Image

The byte array to be written to the PICT file. If *Image* is omitted, the entire current graphics window is read into an array and written to the PICT file.

R, G, B

The Red, Green, and Blue color vectors to be written to the PICT file. If *R*, *G*, *B* values are not provided, the last color table established using LOADCT is included. If no color table has been established, WRITE_PICT calls LOADCT to load the grayscale entry (table 0).

Examples

Create a pseudo screen dump from the current window. Note that this works only on a PseudoColor (8-bit) display:

```
WRITE_PICT, 'test.pict', TVRD()
```

Version History

Pre-4.0	Introduced

See Also

READ_PICT, QUERY_* Routines

WRITE_PNG

The WRITE_PNG procedure writes a 2-D or 3-D IDL variable into a Portable Network Graphics (PNG) file. The data in the file is stored using lossless compression with either 8 or 16 data bits per channel, based on the input IDL variable type. 3-D IDL variables must have the number of channels as their leading dimension (pixel interleaved). For BYTE format 2-D IDL variables, an optional palette may be stored in the image file along with a list of pixel values which are to be considered transparent by a reading program.

Note ——————————————————————————

IDL supports version 1.2.7 of the PNG Library.

——————————————————————————————————

Syntax

WRITE_PNG, *Filename*, *Image*[, *R*, *G*, *B*] [, /ORDER] [, /VERBOSE]
   [, TRANSPARENT=*array*]

Arguments

Filename

A scalar string containing the full pathname of the PNG file to write.

Image

The array to write into the new PNG file. If *Image* is one of the integer data types, it is converted to type unsigned integer (UINT) and written out at 16 data bits per channel. All other data types are converted to bytes and written out at 8-bits per channel.

Note ——————————————————————————

If *Image* is two-dimensional (single-channel) and *R*, *G*, and *B* are provided, all input data types (including integer) are converted to bytes and written out as 8-bit data.

——————————————————————————————————

R, G, B

For single-channel images, *R*, *G*, and *B* should contain the red, green, and blue color vectors, respectively. For multi-channel images, these arguments are ignored.

Keywords

ORDER

Set this keyword to indicate that the rows of the image should be written from bottom to top. The rows are written from top to bottom by default. ORDER provides compatibility with PNG files written using versions of IDL prior to IDL 5.4, which wrote PNG files from bottom to top.

VERBOSE

Produces additional diagnostic output during the write.

TRANSPARENT

Set this keyword to an array of pixel index values which are to be treated as "transparent" for the purposes of image display. This keyword is valid only if *Image* is a single-channel (color indexed) image and the R, G, B palette is provided.

Examples

Create an RGBA (16-bits/channel) and a Color Indexed (8-bits/channel) image with a palette.

```
rgbdata = UINDGEN(4,320,240)
cidata = BYTSCL(DIST(256))
red = INDGEN(256)
green = INDGEN(256)
blue = INDGEN(256)
WRITE_PNG,'rgb_image.png',rgbdata
WRITE_PNG,'ci_image.png',cidata,red,green,blue

; Query and Read the data:
names = ['rgb_image.png','ci_image.png','unknown.png']
FOR i=0,N_ELEMENTS(names)-1 DO BEGIN
   ok = QUERY_PNG(names[i],s)
   IF (ok) THEN BEGIN
      HELP,s,/STRUCTURE
      IF (s.HAS_PALETTE) THEN BEGIN
         img = READ_PNG(names[i],rpal,gpal,bpal)
         HELP,img,rpal,gpal,bpal
      ENDIF ELSE BEGIN
         img = READ_PNG(names[i])
         HELP,img
      ENDELSE
   ENDIF ELSE BEGIN
```

```
        PRINT,names[i],' is not a PNG file'
      ENDELSE
   ENDFOR
```

Version History

5.2	Introduced

See Also

READ_PNG, QUERY_* Routines

WRITE_PPM

The WRITE_PPM procedure writes an image to a PPM (TrueColor) or PGM (gray scale) file. This routine is written in the IDL language. Its source code can be found in the file write_ppm.pro in the lib subdirectory of the IDL distribution.

Note ───

WRITE_PPM only writes 8-bit deep PGM/PPM files of the standard type. Images should be ordered so that the first row is the top row.

PPM/PGM format is supported by the PBMPLUS toolkit for converting various image formats to and from portable formats, and by the Netpbm package.

──

Syntax

WRITE_PPM, *Filename*, *Image* [, /ASCII]

Arguments

Filename

A scalar string specifying the full pathname of the PPM or PGM file to write.

Image

The 2D (gray scale) or 3D (TrueColor) array to be written to a file.

Keywords

ASCII

Set this keyword to force WRITE_PPM to use formatted ASCII input/output to write the image data. The default is to use the far more efficient binary input/output (RAWBITS) format.

Examples

```
image = DIST(100)
WRITE_PPM, 'file.ppm', image
```

Version History

4.0	Introduced

See Also

READ_PPM, QUERY_* Routines

WRITE_SPR

The WRITE_SPR procedure writes a row-indexed sparse array structure to a specified file. Row-indexed sparse arrays are created using the SPRSIN function.

Syntax

WRITE_SPR, *AS*, *Filename*

Arguments

AS

A row-indexed sparse array created by SPRSIN.

Filename

The name of the file that will contain AS.

Keywords

None.

Examples

```
; Create an array:
A = [[3.,0., 1., 0., 0.],$
     [0.,4., 0., 0., 0.],$
     [0.,7., 5., 9., 0.],$
     [0.,0., 0., 0., 2.],$
     [0.,0., 0., 6., 5.]]

; Convert it to sparse storage format:
A = SPRSIN(A)

; Store it in the file sprs.as:
WRITE_SPR, A, 'sprs.as'
```

Version History

Pre-4.0	Introduced

See Also

FULSTR, LINBCG, SPRSAB, SPRSAX, SPRSIN, READ_SPR

WRITE_SRF

The WRITE_SRF procedure writes an image and its color table vectors to a Sun Raster File (SRF).

WRITE_SRF only writes 32-, 24-, and 8-bit-deep rasterfiles of type RT_STANDARD. Use the UNIX command `rasfilter8to1` to convert these files to 1-bit deep files. See the file `/usr/include/rasterfile.h` for the structure of Sun rasterfiles.

This routine is written in the IDL language. Its source code can be found in the file `write_srf.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WRITE_SRF, *Filename* [, *Image*, *R*, *G*, *B*] [, /ORDER] [, /WRITE_32]

Arguments

Filename

A scalar string containing the full pathname of the SRF to write.

Image

The array to be written to the SRF. If *Image* has dimensions (3,*n*,*m*), a 24-bit SRF is written. If *Image* is omitted, the entire current graphics window is read into an array and written to the SRF file. *Image* should be of byte type, and in top to bottom scan line order.

R, G, B

The Red, Green, and Blue color vectors to be written to the file. If *R*, *G*, *B* values are not provided, the last color table established using LOADCT is included. If no color table has been established, WRITE_SRF calls LOADCT to load the grayscale entry (table 0).

Keywords

ORDER

Set this keyword to write the image from the top down instead of from the bottom up. This setting is only necessary when writing a file from the current IDL graphics window; it is ignored when writing a file from a data array passed as a parameter.

WRITE_32

Set this keyword to write a 32-bit file. If the input image is a TrueColor image, dimensioned (3, *n, m*), it is normally written as a 24-bit raster file.

Examples

Create a pseudo screen dump from the current window:

```
WRITE_SRF, 'test.srf', TVRD()
```

Version History

Original	Introduced

See Also

READ_SRF, QUERY_* Routines

WRITE_SYLK

The WRITE_SYLK function writes the contents of an IDL variable to a SYLK (Symbolic Link) format spreadsheet data file.

Note ———

This routine writes only numeric and string SYLK data. It cannot handle spreadsheet and cell formatting information (cell width, text justification, font type, date, time, monetary notations, etc.). A given SYLK data file cannot be appended with data blocks through subsequent calls.

——

This routine is written in the IDL language. Its source code can be found in the file write_sylk.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = WRITE_SYLK(*File*, *Data* [, STARTCOL=*column*] [, STARTROW=*row*])

Return Value

The function returns TRUE if the write operation was successful.

Arguments

File

A scalar string specifying the full path name of the SYLK file to write.

Data

A scalar, vector, or 2D array to be written to *File*.

Keywords

STARTCOL

Set this keyword to the first column of spreadsheet cells to write. If not specified, the write operation begins with the first column found in the file (column 0).

STARTROW

Set this keyword to the first row of spreadsheet cells to write. If not specified, the write operation begins with the first row of cells found in the file (row 0).

Examples

Suppose you wish to write the contents of a 2 by 2 floating-point array, data, to a SYLK data file called "bar.slk" such that the matrix would appear with it's upper left data at the cell in the 10th row and the 20th column. Use the following command:

```
status = WRITE_SYLK('bar.slk', data, STARTROW = 9, STARTCOL = 19)
```

The IDL variable status will contain the value 1 if the operation was successful.

Version History

4.0	Introduced

See Also

READ_SYLK

WRITE_TIFF

The WRITE_TIFF procedure can write TIFF files with one or more channels, where each channel can contain 1, 4, 8, 16, or 32-bit integer pixels, or floating-point values.

Syntax

WRITE_TIFF, *Filename [, Image]* [, /APPEND]
    [, BITS_PER_SAMPLE={1 | 4 | 8}] [, RED, GREEN, BLUE=*value*] [, /CMYK]
    [, COMPRESSION={0 | 1 | 2 | 3}] [, DESCRIPTION=*string*]
    [, DOCUMENT_NAME=*string*] [, DOT_RANGE=*intarray*]
    [, GEOTIFF=*structure*] [, /LONG | , /SHORT | , /FLOAT]
    [, ICC_PROFILE=*bytearray*] [, ORIENTATION=*value*] [, PHOTOSHOP=*array*]
    [, PLANARCONFIG={1 | 2}] [, UNITS={1 | 2 | 3}] [, /VERBOSE]
    [, XPOSITION=*units*] [, XRESOL=*pixels/inch*] [, YPOSITION=*units*]
    [, YRESOL=*pixels/inch*]

Arguments

Filename

A scalar string containing the full pathname of the TIFF to write.

Image

The array to be written to the TIFF. If *Image* has dimensions (k,n,m), a k-channel TIFF is written. *Image* should be in top to bottom scan line order. By default, this array is converted to byte format before being written (see the LONG, SHORT and FLOAT keywords below). Note that many TIFF readers can read only one- or three-channel images.

Note ——
The Image argument is ignored if PLANARCONFIG is set to 2 and the RED, GREEN, and BLUE keywords have been set to 2D arrays.
——

Note ——
Grayscale TIFF images are written out with the PhotometricInterpretation tag set to BlackIsZero, implying that values of 0 should correspond to black. If you want values of 0 to correspond to white, you should invert your pixel values before calling WRITE_TIFF.
——

Keywords

APPEND

Set this keyword to specify that the image should be added to the existing file, creating a multi-image TIFF file.

BITS_PER_SAMPLE

Set this keyword to either 1, 4, or 8 to create a grayscale image file with the specified number of bits per pixel. For 1-bit (bi-level) images, an output pixel is assigned the value 1 (one) if the corresponding input pixel is nonzero. For 4-bit grayscale images, the input pixel values *must* be in the range 0 through 15, or the image will be garbled. The default is BITS_PER_SAMPLE=8. This keyword is ignored if an RGB image or color palette is present, or if one of the FLOAT, LONG, or SHORT keywords is set.

CMYK

Set this keyword to indicate that *Image* contains a 4-channel image, where the channels represent colors in the CMYK color-separated format. This corresponds to setting PhotometricInterpretation = 5 in the resulting TIFF file, which allows TIFF readers to interpret the image as CMYK. The *Image* argument can either be (4, *Columns*, *Rows*) or (*Columns*, *Rows*, 4) depending upon the PLANARCONFIG keyword.

Note
If Image has 4 channels but the CMYK keyword is not set, then the image is written as a standard multi-channel image, with PhotometricInterpretation = 2.

COMPRESSION

Set this keyword to select the type of compression to be used:

0	None (default)
1	LZW
2	PackBits
3	JPEG (ITIFF files)

Note ———

For COMPRESSION=3 (JPEG), all images are assumed to be in top-to-bottom order, and the ORIENTATION keyword should not be specified. If your input image is not in top-to-bottom order, you should use REVERSE(*image*, 2) to flip the order before calling WRITE_TIFF.

———

DESCRIPTION

Set this keyword to a scalar string containing the value of the ImageDescription tag to be stored in the TIFF file. If this keyword is not provided then the ImageDescription tag is set to "IDL TIFF file".

DOCUMENT_NAME

Set this keyword to a scalar string containing the value of the DocumentName tag to be stored in the TIFF file. If this keyword is not provided then the DocumentName tag is set to the filename.

DOT_RANGE

Set this keyword to a two-element integer array containing the TIFF DotRange tag value. If this keyword is not provided then the DotRange tag is not stored. The DotRange tag is typically only present in CMYK TIFF files. DOT_RANGE[0] gives the image value that corresponds to a 0% dot, while DOT_RANGE[1] gives the image value that corresponds to a 100% dot.

FLOAT

Set this keyword to write the pixel components as floating-point entities (the default is 8-bit).

GEOTIFF

Set this keyword to an anonymous structure containing one field for each of the GeoTIFF tags and keys to be written into the file. The GeoTIFF structure is formed using fields named from the following table.

Anonymous Structure Field Name	IDLDatatype
TAGS:	
"MODELPIXELSCALETAG"	DOUBLE[3]
"MODELTRANSFORMATIONTAG"	DOUBLE[4,4]
"MODELTIEPOINTTAG"	DOUBLE[6,*]
KEYS:	
"GTMODELTYPEGEOKEY"	INT
"GTRASTERTYPEGEOKEY"	INT
"GTCITATIONGEOKEY"	STRING
"GEOGRAPHICTYPEGEOKEY"	INT
"GEOGCITATIONGEOKEY"	STRING
"GEOGGEODETICDATUMGEOKEY"	INT
"GEOGPRIMEMERIDIANGEOKEY"	INT
"GEOGLINEARUNITSGEOKEY"	INT
"GEOGLINEARUNITSIZEGEOKEY"	DOUBLE
"GEOGANGULARUNITSGEOKEY"	INT
"GEOGANGULARUNITSIZEGEOKEY"	DOUBLE
"GEOGELLIPSOIDGEOKEY"	INT
"GEOGSEMIMAJORAXISGEOKEY"	DOUBLE
"GEOGSEMIMINORAXISGEOKEY"	DOUBLE
"GEOGINVFLATTENINGGEOKEY"	DOUBLE
"GEOGAZIMUTHUNITSGEOKEY"	INT

Table 25-18: GEOTIFF Structures

Anonymous Structure Field Name	IDLDatatype
"GEOGPRIMEMERIDIANLONGGEOKEY"	DOUBLE
"PROJECTEDCSTYPEGEOKEY"	INT
"PCSCITATIONGEOKEY"	STRING
"PROJECTIONGEOKEY"	INT
"PROJCOORDTRANSGEOKEY"	INT
"PROJLINEARUNITSGEOKEY"	INT
"PROJLINEARUNITSIZEGEOKEY"	DOUBLE
"PROJSTDPARALLEL1GEOKEY"	DOUBLE
"PROJSTDPARALLEL2GEOKEY"	DOUBLE
"PROJNATORIGINLONGGEOKEY"	DOUBLE
"PROJNATORIGINLATGEOKEY"	DOUBLE
"PROJFALSEEASTINGGEOKEY"	DOUBLE
"PROJFALSENORTHINGGEOKEY"	DOUBLE
"PROJFALSEORIGINLONGGEOKEY"	DOUBLE
"PROJFALSEORIGINLATGEOKEY"	DOUBLE
"PROJFALSEORIGINEASTINGGEOKEY"	DOUBLE
"PROJFALSEORIGINNORTHINGGEOKEY"	DOUBLE
"PROJCENTERLONGGEOKEY"	DOUBLE
"PROJCENTERLATGEOKEY"	DOUBLE
"PROJCENTEREASTINGGEOKEY"	DOUBLE
"PROJCENTERNORTHINGGEOKEY"	DOUBLE
"PROJSCALEATNATORIGINGEOKEY"	DOUBLE
"PROJSCALEATCENTERGEOKEY"	DOUBLE
"PROJAZIMUTHANGLEGEOKEY"	DOUBLE

Table 25-18: GEOTIFF Structures (Continued)

Anonymous Structure Field Name	IDLDatatype
"PROJSTRAIGHTVERTPOLELONGGEOKEY"	DOUBLE
"VERTICALCSTYPEGEOKEY"	INT
"VERTICALCITATIONGEOKEY"	STRING
"VERTICALDATUMGEOKEY"	INT
"VERTICALUNITSGEOKEY"	INT

Table 25-18: GEOTIFF Structures (Continued)

Note

If a GeoTIFF key appears multiple times in a file, only the value for the first instance of the key is returned.

ICC_PROFILE

Set this keyword to a byte array containing the ICC_PROFILE tag, as returned by the READ_TIFF routine.

Note

The ICC_PROFILE tag is an opaque byte array. It is assumed that the tag will be read from an existing file, and written out to a new file without modification.

LONG

Set this keyword to write the pixel components as unsigned 32-bit entities (the default is 8-bit).

ORIENTATION

Set this keyword to an integer value to specify the orientation of the TIFF image. The default is ORIENTATION=1.

Note

For COMPRESSION=3 (JPEG), all images are assumed to be in top-to-bottom order, and this keyword should not be specified.

Possible values are:

0	Column 0 represents the left-hand side, and row 0 represents the bottom (same as 4)
1	Column 0 represents the left-hand side, and row 0 represents the top.
2	Column 0 represents the right-hand side, and row 0 represents the top.
3	Column 0 represents the right-hand side, and row 0 represents the bottom.
4	Column 0 represents the left-hand side, and row 0 represents the bottom (same as 0)
5	Column 0 represents the top, and row 0 represents the left-hand side.
6	Column 0 represents the top, and row 0 represents the right-hand side.
7	Column 0 represents the bottom, and row 0 represents the right-hand side.
8	Column 0 represents the bottom, and row 0 represents the left-hand side.

Warning

Not all TIFF readers honor the value of the ORIENTATION field. IDL writes the value into the file, but some readers are known to ignore this value. In such cases, we recommend that you convert the image to top-to-bottom order with the REVERSE function and then set ORIENTATION to 1. If your image is a True Color three-channel image, which is pixel- or line-interleaved, then set the REVERSE call's optional 'Subscript_Index' argument to 3. If your image is band-interleaved or is a one-channel image, set that argument to 2.

Note

Setting the ORIENTATION keyword does not alter the way the image data is stored. The raw data is not rotated prior to being written to disk.

PHOTOSHOP

Set this keyword to a byte array containing the TIFF PHOTOSHOP tag value, as returned by the READ_TIFF routine.

Note

The PHOTOSHOP tag is an opaque byte array. It is assumed that the tag will be read from an existing file, and written out to a new file without modification.

PLANARCONFIG

This keyword determines the order in which a multi-channel image is stored and written. It has no effect with a single-channel image. Set this keyword to 2 to if the Image parameter is interleaved by "plane", or band, and its dimensions are (*Columns*, *Rows*, *Channels*). The default value is 1, indicating that multi-channel images are interleaved by color, also called channel, and its dimensions are (*Channels*, *Columns*, *Rows*).

As a special case, this keyword may be set to 2 to write an RGB image that is contained in three separate arrays (color planes), stored in the variables specified by the RED, GREEN, and BLUE keywords. Otherwise, omit this parameter (or set it to 1).

Note

Many TIFF readers can read only one- or three-channel images.

RED

GREEN

BLUE

If you are writing a Palette color image, set these keywords equal to the color table vectors, scaled from 0 to 255.

If you are writing an RGB interleaved image (i.e., if the PLANARCONFIG keyword is set to 2), set these keywords to the names of the variables containing the three image components.

SHORT

Set this keyword to write the pixel components as unsigned 16-bit entities (the default is 8-bit).

UNITS

Set this keyword to one of the following values to specify the units used for the values specified by the XRESOL and YRESOL keywords:

1	No units
2	Inches (the default)
3	Centimeters

VERBOSE

Set this keyword to produce additional diagnostic output during the write.

XPOSITION

Set this keyword to the X offset relative to the left side of the image, in units specified by the UNITS keyword. XPOSITION must be nonnegative. If XPOSITION is not specified then this tag is not written to the file.

Note ───
The XPOSITION tag is usually ignored by most TIFF readers.

───

XRESOL

Set this keyword to the horizontal resolution, in pixels per unit, where the unit is specified by the value of the UNITS keyword (inches, by default). The default value of XRESOL is 100. Note that while this value is stored in the TIFF file, it may be interpreted by the TIFF reader in a variety of ways, or ignored.

YPOSITION

Set this keyword to the Y offset relative to the top of the image (with positive Y increasing downwards), in units specified by the UNITS keyword. YPOSITION must be nonnegative. If YPOSITION is not specified then this tag is not written to the file.

Note ───
The YPOSITION tag is usually ignored by most TIFF readers.

───

YRESOL

Set this keyword to the vertical resolution, in pixels per unit, where the unit is specified by the value of the UNITS keyword (inches, by default). The default value of YRESOL is 100. Note that while this value is stored in the TIFF file, it may be interpreted by the TIFF reader in a variety of ways, or ignored.

Examples

Example 1

Create a pseudo screen dump from the current window. Note that this works only on a PseudoColor (8-bit) display:

```
WRITE_TIFF, 'test.tiff', TVRD()
```

Example 2

Write a three-channel image from three one-channel (two-dimensional) arrays, contained in the variables Red, Green, and Blue:

```
WRITE_TIFF, 'test.tif', RED=Red, GREEN=Green, BLUE=Blue, $
    PLANARCONFIG=2
```

Example 3

Write and read a multi-image TIFF file. The first image is a 16-bit single channel image stored using compression. The second image is an RGB image stored using 32-bits/channel uncompressed.

```
; Write the image data:
data = FIX(DIST(256))
rgbdata = LONARR(3,320,240)
WRITE_TIFF,'multi.tif',data,COMPRESSION=1,/SHORT
WRITE_TIFF,'multi.tif',rgbdata,/LONG,/APPEND
; Read the image data back
ok = QUERY_TIFF('multi.tif',s)
IF (ok) THEN BEGIN
   FOR i=0,s.NUM_IMAGES-1 DO BEGIN
      imp = QUERY_TIFF('multi.tif',t,IMAGE_INDEX=i)
      img = READ_TIFF('multi.tif',IMAGE_INDEX=i)
      HELP,t,/STRUCTURE
      HELP,img
   ENDFOR
ENDIF
```

Version History

5.0	Introduced
5.5	Deprecated *Order* argument.
5.6	Added ITIFF support
6.1	Added CMYK, DESCRIPTION, DOCUMENT_NAME, DOT_RANGE, ICC_PROFILE, PHOTOSHOP, XPOSITION, and YPOSITION keywords

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

READ_TIFF, QUERY_* Routines

WRITE_WAV

The WRITE_WAV procedure writes the audio stream to the named .WAV file.

Syntax

WRITE_WAV, *Filename*, *Data*, *Rate*

Arguments

Filename

A scalar string containing the full pathname of the .WAV file to write.

Data

The array to write into the new .WAV file. The array can be a one- or two-dimensional array. A two-dimensional array is written as a multi-channel audio stream where the leading dimension of the IDL array is the number of channels. If the input array is in BYTE format, the data is written as 8-bit samples, otherwise, the data is written as signed 16-bit samples.

Rate

The sampling rate for the data array in samples per second.

Keywords

None

Version History

5.3	Introduced

WRITE_WAVE

The WRITE_WAVE procedure writes a three dimensional IDL array to a `.wave` or `.bwave` file for use with the Wavefront Advanced Data Visualizer. Note that this routine only writes one scalar field for each Wavefront file that it creates.

This routine is written in the IDL language. Its source code can be found in the file `write_wave.pro` in the `lib` subdirectory of the IDL distribution.

Syntax

WRITE_WAVE, *File*, *Array* [, /BIN] [, DATANAME=*string*]
　　[, MESHNAME=*string*] [, /NOMESHDEF] [, /VECTOR]

Arguments

File

A scalar string containing the full path name of the Wavefront file to write.

Array

A 3D array to be written to the file.

Keywords

BIN

Set this keyword to create a binary file. By default, text files are created.

DATANAME

Set this keyword to the name of the data inside of the Wavefront file. If not specified, the name used is "idldata".

MESHNAME

Set this keyword to the name of the mesh used in the Wavefront file. If not specified, the name used is "idlmesh".

NOMESHDEF

Set this keyword to *omit* the mesh definition from the Wavefront file.

VECTOR

Set this keyword to write the variable as a vector. The data is written as an array of 3-space vectors. The array may contain any number of dimensions but must have a leading dimension of 3. If the leading array dimension is not 3, this keyword is ignored.

Version History

Pre-4.0	Introduced

See Also

READ_WAVE

WRITEU

The WRITEU procedure writes unformatted binary data from an expression into a file. This procedure performs a direct transfer with no processing of any kind being done to the data.

Syntax

WRITEU, *Unit*, *Expr$_1$ ...*, *Expr$_n$* [, TRANSFER_COUNT=*variable*]

Arguments

Unit

The IDL file unit to which the output is sent.

Expr$_i$

The expressions to be output. For non-string variables, the number of bytes implied by the data type is output. When WRITEU is used with a variable of type string, IDL outputs exactly the number of bytes contained in the existing string.

Keywords

TRANSFER_COUNT

Set this keyword to a named variable in which to return the number of elements transferred by the output operation. Note that the number of elements is not the same as the number of bytes (except in the case where the data type being transferred is bytes). For example, transferring 256 floating-point numbers yields a transfer count of 256, not 1024 (the number of bytes transferred).

This keyword is useful with files opened with the RAWIO keyword to the OPEN routines. Normally, writing more data than an output device will accept causes an error. Files opened with the RAWIO keyword will not generate such an error. Instead, the programmer must keep track of the transfer count to judge the success or failure of a WRITEU operation.

Examples

```
; Create some data to store in a file:
D = BYTSCL(DIST(200))
; Open a new file for writing as IDL file unit number 1:
OPENW, 1, 'newfile'
; Write the data in D to the file:
WRITEU, 1, D
; Close file unit 1:
CLOSE, 1
```

Version History

Original	Introduced
Pre-6.2	Deprecated REWRITE keyword

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

OPENR/OPENU/OPENW, READU, Chapter 18, "Files and Input/Output"
(*Application Programming*), and "Unformatted Input/Output with Structures"
(Chapter 16, *Application Programming*).

WSET

The WSET procedure selects the current window. Most IDL graphics routines do not explicitly require the IDL window to be specified. Instead, they use the window known as the current window. The window index number of the current window is contained in the read-only system variable !D.WINDOW. WSET only works with devices that have windowing systems.

Syntax

WSET [, *Window_Index*]

Arguments

Window_Index

This argument specifies the window index of the window to be made current. If this argument is not specified, a default of 0 is used.

If you set *Window_Index* equal to -1, IDL will try to locate an existing window to make current, ignoring any managed draw widgets that may exist. If there is no window to make current, WSET changes the value of the WINDOW field of the !D system variable to -1, indicating that there are no current windows.

If there are no existing IDL windows, and you call WSET without the *Window_Index* argument or with a *Window_Index* of 0, a new window with the index 0 is opened. Calling WSET with a *Window_Index* for a window that does not exist, except for window 0, results in a "Window is closed and unavailable" error message.

Keywords

None

Examples

Create IDL windows 1 and 2 by entering:

```
WINDOW, 1 & WINDOW, 2
```

Set the current window to window 1 and display an image by entering:

```
WSET, 1 & TVSCL, DIST(100)
```

Set the current window to window 2 and display an image by entering:

```
WSET, 2 & TVSCL, DIST(100)
```

Version History

Original	Introduced

See Also

WDELETE, WINDOW, WSHOW

WSHOW

The WSHOW procedure exposes or hides the designated window.

Syntax

WSHOW [, *Window_Index* [, *Show*]] [, /ICONIC]

Arguments

Window_Index

The window index of the window to be hidden or exposed. If this argument is not specified, the current window is assumed. If this index is the window ID of a draw widget, the widget base associated with that drawable is brought to the front of the screen.

Show

Set *Show* to 0 to hide the window. Omit this argument or set it to 1 to expose the window.

Keywords

ICONIC

Set this keyword to iconify the window. Set ICONIC to 0 to de-iconify the window.

Under windowing systems, iconification is the task of the window manager, and client applications such as IDL have no direct control over it. The ICONIC keyword serves as a hint to the window manager, which is free to iconify the window or ignore the request as it sees fit.

Examples

To bring IDL window number 0 to the front, enter:

```
WSHOW, 0
```

Version History

Original	Introduced

See Also

WDELETE, WINDOW, WSET

WTN

The WTN function returns a multi-dimensional discrete wavelet transform of the input array *A*. The transform is based on a Daubechies wavelet filter.

WTN is based on the routine `wtn` described in section 13.10 of *Numerical Recipes in C: The Art of Scientific Computing* (Second Edition), published by Cambridge University Press, and is used by permission.

Syntax

Result = WTN(*A*, *Coef* [, /COLUMN] [, /DOUBLE] [, /INVERSE]
   [, /OVERWRITE])

Return Value

Returns an output array of the same dimensions as *A*, containing the discrete wavelet transform over each dimension.

Arguments

A

The input vector or array. The dimensions of *A* must all be powers of 2.

Note
   If WTN is complex then only the real part is used for the computation.

Coef

An integer that specifies the number of wavelet filter coefficients. The allowed values are 4, 12, or 20. When *Coef* is 4, the `daub4()` function (see *Numerical Recipes*, section 13.10) is used. When *Coef* is 12 or 20, `pwt()` is called, preceded by `pwtset()` (see *Numerical Recipes*, section 13.10).

Keywords

COLUMN

Set this keyword if the input array *A* is in column-major format (composed of column vectors) rather than in row-major format (composed of row vectors).

DOUBLE

Set this keyword to force the computation to be done in double-precision arithmetic.

INVERSE

If the INVERSE keyword is set, the inverse transform is computed. By default, WTN performs the forward wavelet transform.

OVERWRITE

Set the OVERWRITE keyword to perform the transform "in place." The result overwrites the original contents of the array.

Examples

> **Note** ──
> Also see "Transforming Between Domains with Wavelets" (Chapter 7, *Image Processing in IDL*).
> ──

This example demonstrates the use of IDL's discrete wavelet transform and sparse array storage format to compress and store an 8-bit gray-scale digital image. First, an image selected from the people.dat data file is transformed into its wavelet representation and written to a separate data file using the WRITEU procedure.

Next, the transformed image is converted, using the SPRSIN function, to row-indexed sparse storage format retaining only elements with an absolute magnitude greater than or equal to a specified threshold. The sparse image is written to a data file using the WRITE_SPR procedure.

Finally, the transformed image is reconstructed from the storage file and displayed alongside the original.

```
; Begin by choosing the number of wavelet coefficients to use and a
; threshold value:
coeffs = 12 & thres = 10.0

; Open the people.dat data file, read an image using associated
; variables, and close the file:
OPENR, 1, FILEPATH('people.dat', SUBDIR = ['examples','data'])
images = assoc(1, bytarr(192, 192, /NOZERO))
image_1 = images[0]
close, 1

; Expand the image to the nearest power of two using cubic
; convolution, and transform the image into its wavelet
```

```
; representation using the WTN function:
pwr = 256
image_1 = CONGRID(image_1, pwr, pwr, /CUBIC)
wtn_image = WTN(image_1, coeffs)

; Write the image to a file using the WRITEU procedure and check
; the size of the file (in bytes) using the FSTAT function:
OPENW, 1, 'original.dat'
WRITEU, 1, wtn_image
status = FSTAT(1)
CLOSE, 1
PRINT, 'Size of the file is ', status.size, ' bytes.'

; Now, we convert the wavelet representation of the image to a
; row-indexed sparse storage format using the SPRSIN function,
; write the data to a file using the WRITE_SPR procedure, and check
; the size of the "compressed" file:
sprs_image = SPRSIN(wtn_image, THRES = thres)
WRITE_SPR, sprs_image, 'sparse.dat'
OPENR, 1, 'sparse.dat'
status = FSTAT(1)
CLOSE, 1
PRINT, 'Size of the compressed file is ', status.size, ' bytes.'

; Determine the number of elements (as a percentage of total
; elements) whose absolute magnitude is less than the specified
; threshold. These elements are not retained in the row-indexed
; sparse storage format:
PRINT, 'Percentage of elements under threshold: ',$
   100.*N_ELEMENTS(WHERE(ABS(wtn_image) LT thres, $
   count)) / N_ELEMENTS(image(1)

; Next, read the row-indexed sparse data back from the file
; sparse.dat using the READ_SPR function and reconstruct the
; image from the non-zero data using the FULSTR function:
sprs_image = READ_SPR('sparse.dat')
wtn_image = FULSTR(sprs_image)

; Apply the inverse wavelet transform to the image:
image_2 = WTN(wtn_image, COEFFS, /INVERSE)

; Calculate and print the amount of data used in reconstruction of
; the image:
PRINT, 'The image on the right is reconstructed from:', $
   100.0 - (100.* count/N_ELEMENTS(image_1)),$
   '% of original image data.'

; Finally, display the original and reconstructed images side by
; side:
```

```
WINDOW, 1, XSIZE = pwr*2, YSIZE = pwr, $
   TITLE = 'Wavelet Image Compression and File I/O'
TV, image_1, 0, 0
TV, image_2, pwr - 1, 0
```

IDL Output

```
Size of the file is   262144 bytes.
Size of the compressed file is   69600 bytes.
Percentage of elements under threshold:   87.0331
The image on the right is reconstructed from: 12.9669% of original
image data.
```

The sparse array contains only 13% of the elements contained in the original array. The following figure is created from this example. The image on the left is the original 256 by 256 image. The image on the right was compressed by the above process and was reconstructed from 13% of the original data. The size of the compressed image's data file is 26.6% of the size of the original image's data file. Note that due to limitations in the printing process, differences between the images may not be as evident as they would be on a high-resolution printer or monitor.

*Figure 25-14: Original image (left) and image reconstructed
from 13% of the data (right).*

Version History

4.0	Introduced

See Also

FFT

WV_* Routines

For information, see the *Chapter 1, "Introduction to the IDL Wavelet Toolkit"* (*IDL Wavelet Toolkit*).
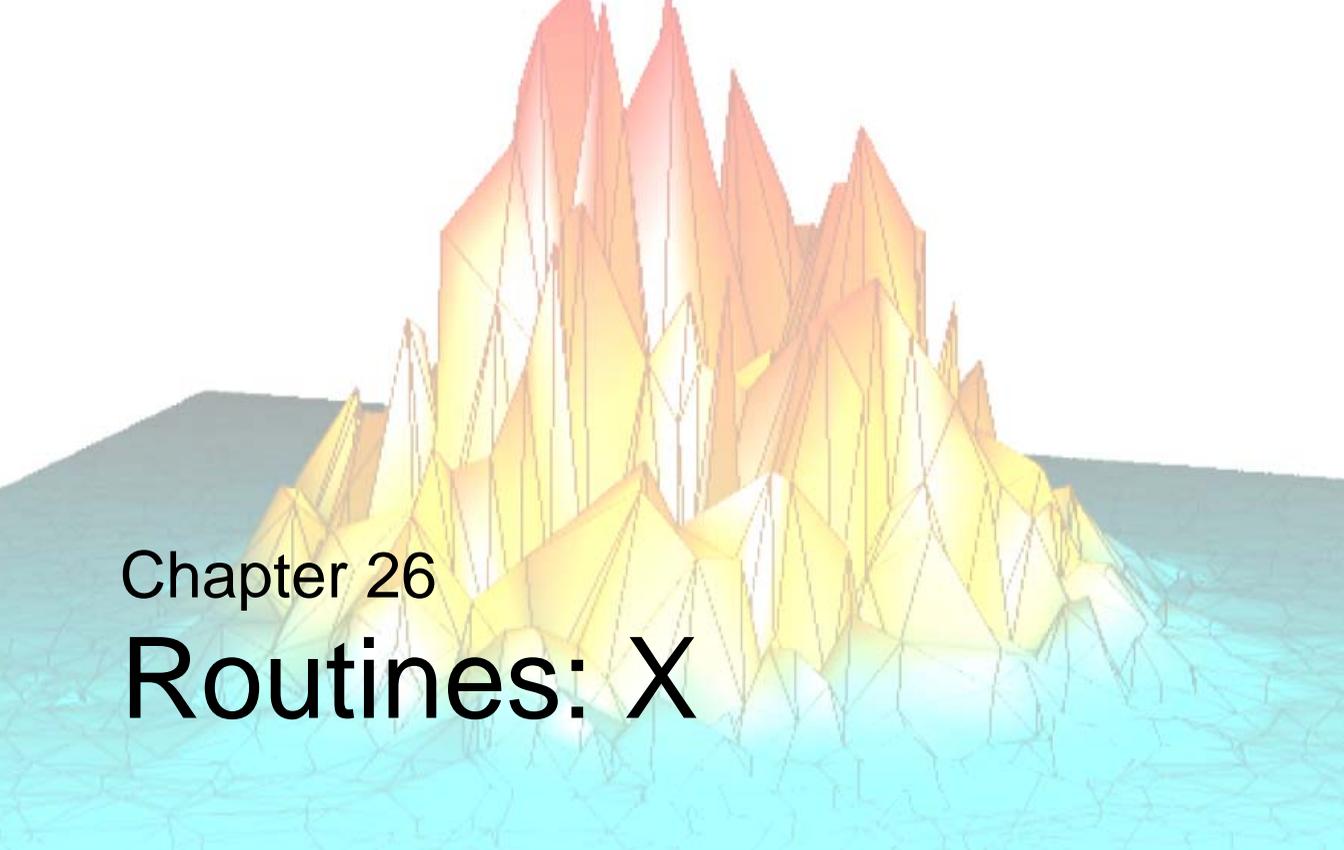
Chapter 26
Routines: X

XBM_EDIT

The XBM_EDIT procedure is a utility for creating and editing icons for use with IDL widgets as bitmap labels for widget buttons.

The icons created with XBM_EDIT can be saved in two different file formats. IDL "array definition files" are text files that can be inserted into IDL programs. "Bitmap array files" are data files that can be read into IDL programs. Bitmap array files should be used temporarily until the final icon design is determined and then they can be saved as IDL array definitions for inclusion in the final widget code. This routine does not check the file types of the files being read and assumes that they are of the correct size and type for reading. XBM_EDIT maintains its state in a common block so it is restricted to one working copy at a time.

This routine is written in the IDL language. Its source code can be found in the file xbm_edit.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XBM_EDIT [, /BLOCK] [, FILENAME=*string*] [, GROUP=*widget_id*]
   [, XSIZE=*pixels*] [, YSIZE=*pixels*]

Arguments

None

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note

Only the outermost call to XMANAGER can block. Therefore, to have XBM_EDIT block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

FILENAME

Set this keyword to a scalar string that contains the filename to be used for the new icon. If this argument is not specified, the name "idl.bm" is used. The filename can be changed in XBM_EDIT by editing the "Filename" field before selecting a file option.

GROUP

The widget ID of the widget that calls XBM_EDIT. When this ID is specified, the death of the caller results in the death of XBM_EDIT.

XSIZE

The number of pixels across the bitmap is in the horizontal direction. The default value is 16 pixels.

YSIZE

The number of pixels across the bitmap is in the vertical direction. The default value is 16 pixels.

Version History

Pre-4.0	Introduced

See Also

WIDGET_BUTTON

XDISPLAYFILE

The XDISPLAYFILE procedure is a utility for displaying ASCII text files using a widget interface. In addition to allowing users to read and optionally edit text files, the utility allows you programmatically interact with the text widget.

This routine is written in the IDL language. Its source code can be found in the file xdisplayfile.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XDISPLAYFILE, *Filename* [, /BLOCK] [, DONE_BUTTON=*string*]
   [, /EDITABLE] [, FONT=*string*] [, GROUP=*widget_id*]
   [, /GROW_TO_SCREEN] [, HEIGHT=*lines*] [, /MODAL]
   [, RETURN_ID=*variable*] [, TEXT=*string or string array*] [, TITLE=*string*]
   [, WIDTH=*characters*] [, WTEXT=*variable*]

Arguments

Filename

A scalar string that contains the filename of the file to display. *Filename* can include a path to that file.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note

Only the outermost call to XMANAGER can block. Therefore, to have XDISPLAYFILE block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

DONE_BUTTON

Set this keyword to a string containing the text to use for the Done button label. If omitted, the text "Done with <filename>" is used.

EDITABLE

Set this keyword to allow modifications to the text displayed in XDISPLAYFILE. Setting this keyword also adds a "Save" button in addition to the Done button.

FONT

A string containing the name of the font to use. The font specified is a device font (an X Windows font on Motif systems; a TrueType or PostScript font on Windows systems). See "About Device Fonts" on page 5580 for details on specifying names for device fonts. If this keyword is omitted, the default font is used.

GROUP

The widget ID of the widget that calls XDISPLAYFILE. If this keyword is specified, the death of the group leader results in the death of XDISPLAYFILE.

GROW_TO_SCREEN

Set this keyword to cause XDISPLAYFILE to display as many lines of text as possible without making the display too tall to fit on the screen. If this keyword is set, the value specified by the HEIGHT keyword is taken to be the minimum number of lines to display.

HEIGHT

The number of text lines that the widget should display at one time. If this keyword is not specified, 24 lines is the default.

MODAL

Set this keyword to create the XDISPLAYFILE dialog as a modal dialog. Setting the MODAL keyword allows you to call XDISPLAYFILE from another modal dialog.

RETURN_ID

Set this keyword equal to a named variable that will contain the widget ID of the top level base created by XDISPLAYFILE.

TEXT

A string or string array to be displayed in the widget instead of the contents of a file. If this keyword is present, the *Filename* input argument is ignored (but is still required). String arrays are displayed one element per line.

TITLE

A string to use as the widget title rather than the file name or "XDisplayFile".

WIDTH

The width of the widget display in characters. If this keyword is not specified, 80 characters is the default.

WTEXT

Set this keyword to a named variable that will contain the widget ID of the text widget. This allows setting text selections and cursor positions programmatically. For example, the following code opens the XDISPLAYFILE widget and selects the first 10 characters of the file displayed in the text widget:

```
XDISPLAYFILE, 'myfile.txt', /EDITABLE, WTEXT=w
WIDGET_CONTROL, w, SET_TEXT_SELECT=[0, 10]
```

Version History

Pre-4.0	Introduced
6.2	Added GROW_TO_SCREEN and RETURN_ID keywords

See Also

PRINT/PRINTF, XYOUTS

XDXF

The XDXF procedure is a utility for displaying and interactively manipulating DXF objects. It also displays a dialog that contains block and layer information for the DXF file, allowing the user to turn on and off the display of individual layers.

Using XDXF

XDXF displays a resizeable top-level base with a menu and draw widget used to display and manipulate the orientation of a DXF object.
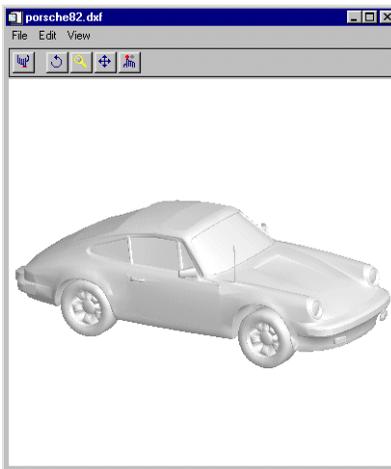
Figure 26-1: The XDXF Utility

XDXF also displays a dialog that contains block and layer information and allows the user to turn on and off the display of individual layers.
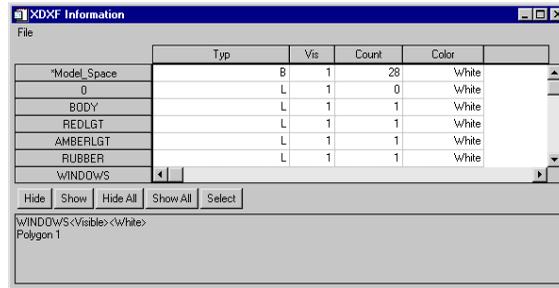
Figure 26-2: The XDXF Information Dialog

The XDXF Toolbar

The XDXF toolbar contains the following buttons:

Button	Tool Name	Function
	Reset	Resets rotation, scaling, and panning.
	Rotate	Click the left mouse button on the object and drag to rotate.
	Pan	Click the left mouse button on the object and drag to pan.
	Zoom	Click the left mouse button on the object and drag to zoom in or out.
	Select	Click on the object. The name of the selected object is displayed, if the object has a name, otherwise its class is displayed.

Table 26-1: XDXF Toolbar Buttons

The XDXF Information Dialog

The XDXF Information dialog displays information about the blocks and layers contained in the currently displayed object, and allows you to turn on and off the display of each layer.

To show or hide layers in the DXF object, select the layer from the list of layers on the left of the dialog, and click the **Show** or **Hide** button. Alternatively, you can click in the "Vis" field for the desired layer. To show or hide all layers, click the **Show All** or **Hide All** buttons.

If the **View Block Outlines** checkbox is selected, a green box will be displayed around the currently selected block, if any.

Syntax

XDXF [, *Filename*] [, /BLOCK] [, GROUP=*widget_id*] [, SCALE=*value*] [, /TEST] [*keywords to XOBJVIEW*]

Arguments

Filename

A string specifying the name of the DXF file to display. If this argument is not specified, a file selection dialog is opened.

Keywords

XDXF accepts the keywords to XOBJVIEW. (Note, however, that specifying the XOBJVIEW keyword MODAL is interpreted by XDXF as a call to the BLOCK keyword.) In addition, XDXF supports the following keywords:

BLOCK

Set this keyword to have XMANAGER block when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting the BLOCK keyword causes all widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ───

Only the outermost call to XMANAGER can block. Therefore, to have XDXF block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

───

GROUP

The widget ID of the widget that calls XDXF. When this ID is specified, the death of the caller results in the death of XDXF.

SCALE

Set this keyword to the zoom factor for the initial view. The default is 1/SQRT(3). This default value provides the largest possible view of the object, while ensuring that no portion of the object will be clipped by the XDXF window, regardless of the object's orientation.

TEST

If this keyword is set, the file heart.dxf in the IDL distribution is automatically opened in XDXF.

Examples

Display the file heart.dxf, contained in the IDL distribution:

```
XDXF, FILEPATH('heart.dxf', $
   SUBDIR=['examples', 'data'])
```

Version History

5.4	Introduced

See Also

IDLffDXF

XFONT

The XFONT function is a utility that creates a modal widget for selecting and viewing an X Windows font.

Calling XFONT resets the current X Windows font.

Note ———

 This routine is only available on UNIX platforms.

———

This routine is written in the IDL language. Its source code can be found in the file xfont.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

Result = XFONT([, GROUP=*widget_id*] [, /PRESERVE_FONT_INFO])

Return Value

The function returns a string containing the name of the last selected font. If no font is selected, or the "Cancel" button is clicked, a null string is returned.

Arguments

None.

Keywords

GROUP

The widget ID of the widget that calls XFONT. When this ID is specified, the death of the caller results in the death of XFONT.

PRESERVE_FONT_INFO

Set this keyword to make XFONT save the server font directory in common blocks so that subsequent calls to XFONT start-up much faster. If this keyword is not set, the common block is cleaned.

Version History

Pre-4.0	Introduced

See Also

EFONT, SHOWFONT

XINTERANIMATE

The XINTERANIMATE procedure is a utility for displaying an animated sequence of images using off-screen pixmaps or memory buffers. The speed and direction of the display can be adjusted using the widget interface.

Warning ──

On Microsoft Windows systems, the number of pixmap windows that can be created (and thus the number of images in an animation sequence) is limited by system GDI resources. The number of pixmap windows IDL can create is constrained by the total amount of GDI memory, the amount of GDI memory used by other applications, and the size of the IDL pixmap windows.

──

Only a single copy of XINTERANIMATE can run at a time. If you need to run multiple instances of the animation widget concurrently, use the CW_ANIMATE compound widget.

MPEG Support

MPEG animation files can be created either programmatically using keywords to open and save a file, or interactively using the widget interface. Note that the MPEG standard does not allow movies with odd numbers of pixels to be created.

Note ───

MPEG support in IDL requires a special license. For more information, contact your ITT Visual Information Solutions sales representative or technical support.

The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. No special license is required and animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information on creating MJ2 files and using the pre-built MJ2 player provided with IDL.

──

This routine is written in the IDL language. Its source code can be found in the file xinteranimate.pro in the lib/utilities subdirectory of the IDL distribution.

Using XINTERANIMATE

Displaying an animated series of images using XINTERANIMATE requires at least three calls to the routine: one to initialize the animation widget, one to load images, and one to display the images. When initialized using the SET keyword,

XINTERANIMATE creates an approximately square pixmap or memory buffer, large enough to contain the requested number of frames of the requested size. Images are loaded using the IMAGE and FRAME keywords. Finally, images are displayed by copying them from the pixmap or memory buffer to the visible draw widget.

See CW_ANIMATE for a description of the widget interface controls used by XINTERANIMATE.

Syntax

XINTERANIMATE [, *Rate*]

Keywords for initialization: [, SET=*[sizex*, *sizey*, *nframes]*] [, /BLOCK]
   [, /CYCLE] [, GROUP=*widget_id*] [, /MODAL] [, MPEG_BITRATE=*value*]
   [, MPEG_FORMAT=*value*] [, MPEG_IFRAME_GAP=*integer value*]
   [, MPEG_MOTION_VEC_LENGTH={1 | 2 | 3}]
   [, /MPEG_OPEN, MPEG_FILENAME=*string*]
   [MPEG_QUALITY=*value*{0 to 100}] [, /SHOWLOAD] [, /TRACK]
   [, TITLE=*string*]

Keywords for loading images: [, FRAME=*value*{0 to (*nframes*-1)}
   [, IMAGE=*value*]] [, /ORDER] [, WINDOW=*[window_num* [, *x0*, *y0*, *sx*, *sy*]*]*]

Keywords for running animations: [, /CLOSE] [, /KEEP_PIXMAPS]
   [, /MPEG_CLOSE] [, XOFFSET=*pixels*] [, YOFFSET=*pixels*]

Arguments

Rate

A value between 0 and 100 that represents the speed of the animation as a percentage of the maximum display rate. The fastest animation is with a value of 100 and the slowest is with a value of 0. The default animation rate is 100. The animation must be initialized using the SET keyword before calling XINTERANIMATE with a rate value.

Keywords: Initialization

The following keywords are used to initialize the animation display. The SET keyword *must* be provided. Other keywords described in this section are optional; note that they work only when SET is specified.

SET

Set this keyword to a three-element vector [*Sizex*, *Sizey*, *Nframes*] to initialize XINTERANIMATE. *Sizex* and *Sizey* represent the width and height of the images to be displayed, in pixels. *Nframes* is the number of frames in the animation sequence. Note that *Nframes* must be at least 2 frames.

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ———————————————————————————————

Only the outermost call to XMANAGER can block. Therefore, to have XINTERANIMATE block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

———————————————————————————————————————

CYCLE

Normally, frames are displayed going either forward or backwards. If the CYCLE keyword is set, the animation reverses direction after the last frame in either direction is displayed.

GROUP

Set this keyword to the widget ID of the widget that calls XINTERANIMATE. When GROUP is specified, the death of the calling widget results in the death of XINTERANIMATE.

MODAL

Set this keyword to block processing of events from other widgets until the user quits XINTERANIMATE. A group leader must be specified (via the GROUP keyword) for the MODAL keyword to have any effect. By default, XINTERANIMATE does not block event processing.

MPEG_BITRATE

Set this keyword to a double-precision value to specify the MPEG movie bit rate. Higher bit rates will create higher quality MPEGs but will increase file size. The following table describes the valid values:

MPEG Version	Range
MPEG 1	0.1 to 104857200.0
MPEG 2	0.1 to 429496729200.0

Table 26-2: BITRATE Value Range

If you do not set this keyword, IDL computes the MPEG_BITRATE value based upon the value you have specified for the MPEG_QUALITY keyword.

Note

Only use the MPEG_BITRATE keyword if changing the MPEG_QUALITY keyword value does not produce the desired results. It is highly recommended to set the MPEG_BITRATE to at least several times the frame rate to avoid unusable MPEG files or file generation errors.

MPEG_FILENAME

Set this keyword equal to a string specifying the name of the MPEG file. If no file name is specified, the default value (idl.mpg) is used.

MPEG_FORMAT

Set this keyword to a boolean value that specifies the type of MPEG encoding to use:

- 0 = MPEG1 (the default)
- 1 = MPEG2

MPEG_IFRAME_GAP

Set this keyword to a positive integer value that specifies the number of frames between I frames to be created in the MPEG file. I frames are full-quality image frames that may have a number of predicted or interpolated frames between them.

If you do not specify this keyword, IDL computes the MPEG_IFRAME_GAP value based upon the value you have specified for the MPEG_QUALITY keyword.

Note

Only use the MPEG_IFRAME_GAP keyword if changing the MPEG_QUALITY keyword value does not produce the desired results.

MPEG_MOTION_VEC_LENGTH

Set this keyword to an integer value specifying the length of the motion vectors to be used to generate predictive frames. Valid values include:

1	Small motion vectors
2	Medium motion vectors
3	Large motion vectors

If you do not set this keyword, IDL computes the MPEG_MOTION_VEC_LENGTH value based upon the value you have specified for the MPEG_QUALITY keyword.

Note

Only use the MPEG_MOTION_VEC_LENGTH keyword if changing the MPEG_QUALITY value does not produce the desired results.

MPEG_OPEN

Set this keyword to open an MPEG file.

MPEG_QUALITY

Set this keyword to an integer value between 0 (low quality) and 100 (high quality) inclusive to specify the quality at which the MPEG stream is to be stored. Higher quality values result in lower rates of time compression and less motion prediction which provide higher quality MPEGs but with substantially larger file size. Lower quality factors may result in longer MPEG generation times. The default is 50.

Note

Since MPEG uses JPEG (lossy) compression, the original picture quality can't be reproduced even when setting QUALITY to its highest setting.

SHOWLOAD

Set this keyword to display each frame and update the frame slider as frames are loaded.

TRACK

Set this keyword to cause the frame slider to track the current frame when the animation is in progress. The default is not to track.

TITLE

Use this keyword to specify a string to be used as the title of the animation widget. If TITLE is not specified, the title is set to "XInterAnimate."

Keywords: Loading Images

The following keywords are used to load images into the animation display. They have no effect when initializing or running animations.

FRAME

Use this keyword to specify the frame number when loading frames. FRAME must be set to a number in the range 0 to *Nframes*-1.

IMAGE

Use this keyword to specify a single image to be loaded at the animation position specified by the FRAME keyword. (FRAME *must* also be specified.)

ORDER

Set this keyword to display images from the top down instead of the default bottom up.

WINDOW

When this keyword is specified, an image is copied from an existing window to the animation pixmap or memory buffer. (When using some windowing systems, using this keyword is much faster than reading from the display and then calling XINTERANIMATE with a 2-D array.)

The value of this parameter is either an IDL window number (in which case the entire window is copied), or a vector containing the window index and the rectangular bounds of the area to be copied. For example:

```
WINDOW = [Window_Number, X0, Y0, Sx, Sy]
```

Keywords: Running Animations

The following keywords are used when running the animation. They have no effect when initializing the animation or loading images.

CLOSE

Set this keyword to delete the offscreen pixmaps or buffers and the animation widget itself. This also takes place automatically when the user presses the "Done With Animation" button or closes the window with the window manager.

KEEP_PIXMAPS

If this keyword is set, XINTERANIMATE will not destroy the animation pixmaps or buffers when it is killed. Calling XINTERANIMATE again without going through the SET and LOAD steps will play the same animation without the overhead of creating the pixmaps.

MPEG_CLOSE

Set this keyword to close and save the MPEG file. This keyword has no effect if MPEG_OPEN was not used during initialization.

XOFFSET

Use this keyword to specify the horizontal offset, in pixels from the left of the frame, of the image in the destination window.

YOFFSET

Use this keyword to specify the vertical offset, in pixels from the bottom of the frame, of the image in the destination window.

Examples

Enter the following commands to open the file ABNORM.DAT (a series of images of a human heart) and animate the images it contains using XINTERANIMATE.

```
OPENR, unit, FILEPATH('abnorm.dat', SUBDIR=['examples','data']), $
   /GET_LUN
H = BYTARR(64, 64, 16, /NOZERO)
READU, unit, H
CLOSE, unit

; Read the images into variable H:
```

```
H = REBIN(H, 128, 128, 16)

; Initialize XINTERANIMATE:
XINTERANIMATE, SET=[128, 128, 16], /SHOWLOAD

; Load the images into XINTERANIMATE:
FOR I=0,15 DO XINTERANIMATE, FRAME = I, IMAGE = H[*,*,I]

; Play the animation:
XINTERANIMATE, /KEEP_PIXMAPS
```

Note ───

Since the KEEP_PIXMAPS keyword was supplied, the same animation can be replayed (after the animation widget has been destroyed) with the single command `XINTERANIMATE`.

───

Also see T3D for an example that draws and rotates a simple house.

Version History

Pre-4.0	Introduced
6.4	Added MPEG_FORMAT keyword.

See Also

CW_ANIMATE

XLOADCT

The XLOADCT procedure is a utility that provides a graphical widget interface to the LOADCT procedure. XLOADCT displays the current Direct Graphics color table and shows a list of available predefined color tables. Clicking on the name of a color table causes that color table to become IDL's current color table. IDL maintains a color table on PseudoColor displays or when the DECOMPOSED keyword to the DEVICE command is set to zero (DEVICE, DECOMPOSED = 0) on TrueColor displays. Many other options, such as Gamma correction, stretching, and transfer functions can also be applied to the colortable.

This routine is written in the IDL language. Its source code can be found in the file xloadct.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XLOADCT [, /BLOCK] [, BOTTOM=*value*] [, FILE=*string*] [, GROUP=*widget_id*]
   [, /MODAL] [, NCOLORS=*value*] [, /SILENT]
   [, UPDATECALLBACK='*procedure_name*' [, UPDATECBDATA=*value*]]
   [, /USE_CURRENT]

Arguments

None.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ———

Only the outermost call to XMANAGER can block. Therefore, to have XLOADCT block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

——

BOTTOM

The first color index to use. XLOADCT will use color indices from BOTTOM to BOTTOM+NCOLORS-1. The default is BOTTOM=0.

FILE

Set this keyword to a string representing the name of the file to be used instead of the file colors1.tbl in the IDL directory.

GROUP

The widget ID of the widget that calls XLOADCT. When this ID is specified, a death of the caller results in a death of XLOADCT.

MODAL

Set this keyword to block processing of events from other widgets until the user quits XLOADCT. A group leader must be specified (via the GROUP keyword) for the MODAL keyword to have any effect. By default, XLOADCT does not block event processing.

NCOLORS

The number of colors to use. Use color indices from 0 to the smaller of !D.TABLE_SIZE-1 and NCOLORS-1. The default is all available colors (!D.TABLE_SIZE).

SILENT

Normally, no informational message is printed when a color map is loaded. If this keyword is set to zero, the message is printed.

UPDATECALLBACK

Set this keyword to a string containing the name of a user-supplied procedure that will be called when the color table is updated by XLOADCT. The procedure may optionally accept a keyword called DATA, which will be automatically set to the value specified by the optional UPDATECBDATA keyword.

UPDATECBDATA

Set this keyword to a value of any type. It will be passed via the DATA keyword to the user-supplied procedure specified via the UPDATECALLBACK keyword, if any. If the UPDATECBDATA keyword is not set the value accepted by the DATA keyword to the procedure specified by UPDATECALLBACK will be undefined.

USE_CURRENT

Set this keyword to use the current color tables, regardless of the contents of the COLORS common block.

Examples

The XLOADCT utility allows you to load one of IDL's 41 pre-defined color tables and change that color table if necessary.

Using the XLOADCT Utility

The following example shows how to use XLOADCT to load a color table and then change that table to highlight specific features of an image. The indexed image used in this example is a computed tomography (CT) scan of a human thoracic cavity and is contained (without a default color table) within the `ctscan.dat` file in IDL's `examples/data` directory. Complete the following steps for a detailed description of the process.

Example Code

See `usingxloadct.pro` in the `examples/doc/image` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `usingxloadct` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT usingxloadct.pro`. The BLOCK keyword is set when using XLOADCT to force the example routine to wait until the **Done** button is pressed to continue. If the BLOCK keyword was not set, the example routine would produce all of the displays at once and then end.

1. Determine the path to the `ctscan.dat` binary file:

   ```
   ctscanFile = FILEPATH('ctscan.dat', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Initialize the image size parameter:

   ```
   ctscanSize = [256, 256]
   ```

3. Import the image from the file:

```
ctscanImage = READ_BINARY(ctscanFile, $
   DATA_DIMS = ctscanSize)
```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword of the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

```
DEVICE, DECOMPOSED = 0
```

Since the imported image does not have an associated color table, you need to apply a pre-defined color table to display the image.

5. Initialize the display by applying the B-W LINEAR color table (index number 0):

```
LOADCT, 0
WINDOW, 0, TITLE = 'ctscan.dat', $
    XSIZE = ctscanSize[0], YSIZE = ctscanSize[1]
```

6. Display the image using this color table:

```
TV, ctscanImage
```

As the following figure shows, the B-W LINEAR color table does not highlight all of the aspects of this image. The XLOADCT utility can be used to change the color table to highlight more features.
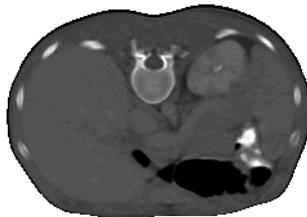
Figure 26-3: CT Scan Image with Grayscale Color Table

7. Open the XLOADCT utility:

   XLOADCT

   Select Rainbow + white and click **Done** to apply the color table.

   The following figure shows the resulting XLOADCT display.
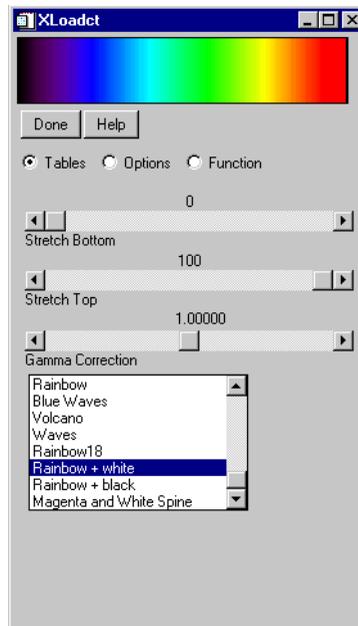
Figure 26-4: Selecting Rainbow + white Color Table in XLOADCT Utility

After applying the new color table, you can now see the spine, liver, and kidney within the image, as shown in the following figure. However, the separations between the skin, the organs, and the cartilage and bone within the spine are hard to distinguish.

8. Now re-display the image to show it on the Rainbow + white color table:

    ```
    TV, ctscanImage
    ```

    Note ──

    You do not have to perform the previous step on a PseudoColor display.
    Changes to the current color table automatically show in the current image
    window within a PseudoColor display.

    ──

    The following figure shows the CT scan image with the Ranbow+white color
    table.
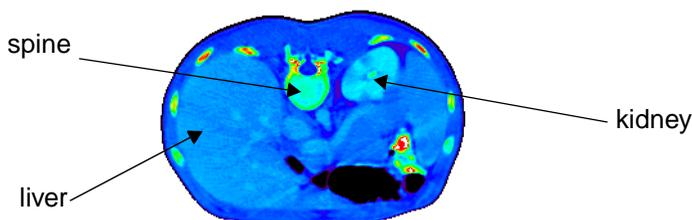
    Figure 26-5: CT Scan Image with the Rainbow + white Color Table

9. Redisplay the color table with the XLOADCT utility:

    ```
    XLOADCT
    ```

    Comparing the image to the color table, you can see that most image pixels are
    not within the black to purple range. Therefore the black to purple pixels in the
    image can be replaced by black. The black range can be stretched to move the
    purple range to help highlight more features.

    The **Stretch Bottom** slider in the XLOADCT utility increases the range of the
    lowest color index. For example, if black was the color of the lowest index and
    you increased the bottom stretch by 50 percent, the lower half of the color table
    would become all black. The remaining part of the color table will contain a
    scaled version of all the previous color ranges.

10. Within XLOADCT, stretch the bottom part of the color table by 20 percent by moving the slider as shown in the following figure:

```
TV, ctscanImage
```

Note ———

Remember to click on the **Done** button after changing the **Stretch Bottom** slider, then use TV to re-display the image to include the last changing made in the XLOADCT utility.

——

In the following figure, you can now see the difference between skin and organs. You can also see where cartilage and bone is located within the spine, but now organs are hard to see. Most of the values in the top (the yellow to red to white ranges) of the color table show just the bones. You can use less of these ranges to show bones by stretching the top of the color table.
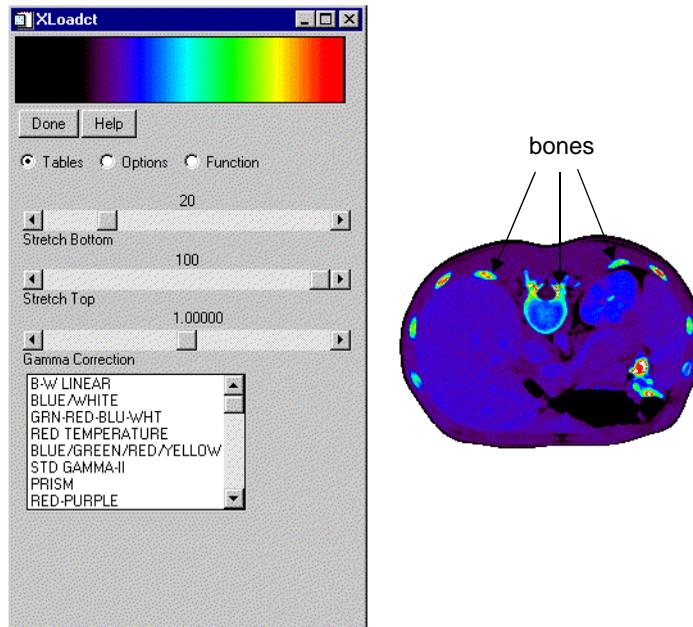
Figure 26-6: CT Scan Image with Bottom Stretched by 20%

The **Stretch Top** slider in the XLOADCT utility allows you increase the range of the highest color index. For example, if white was the color of the highest index and you increased the top stretch by 50 percent, the higher half of the color table would become all white. The remaining part of the color table will contain a scaled version of all the previous color ranges.

11. Open XLOADCT:

```
XLOADCT
```

Stretch the bottom part of the color table by 20 percent and stretch the top part of the color table by 20 percent (changing it from 100 to 80 percent).

Click **Done** and redisplay the image:

```
TV, ctscanImage
```

The following figure shows that the organs are more distinctive, but now the liver and kidneys are not clearly distinguished. These features occur in the blue range. You can shift the green range more toward the values of these organs with a gamma correction.
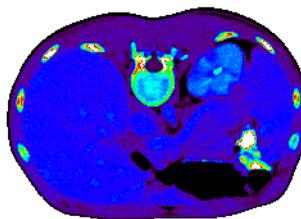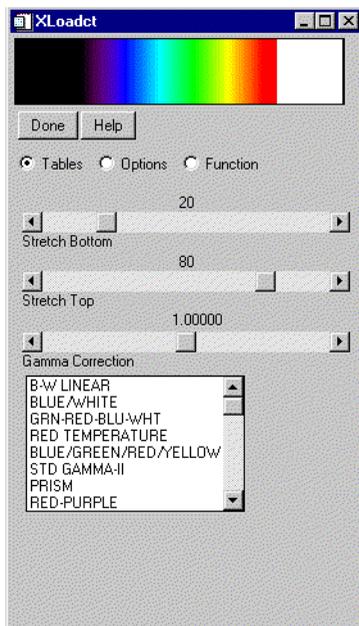
Figure 26-7: CT Scan Image with Bottom and Top Stretched by 20%

With the **Gamma Correction** slider in the XLOADCT utility you can change the contrast within the color table. A value of 1.0 indicates a linear ramp (no gamma correction). Values other than 1.0 indicate a logarithmic ramp. Higher values of gamma give more contrast. Values less than 1.0 yield lower contrast.

12. Within XLOADCT, stretch the bottom part of the color table by 20 percent, stretch the top part of the color table by 20 percent (change it from 100 percent to 80 percent), and decrease the Gamma Correction factor to 0.631:

```
XLOADCT
```

Redisplay the image:

```
TV, ctscanImage
```

All the features are now highlighted within the image as shown in the following figure:
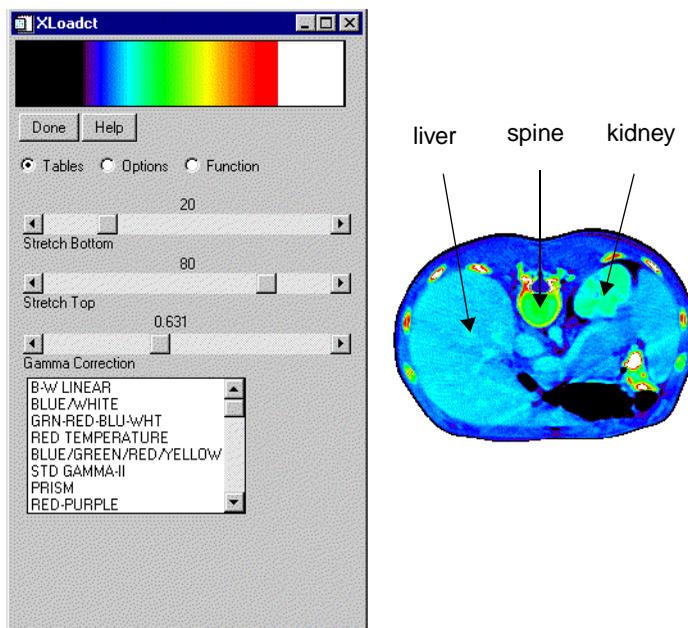
Figure 26-8: CT Scan Image with Bottom and Top Stretched by 20% and Gamma Correction at 0.631

The previous steps showed how to use the **Tables** section of the XLOADCT utility. XLOADCT also contains two other sections: **Options** and **Function**.

The **Options** section allows you to change what the sliders represent and how they are used. When the **Gang** option is selected, the sliders become dependent upon each other. When either the **Stretch Bottom** or **Stretch Top** sliders are moved, the other ones reset to their default values (0 or 100, respectively). With the **Chop** option, you can chop off the top of the color table (the range of the **Stretch Top** is now black instead of the color at the original highest index). With the **Intensity** option, you can change the slider to control the intensity instead of the index location. The **Stretch Bottom** slider will darken the color table and the **Stretch Top** slider will brighten the color table.

The **Function** section allows you to place control points which you can use to change the color table with respect to the other colors in that table. The color table function is shown as a straight line increasing from the lowest index (0) to the highest index (255). The x-axis ranges from 0 to 255 and the y-axis ranges from 0 to 255. Moving a control point in the x-direction has the same effects as the previous sliders. Moving a control point in the y-direction changes the color of that index to another color within the color table. For example, if a control point is red at an index of 128 and the color table is green at an index of 92, when the control point is moved in the y-direction to an index of 92, the color at that x-location will become green. To understand how the **Function** section work, you can use it to highlight just the bones with the CT scan image.

13. Open XLOADCT:

        XLOADCT

Select the Rainbow + white color table.

Switch to the **Function** section by selecting that option.

Select the **Add Control Point** button, and drag this new center control point one half of the way to the right and one quarter of the way down as shown in the following figure.

Click **Done** and redisplay the image:

        TV, ctscanImage

The bones in the image are now highlighted.
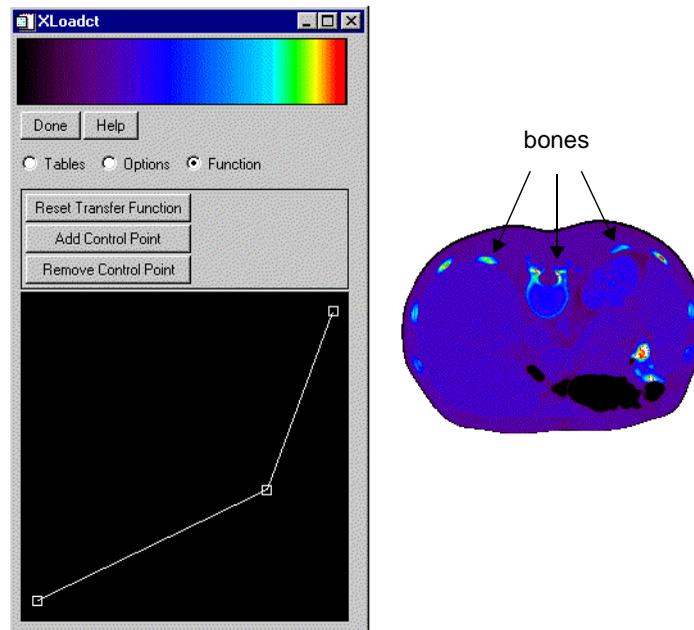
Figure 26-9: CT Scan Image with Central Control Point Moved One Half to the Right and One Quarter Down

Version History

Pre-4.0	Introduced

See Also

LOADCT, XPALETTE, TVLCT

XMANAGER

The XMANAGER procedure provides the main event loop and management for widgets created using IDL. Calling XMANAGER "registers" a widget program with the XMANAGER event handler. XMANAGER takes control of event processing until all widgets have been destroyed.

Beginning with IDL version 5.0, IDL supports an *active command line* that allows the IDL command line to continue accepting input while properly configured widget applications are running. See "A Note About Blocking in XMANAGER" on page 3032 for a more detailed explanation of the active command line.

This routine is written in the IDL language. Its source code can be found in the file xmanager.pro in the lib subdirectory of the IDL distribution.

Warning ───

Although this routine is written in the IDL language, it may change in the future in its internal implementation. For future upgradability, it is best not to modify or even worry about what this routine does internally.

───

Syntax

XMANAGER [, *Name*, *ID*] [, /CATCH] [, CLEANUP=*string*]
    [, EVENT_HANDLER='*procedure_name*'] [, GROUP_LEADER=*widget_id*]
    [, /JUST_REG] [, /NO_BLOCK]

Arguments

Name

A string that contains the name of the routine that creates the widget (i.e., the name of the widget creation routine that is calling XMANAGER).

Note ──

The *Name* argument is stored in a COMMON block for use by the XREGISTERED routine. The stored name is case-sensitive.

───

ID

The widget ID of the top-level base that is the root of the widget hierarchy being to be managed.

Keywords

CATCH

Set this keyword to cause XMANAGER to catch any errors, using the CATCH procedure, when dispatching widget events. If the CATCH keyword is set equal to zero, execution halts and IDL provides traceback information when an error is detected. This keyword is set by default (errors are caught and processing continues).

Do not specify either the *Name* or *ID* argument to XMANAGER when specifying the CATCH keyword (they are ignored). CATCH turns error catching on and off for *all* applications managed by XMANAGER. When CATCH is specified, XMANAGER changes its error-catching behavior and returns immediately, without taking any other action.

Note _____

Beginning with IDL version 5.0, the default behavior of XMANAGER is to catch errors and continue processing events. In versions of IDL prior to version 5.0, XMANAGER halted when an error was detected. This change in default behavior was necessary in order to allow multiple widget applications (all being managed by XMANAGER) to coexist peacefully. When CATCH is set equal to zero, (the old behavior), any error halts XMANAGER, and thus halts event processing for all running widget applications.

Note also that CATCH is only effective if XMANAGER is blocking to dispatch errors. If event dispatching for an active IDL command line is in use, the CATCH keyword has no effect.

The CATCH=0 setting (errors are not caught and processing halts in XMANAGER when an error is detected) is intended as a debugging aid. Finished programs should not set CATCH=0.

_____

CLEANUP

Set this keyword to a string that contains the name of the routine to be called when the widget program dies. If this keyword is not specified, the routine (if any) specified for the program's top-level base by the KILL_NOTIFY keyword to WIDGET_BASE or WIDGET_CONTROL is used.

The routine specified by CLEANUP becomes the KILL_NOTIFY routine for the widget application, overriding any cleanup routines that have been set previously via the KILL_NOTIFY keyword to WIDGET_BASE or WIDGET_CONTROL.

Note ──

Specifying a routine for the widget application's top-level base via the
KILL_NOTIFY keyword to WIDGET_CONTROL *after* the call to XMANAGER
will override the value of the CLEANUP keyword.

──

The cleanup routine is called with the widget identifier as its only argument.

EVENT_HANDLER

Set this keyword to a string that contains the name of a routine to be called when a
widget event occurs in the widget program being registered. If this keyword is not
supplied, XMANAGER will construct a default name by adding the "_event" suffix
to the *Name* argument. See the example below for a more detailed explanation.

GROUP_LEADER

The widget ID of the group leader for the widget being processed. When the leader
dies either by the users actions or some other routine, all widgets that have that leader
will also die.

For example, a widget that views a help file for a demo widget would have that demo
widget as its leader. When the help widget is registered, it sets the keyword
GROUP_LEADER to the widget ID of the demo widget. If the demo widget were
destroyed, the help widget led by it would be killed by the XMANAGER.

JUST_REG

Set this keyword to indicate that XMANAGER should just register the widget and
return immediately. This keyword is useful if you want to register a group of related
top-level widgets before beginning event processing and one or more of the registered
widgets requests that XMANAGER block event processing. (Note that in this case a
later call to XMANAGER without the JUST_REG keyword is necessary to begin
blocking.)

(See "A Note About Blocking in XMANAGER" on page 3032 for further discussion
of the active command line.)

Warning ──

JUST_REG is not the same as NO_BLOCK. See "JUST_REG vs. NO_BLOCK"
on page 3032 for additional details.

──

NO_BLOCK

Set this keyword to tell XMANAGER that the registering client does not require XMANAGER to block if active command line event processing is available. If active command line event processing is available *and* every current XMANAGER client specifies NO_BLOCK, then XMANAGER will not block and the user will have access to the command line while widget applications are running.

It is important to understand the result of making nested calls to XMANAGER. XMANAGER can only block event processing for one client at a time. In applications involving multiple calls to XMANAGER (either directly or via calls to other routines that call XMANAGER, such as XLOADCT), blocking occurs only for the outermost call to XMANAGER, unless XMANAGER is told not to block in that call. If an application contains two calls to XMANAGER, the second call cannot block unless the first call sets the NO_BLOCK keyword. If an application contains a call to XMANAGER, followed by a call to XLOADCT, XLOADCT will not block unless the NO_BLOCK keyword was set in the call to XMANAGER (and the BLOCK keyword to XLOADCT is set). Consider the following example:

```
PRO blocking_example_event, event
   ; The following call blocks only if the NO_BLOCK keyword to
   ; XMANAGER is set:
   XLOADCT, /BLOCK
END

PRO blocking_example
   base=WIDGET_BASE(/COLUMN)
   button1=WIDGET_BUTTON(base,VALUE='Run XLOADCT')
   WIDGET_CONTROL,base, /REALIZE
   XMANAGER,'blocking_example', base, /NO_BLOCK
END
```

If the NO_BLOCK keyword to XMANAGER was not set in the above example, XLOADCT would not block, even though the BLOCK keyword was set. Setting the NO_BLOCK keyword to XMANAGER prevents XMANAGER from blocking, thereby allowing the subsequent call to XMANAGER (via XLOADCT) to block.

Warning ──

NO_BLOCK is not the same as JUST_REG. See "JUST_REG vs. NO_BLOCK" on page 3032 for additional details.

──

A Note About Blocking in XMANAGER

By default, IDL widget application blocking is *enabled*. Unless you take the appropriate steps, widget applications will block all other processing from occurring in IDL. Keeping the following issues in mind when writing widget applications will give you the best chance to create applications that coexist with other applications and the IDL command line.

Active Command Line

Beginning with IDL version 5.0, most versions of IDL's command-processing front-end are able to support an *active command line* while running properly constructed widget applications. What this means is that—provided the widget application is properly configured—the IDL command line is available for input while a widget application is running and widget events are being processed.

There are currently 3 separate IDL command-processing front-end implementations:

- Microsoft Windows workbench
- Motif workbench (UNIX)
- UNIX plain tty

Note that widget applications must be well-behaved with respect to blocking widget event processing. Since in most cases XMANAGER is used to handle widget event processing, this means that in order for the command line to remain active, all widget applications must be run with the NO_BLOCK keyword to XMANAGER set. (Note that since NO_BLOCK is *not* the default, it is quite likely that some application will block.) If a single application runs in blocking mode, the command line will be inaccessible until the blocking application exits. When a blocking application exits, the IDL command line will once again become active.

JUST_REG vs. NO_BLOCK

Although their names imply a similar function, the JUST_REG and NO_BLOCK keywords perform very different services. It is important to understand what they do and how they differ.

The JUST_REG keyword tells XMANAGER that it should simply register a client and then return immediately. The result is that the client becomes known to XMANAGER, and that future calls to XMANAGER will take this client into account. Therefore, JUST_REG only controls how the registering call to XMANAGER should behave. The client can still be registered as requiring

XMANAGER to block by setting NO_BLOCK=0. In this case, *future* calls to XMANAGER will block.

The NO_BLOCK keyword tells XMANAGER that the registered client does not require XMANAGER to block if the command-processing front-end is able to support active command line event processing. XMANAGER remembers this attribute of the client until the client exits, even after the call to XMANAGER that registered the client returns. NO_BLOCK is just a "vote" on how XMANAGER should behave—the final decision is made by XMANAGER by considering the NO_BLOCK attributes of *all* of its current clients as well as the ability of the command-processing front-end in use to support the active command line.

Blocking vs. Non-blocking Applications

The issue of blocking in XMANAGER requires some explanation. IDL widget events are not processed until the WIDGET_EVENT function is called to handle them. Otherwise, they are queued by IDL indefinitely. Knowing how and when to call WIDGET_EVENT is the primary service provided by XMANAGER.

There are two ways blocking is typically handled:

1. The first call to XMANAGER processes events by calling WIDGET_EVENT as necessary until no managed widgets remain on the screen. This is referred to as "blocking" because XMANAGER does not return to the caller until it is done, and the IDL command line is not available.

2. XMANAGER does not block, and instead, the part of IDL that reads command input also watches for widget events and calls WIDGET_EVENT as necessary while also reading command input. This is referred to as "non-blocking" or "active command line" mode.

XMANAGER will block unless the following conditions are met:

- All registered widget applications have the NO_BLOCK keyword to XMANAGER set.

- No modal dialogs are displayed. (Modal dialogs always block until dismissed.)

In general, we suggest that new widget applications be written with XMANAGER blocking disabled (that is, with the NO_BLOCK keyword set).

Since a widget application that does block event processing for itself will block event processing for all other widget applications (and the IDL command line) as well, we suggest that older widget applications be upgraded to take advantage of the new, non-blocking behavior by adding the NO_BLOCK keyword to most calls to XMANAGER.

Examples

The following code creates a widget named EXAMPLE that is just a base widget with a "Done" button and registers it with the XMANAGER. Widgets being registered with the XMANAGER must provide at least two routines. The first routine creates the widget and registers it with the manager and the second routine processes the events that occur within that widget. An example widget is supplied below that uses only two routines. A number of other "Simple Widget Examples", can be viewed by entering WEXMASTER at the IDL prompt. These simple programs demonstrate many aspects of widget programming.

The following lines of code would be saved in a single file, named example.pro:

```
; Begin the event handler routine for the EXAMPLE widget:
PRO example_event, ev

; The uservalue is retrieved from a widget when an event occurs:
WIDGET_CONTROL, ev.id, GET_UVALUE = uv

; If the event occurred in the Done button, kill the widget
; example:
if (uv eq 'DONE') THEN WIDGET_CONTROL, ev.top, /DESTROY

; End of the event handler part:
END

; This is the routine that creates the widget and registers it with
; the XMANAGER:
PRO example

; Create the top-level base for the widget:
base = WIDGET_BASE(TITLE='Example')

; Create the Done button and set its uservalue to "DONE":
done = WIDGET_BUTTON(base, VALUE = 'Done', UVALUE = 'DONE')
; Realize the widget (i.e., display it on screen):
WIDGET_CONTROL, base, /REALIZE

; Register the widget with the XMANAGER, leaving the IDL command
; line active:
XMANAGER, 'example', base, /NO_BLOCK

; End of the widget creation part:
END
```

First the event handler routine is listed. The handler routine has the same name as the main routine with the characters "_event" added. If you would like to use another event handler name, you would need to pass its name to XMANAGER using the EVENT_HANDLER keyword.

Notice that the event routine is listed before the main routine. If you include both the event routine and the main routine in a single .pro file with the name of the main routine (a common practice), this is necessary to ensure that the event routine is compiled. If the event routine were placed after the main routine in the file, IDL would compile and execute the main routine — and the compiler would exit — before the event routine was compiled. Alternatively, you can save your event routine in its own file with its own name (which in the above example would be example_event.pro), and IDL will compile the routine when it is required.

Notice also the NO_BLOCK keyword to XMANAGER has been included. This allows IDL to continue processing events and accepting input at the command prompt while the example widget application is running.

Version History

Pre-4.0	Introduced
Pre-6.2	Deprecated BACKGROUND and MODAL

For information on obsolete keywords, see Appendix I, "Obsolete Features".

See Also

XMTOOL, XREGISTERED, Chapter 2, "Creating Widget Applications" (*Widget Application Programming*).

XMNG_TMPL

The XMNG_TMPL procedure is a template for widgets that use the XMANAGER. Use this template instead of writing your widget applications from "scratch". This template can be found in the file `xmng_tmpl.pro` in the `lib` subdirectory of the IDL distribution.

The documentation header should be altered to reflect the actual implementation of the XMNG_TMPL widget. Use a global search and replace to replace the word `XMNG_TMPL` with the name of the routine you would like to use. All the comments with a "`***`" in front of them should be read, decided upon and removed from the final copy of your new widget routine.

Syntax

XMNG_TMPL [, /BLOCK] [, GROUP=*widget_id*]

Arguments

None

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ——

Only the outermost call to XMANAGER can block. Therefore, to have XMNG_TMPL block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

——

GROUP

The widget ID of the widget that calls XMNG_TMPL. When this ID is specified, the death of the caller results in the death of XMNG_TMPL.

Version History

Pre-4.0	Introduced

See Also

CW_TMPL

XMTOOL

The XMTOOL procedure displays a tool for viewing widgets currently being managed by the XMANAGER. Only one instance of the XMTOOL can run at one time.

This routine is written in the IDL language. Its source code can be found in the file xmtool.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XMTOOL [, /BLOCK] [, GROUP=*widget_id*]

Arguments

None.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note
Only the outermost call to XMANAGER can block. Therefore, to have XMTOOL block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

GROUP

The widget ID of the widget that calls XMTOOL. If the calling widget is destroyed, the XMTOOL is also destroyed.

Version History

Pre-4.0	Introduced

See Also

XMANAGER

XOBJVIEW

The XOBJVIEW procedure is a utility used to quickly and easily view and manipulate IDL Object Graphics on screen. It displays given objects in an IDL widget with toolbar buttons and menus providing functionality for manipulating, printing, and exporting the resulting graphic. The mouse can be used to rotate, scale, or translate the overall model shown in a view, or to select graphic objects in a view.

This routine is written in the IDL language. Its source code can be found in the file `xobjview.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Note ───

Two routines associated with the XOBJVIEW utility — XOBJVIEW_ROTATE and XOBJVIEW_WRITE_IMAGE — do not provide a graphical interface themselves, but act on an existing instance of the XOBJVIEW utility.

──

Using XOBJVIEW

XOBJVIEW displays a resizeable top-level base with a menu, toolbar and draw widget, as shown in the following figure:
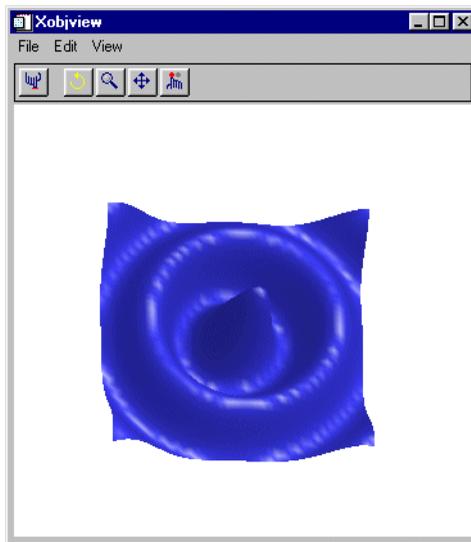
Figure 26-10: The XOBJVIEW widget

The XOBJVIEW Toolbar

The XOBJVIEW toolbar contains the following buttons:

Button	Tool Name	Function
	Reset	Resets the display to its original position, orientation, scale, and aspect ratio. Changes to the size of the XOBJVIEW window itself are *not* reset.
	Rotate	Click the left mouse button on the object and drag to rotate.
	Pan	Click the left mouse button on the object and drag to pan.
	Zoom	Click the left mouse button on the object and drag to zoom in or out.
	Select	Click on the object. The name of the selected object is displayed, if the object has a name, otherwise its class is displayed.

Table 26-3: XOBJVIEW Toolbar Buttons

Syntax

XOBJVIEW, *Obj* [, BACKGROUND=*[r, g, b]*] [, /BLOCK] [, /DOUBLE_VIEW]
   [, GROUP=*widget_id*] [, /JUST_REG] [, /MODAL] [, REFRESH=*widget_id*]
   [, RENDERER={0 | 1}] [, SCALE=*value*] [, STATIONARY=*objref(s)*] [, /TEST]
   [, TITLE=*string*] [, TLB=*variable*] [, XOFFSET=*value*] [, XSIZE=*pixels*]
   [, YOFFSET=*value*] [, YSIZE=*pixels*]

Arguments

Obj

A reference to an atomic graphics object, an IDLgrModel, or an array of such references. If *Obj* is an array, the array can contain a mixture of such references. Also, if *Obj* is an array, all object references in the array must be unique (i.e. no two references in the array can refer to the same object).

Obj is not destroyed when XOBJVIEW is quit or killed.

Keywords

BACKGROUND

Set this keyword to a three-element [r, g, b] color vector specifying the background color of the XOBJVIEW window.

BLOCK

Set this keyword to have XMANAGER block when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting the BLOCK keyword causes all widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note

Only the outermost call to XMANAGER can block. Therefore, to have XOBJVIEW block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

DOUBLE_VIEW

Set this keyword to cause XOBJVIEW to set the DOUBLE property on the IDLgrView that it uses to display graphical data.

GROUP

The widget ID of the widget that calls XOBJVIEW. When this ID is specified, the death of the caller results in the death of XOBJVIEW.

JUST_REG

Set this keyword to indicate that the XOBJVIEW utility should just be registered and return immediately. This is useful if you want to register XOBJVIEW before beginning event processing and one or more widgets requests that XMANAGER block event processing. See "JUST_REG vs. NO_BLOCK" on page 3032 for additional details.

MODAL

Set this keyword to block processing of events from other widgets until the user quits XOBJVIEW. The MODAL keyword does not require a group leader to be specified.

If no group leader is specified, and the MODAL keyword is set, XOBJVIEW fabricates an invisible group leader for you.

Note

To be modal, XOBJVIEW does not require that its caller specify a group leader. This is unlike other IDL widget procedures such as XLOADCT, which, to be modal, do require that their caller specify a group leader. These other procedures were implemented this way to encourage the caller to create a modal widget that will be well-behaved with respect to layering and iconizing. (See "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653 for more information.)

To provide a simple means of invoking XOBJVIEW as a modal widget in applications that contain no other widgets, XOBJVIEW can be invoked as MODAL without specifying a group leader, in which case XOBJVIEW fabricates an invisible group leader for you. For applications that contain multiple widgets, however, it is good programming practice to supply an appropriate group leader when invoking XOBJVIEW, /MODAL. As with other IDL widget procedures with names prefixed with "X", specify the group leader via the GROUP keyword.

REFRESH

Set this keyword to the widget ID of the XOBJVIEW instance to be refreshed. To retrieve the widget ID of an instance of XOBJVIEW, first call XOBJVIEW with the TLB keyword. To refresh that instance of XOBJVIEW, call XOBVIEW again and set REFRESH to the value retrieved by the TLB keyword in the earlier call to XOBJVIEW. For example, in the initial call to XOBJVIEW, use the TLB keyword as follows:

```
XOBJVIEW, myobj, TLB=tlb
```

If the properties of myobj are changed in your application or at the IDL command line, refresh the view in XOBJVIEW by calling XOBJVIEW again with the REFRESH keyword:

```
XOBJVIEW, REFRESH=tlb
```

For an example application demonstrating the use of the REFRESH keyword, see "Example 3" on page 3047.

Note ───

Currently, the REFRESH keyword can only be used to refresh the object itself. All other keywords and arguments to XOBJVIEW are ignored when REFRESH is specified, therefore, properties such as the background color and scale are not affected.

───

RENDERER

Set this keyword to an integer value indicating which graphics renderer to use when drawing objects in the XOBJVIEW draw window. Valid values are:

- 0 = Platform native OpenGL
- 1 = IDL's software implementation

By default, your platform's native OpenGL implementation is used. If your platform does not have a native OpenGL implementation, IDL's software implementation is used regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details. Your choice of renderer may also affect the maximum size of the XOBJVIEW draw window. See "IDLgrWindow" on page 4960 for details.

SCALE

Set this keyword to the zoom factor for the initial view. The default is 1/SQRT(3). This default value provides the largest possible view of the object, while ensuring that no portion of the object will be clipped by the XOBJVIEW window, regardless of the object's orientation.

STATIONARY

Set this keyword to a reference to an atomic graphics object, an IDLgrModel, or an array of such references. If this keyword is an array, the array can contain a mixture of such references. Also, if this keyword is an array, all object references in the array must be unique (i.e., no two references in the array can refer to the same object). Objects passed to XOBJVIEW via this keyword will not scale, rotate, or translate in response to mouse events. Default stationary objects are two lights. These two lights are replaced if one or more lights are supplied via this keyword. Objects specified via this keyword are not destroyed by XOBJVIEW when XOBJVIEW is quit or killed.

For example, to change the default lights used by XOBJVIEW, you could specify your own lights using the STATIONARY keyword as follows:

```
mylight1 = OBJ_NEW('IDLgrLight', TYPE=0, $
   COLOR=[255,0,0]) ; Ambient red
```

```
mylight2 = OBJ_NEW('IDLgrLight', TYPE=2, $
   COLOR=[255,0,0], LOCATION=[2,2,5]) ; Directional red

mymodel = OBJ_NEW('IDLgrModel')
mymodel->Add, mylight1
mymodel->Add, mylight2

XOBJVIEW, /TEST, STATIONARY=mymodel
```

TEST

If set, the *Obj* argument is not required (and is ignored if provided). A blue sinusoidal surface is displayed. This allows you to test code that uses XOBJVIEW without having to create an object to display.

TITLE

Set this keyword to the string that appears in the XOBJVIEW title bar.

TLB

Set this keyword to a named variable that upon return will contain the widget ID of the top level base.

XOFFSET

The horizontal offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent.

Specifying an offset relative to a row-major or column-major base widget does not work because those widgets enforce their own layout policies. This keyword is primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

XSIZE

Set this keyword to the width of the drawable area in pixels. The default is 400.

YOFFSET

The vertical offset of the widget in units specified by the UNITS keyword (pixels are the default) relative to its parent. This offset is specified relative to the upper left corner of the parent widget.

Specifying an offset relative to a row-major or column-major base widget does not work because those widgets enforce their own layout policies. This keyword is

primarily of use relative to a plain base widget. Note that it is best to avoid using this style of widget layout.

YSIZE

Set this keyword to the height of the drawable area in pixels. The default is 400.

Examples

Example 1

This example displays a simple IDLgrSurface object using XOBJVIEW:

```
oSurf = OBJ_NEW('IDLgrSURFACE', DIST(20))
XOBJVIEW, oSurf
```

Example 2

This example displays an IDLgrModel object consisting of two separate objects:

```
; Create contour object:
oCont = OBJ_NEW('IDLgrContour', DIST(20), N_LEVELS=10)

; Create surface object:
oSurf = OBJ_NEW('IDLgrSurface', $
   DIST(20),INDGEN(20)+20, INDGEN(20)+20)

; Create model object:
oModel = OBJ_NEW('IDLgrModel')

; Add contour and surface objects to model:
oModel->Add, oCont
oModel->Add, oSurf

; View model:
XOBJVIEW, oModel
```

This code results in the following view in the XOBJVIEW widget:
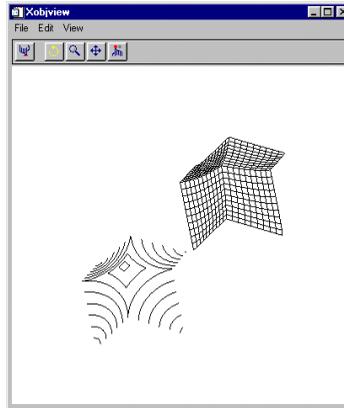
Figure 26-11: Using XOBJVIEW to view a model consisting of two objects

Note that when you click the Select button, and then click on an object, the class of that object appears next to the Select button. If the selected object has a non-null NAME property associated with it, that string value will be displayed, otherwise the name of the selected object's class will be displayed.

If you want the class of the model to appear when you click over any object in the model, you can set the SELECT_TARGET property of the model as follows:

```
oModel->SetProperty, /SELECT_TARGET
```

Also note that it is not necessary to create a model to view more than one object using XOBJVIEW. We could view the oCont and oSurf objects created in the above example by placing them in an array as follows:

```
XOBJVIEW, [oCont, oSurf]
```

Example 3

This example demonstrates how the REFRESH keyword can be used to refresh the object displayed in an instance of XOBJVIEW.

```
PRO xobjview_refresh_event, event
   WIDGET_CONTROL, event.id, GET_UVALUE=uval
   WIDGET_CONTROL, event.top, GET_UVALUE=state
```

```
            CASE uval OF
               'red': BEGIN
                   WIDGET_CONTROL, event.id, GET_VALUE=val
                   state.myobj->GetProperty, COLOR=c
                   state.myobj->SetProperty, COLOR=[val,c[1],c[2]]
                   XOBJVIEW, REFRESH=state.tlb
                   END
               'green':  BEGIN
                   WIDGET_CONTROL, event.id, GET_VALUE=val
                   state.myobj->GetProperty, COLOR=c
                   state.myobj->SetProperty, COLOR=[c[0],val,c[2]]
                   XOBJVIEW, REFRESH=state.tlb
                   END
               'blue': BEGIN
                   WIDGET_CONTROL, event.id, GET_VALUE=val
                   state.myobj->GetProperty, COLOR=c
                   state.myobj->SetProperty, COLOR=[c[0],c[1],val]
                   XOBJVIEW, REFRESH=state.tlb
                   END
            ENDCASE
         END

         PRO xobjview_refresh_cleanup, wID
            WIDGET_CONTROL, wID, GET_UVALUE=state
            OBJ_DESTROY, state.myobj
         END

         PRO xobjview_refresh
            base = WIDGET_BASE(/COLUMN, TITLE='Adjust Object Color', $
               XOFFSET=420, XSIZE=200)

            myobj = OBJ_NEW('IDLgrSurface', $
               BESELJ(SHIFT(DIST(40), 20, 20) / 2,0) * 20, $
               COLOR=[255, 60, 60], STYLE=2, SHADING=1)
            XOBJVIEW, myobj, TLB=tlb, GROUP=base, BACKGROUND=[0,0,0]

            red = WIDGET_SLIDER(base, /DRAG, MIN=0, MAX=255, TITLE='Red', $
               UVALUE='red', VALUE=255)
            green = WIDGET_SLIDER(base, /DRAG, MIN=0, MAX=255, $
               TITLE='Green', UVALUE='green', VALUE=60)
            blue = WIDGET_SLIDER(base, /DRAG, MIN=0, MAX=255, $
               TITLE='Blue', UVALUE='blue', VALUE=60)

            WIDGET_CONTROL, base, /REALIZE

            state = {myobj:myobj, tlb:tlb}
            WIDGET_CONTROL, base, SET_UVALUE=state
```

```
        XMANAGER, 'xobjview_refresh', base, /NO_BLOCK, $
           CLEANUP='xobjview_refresh_cleanup'
     END
```

Version History

5.3	Introduced

See Also

XOBJVIEW_ROTATE, XOBJVIEW_WRITE_IMAGE

XOBJVIEW_ROTATE

The XOBJVIEW_ROTATE procedure is used to programmatically rotate the object currently displayed in XOBJVIEW. XOBJVIEW must be called prior to calling XOBJVIEW_ROTATE. This procedure can be used to create animations of object displays.

This routine is written in the IDL language. Its source code can be found in the file `xobjview_rotate.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Syntax

XOBJVIEW_ROTATE, *Axis*, *Angle* [, /PREMULTIPLY]

Arguments

Axis

A 3-element vector of the form [*x*, *y*, *z*] describing the axis about which the model is to be rotated.

Angle

The amount of rotation, measured in degrees.

Keywords

PREMULTIPLY

Set this keyword to cause the rotation matrix specified by *Axis* and *Angle* to be pre-multiplied to the model's transformation matrix. By default, the rotation matrix is post-multiplied.

Examples

The following example creates an animation of the test object (a surface) currently displayed in XOBJVIEW. It does this by rotating the surface through 360 degrees in increments of 10 degrees using XOBJVIEW_ROTATE, and writing the display image to a BMP file for each increment using XOBJVIEW_WRITE_IMAGE.

```
PRO RotateAndWriteObject

XOBJVIEW, /TEST
FOR i = 0, 359 DO BEGIN
   XOBJVIEW_ROTATE, [0, 1, 0], 1, /PREMULTIPLY;
   XOBJVIEW_WRITE_IMAGE, 'img' + $
   STRCOMPRESS(i, /REMOVE_ALL) + '.bmp', 'bmp'
ENDFOR

END
```

Version History

5.5	Introduced

See Also

XOBJVIEW, XOBJVIEW_WRITE_IMAGE

XOBJVIEW_WRITE_IMAGE

The XOBJVIEW_WRITE_IMAGE procedure is used to write the object currently displayed in XOBJVIEW to an image file with the specified name and file format. XOBJVIEW must be called prior to calling XOBJVIEW_WRITE_IMAGE.

This routine is written in the IDL language. Its source code can be found in the file `xobjview_write_image.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Syntax

XOBJVIEW_WRITE_IMAGE, *Filename*, *Format* [, DIMENSIONS=*[x, y]*]

Arguments

Filename

A scalar string containing the name of the file to write.

Format

A scalar string containing the name of the file format to write. See WRITE_IMAGE for a list of supported formats.

Keywords

DIMENSIONS

Set this keyword to a 2-element vector of the form [*x*, *y*] specifying the size of the output image, in pixels. If this keyword is not specified, the image will be written using the dimensions of the current XOBJVIEW draw widget.

Examples

See XOBJVIEW_ROTATE.

Version History

5.5	Introduced

See Also

XOBJVIEW, XOBJVIEW_ROTATE

XPALETTE

The XPALETTE procedure is a utility that displays a widget interface that allows interactive creation and modification of color tables using the RGB, CMY, HSV, or HLS color systems. This procedure can interpolate the space between color indices (to create smooth color transitions) or edit individual colors.

This routine is written in the IDL language. Its source code can be found in the file xpalette.pro in the lib/utilities subdirectory of the IDL distribution.

Using the XPALETTE Interface

Calling XPALETTE causes a graphical interface to appear. The elements of this interface are described below.

Plots on Left Side of Interface

Three plots show the current red, green, and blue vectors.

Status Region

The center of the XPALETTE widget is a status region containing:

- The total number of colors.

- The current color index. XPALETTE allows changing one color at a time. This color is known as the "current color" and is indicated in the color spectrum display with a special marker.

- The current mark index. The mark is used to remember a color index. Click the "Set Mark Button" to make the current color index the mark index.

- A sample of the current color. The special marker used in the color spectrum display prevents the user from seeing the color of the current index, but it is visible here.

Control Panel

A panel of 8 buttons control common XPALETTE functions:

- **Done:** Click this button to exit XPALETTE. The new color tables are saved in the COLORS common block and loaded to the display.

- **Predefined:** Click this button to start XLOADCT, allowing selection of one of the predefined color tables. Note that when you change the color map via XLOADCT, XPALETTE is not always able to keep its display accurate. This problem can be overcome by pressing the XPALETTE "Redraw" button after changing the colortable via XLOADCT.

- **Help:** Click this button to display help information.

- **Redraw:** Click this button to redraw the display using the current state of the color map.

- **Set Mark:** Click this button to set the value of the mark index to the current color index.

- **Switch Mark:** Click this button to exchange the mark and the current index.

- **Copy Current:** Click this button to make every color lying between the current index and the mark index (inclusive) the same color as the current color.

- **Interpolate:** Click this button to smoothly interpolate colors between the current index and the mark index.

Color System Control

This section of the interface allows you to select the color system used to modify individual colors. The "Select Color System" pulldown menu lets you select from four different systems—RGB, CMY, HSV, and HLS. Depending upon the current system, 3 sliders below the pulldown menu allow you to alter the current color.

Right Side Color Spectrum Display

A display on the right side of the XPALETTE interface shows the current color map as a series of squares. Color index 0 is at the upper left. The color index increases monotonically by rows going left to right and top to bottom. The current color index is indicated by a special marker symbol. There are 4 ways to change the current color:

- Click on any square in the color map display.

- Use the "By Index" slider to move to the desired color index.

- Use the "Row" Slider to move the marker vertically.

- Use the "Column" Slider to move the marker horizontally.

A Note about the Colors Used in the Interface

XPALETTE uses two colors from the current color table as drawing foreground and background colors. These are used for the RGB plots on the left, and the current index marker on the right. This means that if the user set these two colors to the same value, the XPALETTE display could become unreadable (like writing on black paper with black ink). XPALETTE minimizes this possibility by noting changes to the color map and always using the brightest available color for the foreground color and the darkest for the background. Thus, the only way to make XPALETTE's display

unreadable is to set the entire color map to a single color, which is highly unlikely. The only side effect of this policy is that you may notice XPALETTE redrawing the entire display after you've modified the current color. This simply means that the change has made XPALETTE pick new drawing colors.

Syntax

XPALETTE [, /BLOCK] [, GROUP=*widget_id*]
   [, UPDATECALLBACK='*procedure_name*' [, UPDATECBDATA=*value*]]

Arguments

None

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ───

Only the outermost call to XMANAGER can block. Therefore, to have XPALETTE block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

───

GROUP

The widget ID of the widget that calls XPALETTE. When this ID is specified, a death of the caller results in a death of XPALETTE.

UPDATECALLBACK

Set this keyword to a string containing the name of a user-supplied procedure that will be called when the color table is updated by XLOADCT. The procedure may optionally accept a keyword called DATA, which will be automatically set to the value specified by the optional UPDATECBDATA keyword.

UPDATECBDATA

Set this keyword to a value of any type. It will be passed via the DATA keyword to the user-supplied procedure specified via the UPDATECALLBACK keyword, if any. If the UPDATECBDATA keyword is not set the value accepted by the DATA keyword to the procedure specified by UPDATECALLBACK will be undefined.

Examples

This example uses a single color (orange) to highlight pixels within the spine of the CT scan image. Then, starting with the entry that was changed to orange, a range of entries is selected and replaced with a ramp from orange to white to highlight the bones within this image. Complete the following steps for a detailed description of the process.

Example Code

See `usingxpalette.pro` in the `examples/doc/image` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `usingxpalette` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT usingxpalette.pro`. The BLOCK keyword is set when using XPALETTE to force the example routine to wait until the **Done** button is pressed to continue. If the BLOCK keyword was not set, the example routine would produce all of the displays at once and then end.

1. Determine the path to the `ctscan.dat` binary file:

   ```
   ctscanFile = FILEPATH('ctscan.dat', $
      SUBDIRECTORY = ['examples', 'data'])
   ```

2. Initialize the image size parameter:

   ```
   ctscanSize = [256, 256]
   ```

3. Import the image from the file:

   ```
   ctscanImage = READ_BINARY(ctscanFile, $
      DATA_DIMS = ctscanSize)
   ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED keyword to the DEVICE command to zero before your first color table related routine is used within an IDL session or program.

   ```
   DEVICE, DECOMPOSED = 0
   ```

5. Display the image from the `ctscan.dat` file with the B-W LINEAR color
    table:

    ```
    LOADCT, 0
    WINDOW, 0, TITLE = 'ctscan.dat', $
       XSIZE = ctscanSize[0], YSIZE = ctscanSize[1]
    TV, ctscanImage
    ```

    As shown in the following figure, the B-W LINEAR color table does not
    distinguish all of the aspects of this image. The XPALETTE utility can be used
    to change the color table.
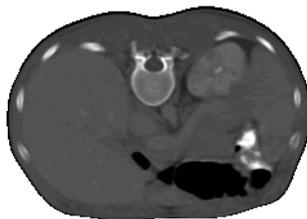
    Figure 26-12: CT Scan Image with Grayscale Color Table

6. Open the XPALETTE utility:

    ```
    XPALETTE
    ```

    Select the **Predefined** button in the XPALETTE utility to change the color
    table to Rainbow + white.

    Click on the **Done** button after you select the Rainbow + white color table in
    XLOADCT and then click on the **Done** button in XPALETTE.

The following figure shows the resulting XPALETTE and XLOADCT displays.
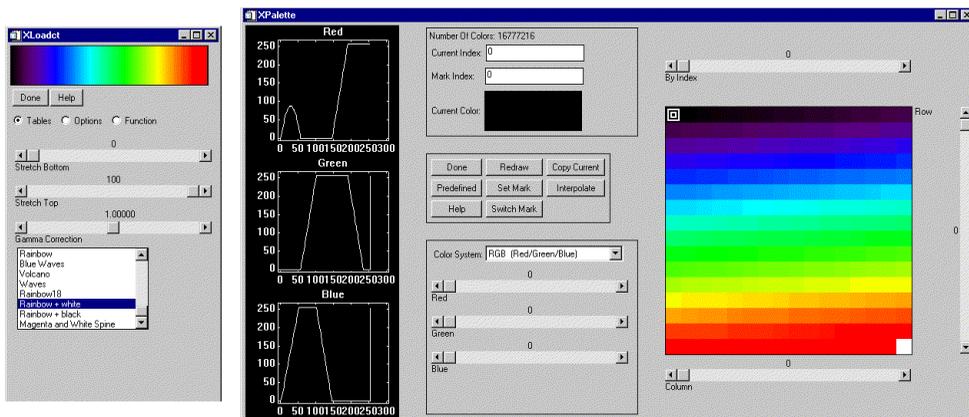
Figure 26-13: Selecting Rainbow + white Color Table in XPALETTE Utility

7. Now redisplay the image to show it with the Rainbow + white color table:

```
TV, ctscanImage
```

Your display should be similar to the following figure.
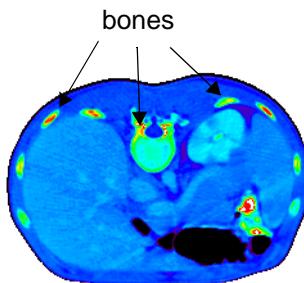
Figure 26-14: CT Scan Image with the Rainbow + white Color Table

You can use XPALETTE to change a single color within the current color table. For example, you can change the color at index number 115 to orange.

8. Open XPALETTE and click on the 115th index (in column 3 and row 7):

    XPALETTE

    Change its color to orange by moving the RGB (red, green, and blue) sliders
    (Orange is made up of 255 red, 128 green, and 0 blue)

    Click on the **Done** button after changing the **Red**, **Green**, and **Blue** sliders.

    Use TV to redisplay the image to include the last changes made in the
    XPALETTE utility:

    TV, ctscanImage

    The orange values now highlight some areas of the spine, kidney, and bones as
    shown in the following figure.
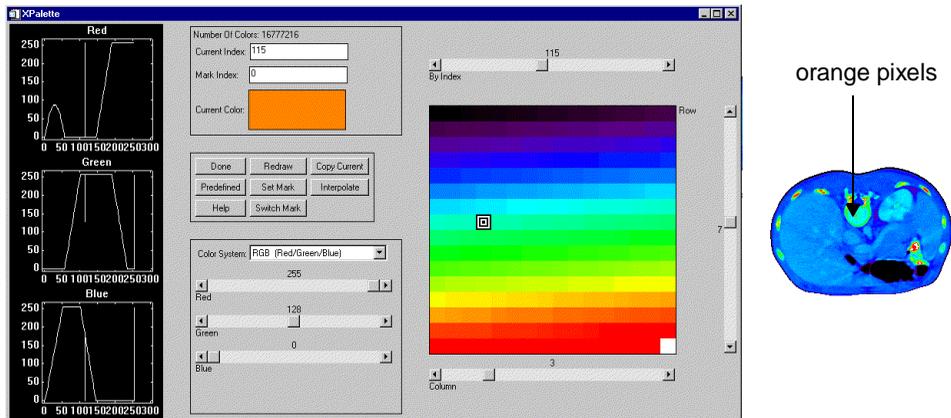
Figure 26-15: CT Scan Image with Orange Added to the Color Table

You can highlight the bones even further by interpolating a new range in
between the orange and white indices.

9. Open XPALETTE:

    Click on the 115th index and select the S**et Mark** button.

    Click on the highest index (which is usually 255 but it could be less) and then
    select the **Interpolate** button.

    To see the result of this interpolation within XPALETTE, click on the **Redraw**
    button.

Click **Done** and redisplay the image:

```
TV, ctscanImage
```

The following figure displays the image using the modified color table.
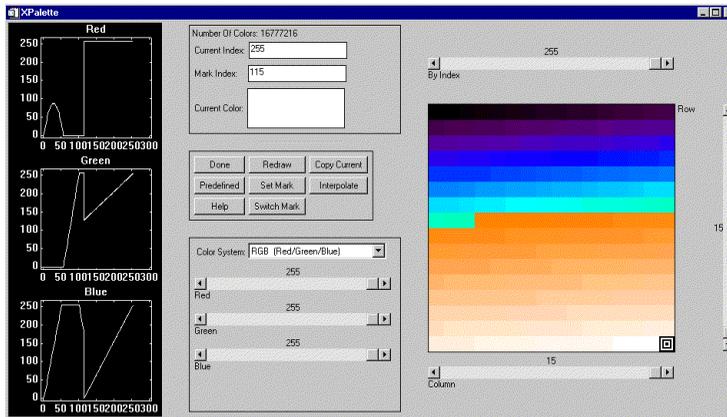
Figure 26-16: CT Scan Image with Orange to White Range Added

Note
You can add this modified color table to the list of pre-defined color tables using MODIFYCT. See the "Examples" section of "MODIFYCT" on page 1665.

Version History

Pre-4.0	Introduced

See Also

LOADCT, MODIFYCT, XLOADCT, TVLCT

XPCOLOR

The XPCOLOR procedure is a utility that allows you to adjust the value of the current Direct Graphics plotting color (foreground) using sliders, and store the desired color in the global system variable, !P.COLOR.

When XPCOLOR is called from the IDL input command line, the **Set Plot Color** dialog box appears. The dialog has two buttons (**Done** and **Help**) a single color swatch window, three sliders, and a pulldown menu with the four color systems: red, green, blue (RGB); cyan, magenta, yellow (CMY); hue, saturation, value (HSV); and hue, lightness, and saturation (HLS).

When you have chosen the color system and adjusted the sliders to your liking, click **Done** to store the color selected in the !P.COLOR system variable. Any plots generated in IDL afterwards use the color selected as the plotting (foreground) color until !P.COLOR is changed again.

Note

For a more flexible color editor, use the XPALETTE User Library routine.

This routine is written in the IDL language. Its source code can be found in the file xpcolor.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XPCOLOR [, GROUP=*widget_id*]

Arguments

None

Keywords

GROUP

Set this keyword to the group leader widget ID as passed to XMANAGER.

Version History

4.0	Introduced

XPLOT3D

The XPLOT3D procedure is a utility for creating and interactively manipulating 3-D plots.

This routine is written in the IDL language. Its source code can be found in the file `xplot3d.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Using XPLOT3D

XPLOT3D displays a resizeable top-level base with a menu, toolbar and draw widget, as shown in the following figure:
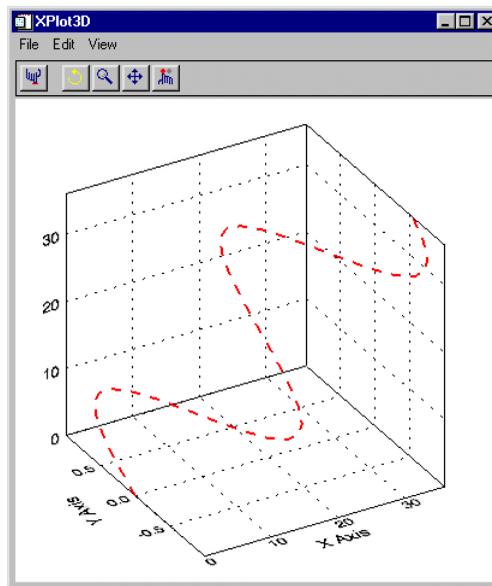
Figure 26-17: The XPLOT3D Utility

The XPLOT3D Toolbar

The XPLOT3D toolbar contains the following buttons:

Button	Tool Name	Function
	Reset	Resets rotation, scaling, and panning.
	Rotate	Click the left mouse button on the object and drag to rotate.
	Pan	Click the left mouse button on the object and drag to pan.
	Zoom	Click the left mouse button on the object and drag to zoom in or out.
	Select	Click on the object. The name of the selected object is displayed, if the object has a name, otherwise its class is displayed.

Table 26-4: XPLOT3D Toolbar Buttons

Projecting Data onto Plot "Walls"

To turn on or off the projection of data onto the walls of the box enclosing the 3-D plot, select **All On**, **All Off**, **XY**, **YZ**, or **XZ** from the **View → 2D Projection** menu.

Changing the Axis Type

The **View → Axes** menu allows you to select one of the following types of axes:

- Simple Axes — displays the X, Y, and Z axes as lines.

- Box Axes — displays the X, Y, and Z axes as planes.

- No Axes — turns off the display of axes.

Syntax

XPLOT3D, *X*, *Y*, *Z* [, /BLOCK] [, COLOR=*[r,g,b]*] [, /DOUBLE_VIEW]
   [, GROUP=*widget_id*] [, LINESTYLE={0 | 1 | 2 | 3 | 4 | 5 | 6}] [, /MODAL]
   [, NAME=*string*] [, /OVERPLOT] [, SYMBOL=*objref(s)*] [, /TEST]
   [, THICK=*points*{1.0 to 10.0}] [, TITLE=*string*] [, XRANGE=*[min, max]*]
   [, XTITLE=*string*] [, YRANGE=*[min, max]*] [, YTITLE=*string*]
   [, ZRANGE=*[min, max]*] [, ZTITLE=*string*]

Arguments

X

A vector of X data values.

Y

A vector of Y data values.

Z

A vector of Z data values.

Keywords

BLOCK

Set this keyword to have XMANAGER block when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting the BLOCK keyword causes all widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note

Only the outermost call to XMANAGER can block. Therefore, to have XPLOT3D block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

COLOR

Set this keyword to an [*r*, *g*, *b*] triplet specifying the color of the curve.

DOUBLE_VIEW

Set this keyword to cause XPLOT3D to set the DOUBLE property on the IDLgrView that it uses to display the plot.

GROUP

Set this keyword to the widget ID of the widget that calls XPLOT3D. When this keyword is specified, the death of the caller results in the death of XPLOT3D.

LINESTYLE

Set this keyword to a value indicating the line style that should be used to draw the curve. The value can be either an integer value specifying a pre-defined line style, or a 2-element vector specifying a stippling pattern.

To use a pre-defined line style, set the LINESTYLE keyword to one of the following integer values:

0	Solid line (default)
1	Dotted
2	Dashed
3	Dash-dot
4	Dash-dot-dot-dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where repeat indicates the number of times consecutive runs of 1s or 0s in the bitmask should be repeated. (That is, if three consecutive 0s appear in the bitmask and the value of repeat is 2, then the line that is drawn will have six consecutive bits turned off.) The value of repeat must be in the range $1 \leq repeat \leq 255$.

The bitmask indicates which pixels are drawn and which are not along the length of the line. The bitmask is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

MODAL

Set this keyword to block processing of events from other widgets until the user quits XPLOT3D. The MODAL keyword does not require a group leader to be specified. If no group leader is specified, and the MODAL keyword is set, XPLOT3D fabricates an invisible group leader for you.

Note ───

To be modal, XPLOT3D does not require that its caller specify a group leader. This is unlike other IDL widget procedures such as XLOADCT, which, to be modal, do require that their caller specify a group leader. These other procedures were implemented this way to encourage the caller to create a modal widget that will be well-behaved with respect to layering and iconizing. (See "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653 for more information.)

To provide a simple means of invoking XPLOT3D as a modal widget in applications that contain no other widgets, XPLOT3D can be invoked as MODAL without specifying a group leader, in which case XPLOT3D fabricates an invisible group leader for you. For applications that contain multiple widgets, however, it is good programming practice to supply an appropriate group leader when invoking XPLOT3D, /MODAL. As with other IDL widget procedures with names prefixed with "X", specify the group leader via the GROUP keyword.

───

NAME

Set this keyword to a string specifying the name for the data curve being plotted. The name is displayed on the XPLOT3D toolbar when the curve is selected with the mouse. (To select the curve with the mouse, XPLOT3D must be in select mode. You can put XPLOT3D in select mode by clicking on the rightmost button on the XPLOT3D toolbar.)

OVERPLOT

Set this keyword to draw the curve in the most recently created view. The TITLE, [XYZ]TITLE, [XYZ]RANGE, and MODAL keywords are ignored if this keyword is set.

SYMBOL

Set this keyword to a vector containing one or more instances of the IDLgrSymbol object class to indicate the plotting symbols to be used at each vertex of the polyline. If there are more vertices than elements in SYMBOL, the elements of the SYMBOL vector are cyclically repeated. By default, no symbols are drawn. To remove symbols from a polyline, set SYMBOL to a scalar.

TEST

If set, the *X*, *Y*, and *Z* arguments are not required (and are ignored if provided). A sinusoidal curve is displayed instead. This allows you to test code that uses XPLOT3D without having to specify plot data.

THICK

Set this keyword to a value between 1.0 and 10.0, specifying the line thickness to be used to draw the polyline, in points. The default is 1.0 points.

TITLE

Set this keyword to a string to appear in the XPLOT3D title bar.

XRANGE

Set this keyword to a 2-element array of the form [*min*, *max*] specifying the X-axis range.

XTITLE

Set this keyword to a string specifying the title for the X axis of the plot.

YRANGE

Set this keyword to a 2-element array of the form [*min*, *max*] specifying the Y-axis range.

YTITLE

Set this keyword to a string specifying the title for the Y axis of the plot.

ZRANGE

Set this keyword to a 2-element array of the form [*min*, *max*] specifying the Z-axis range.

ZTITLE

Set this keyword to a string specifying the title for the Z axis of the plot.

Examples

The following example displays two curves in XPLOT3D, using a custom plotting symbol for one of the curves:

```
;Define plot data:
X = INDGEN(20)
Y1 = SIN(X/3.)
Y2 = COS(X/3.)
Z = X

;Display curve 1 in XPLOT3D:
XPLOT3D, X, Y1, Z, NAME='Curve1', THICK=2

;Define custom plotting symbols:
oOrb = OBJ_NEW('orb', COLOR=[0, 0, 255])
oOrb->Scale, .75, .1, .5
oSymbol = OBJ_NEW('IDLgrSymbol', oOrb)

;Overplot curve 2 in XPLOT3D:
XPLOT3D, X, Y2, Z, COLOR=[0,255,0], NAME='Curve2', $
   SYMBOL=oSymbol, THICK=2, /OVERPLOT
```

This code results in the following:
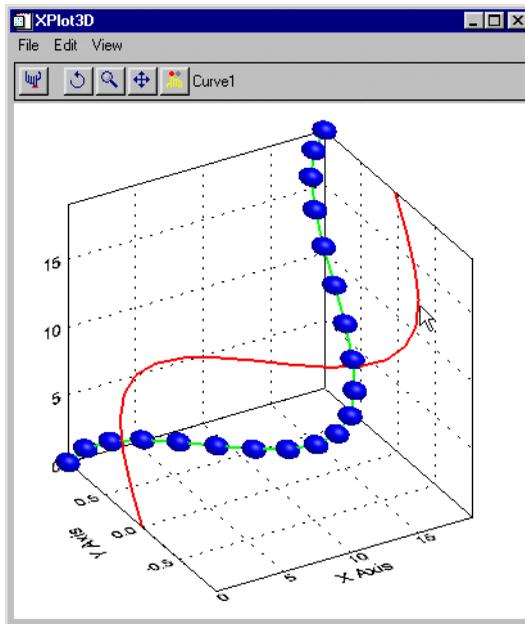
Figure 26-18: Two curves displayed in XPLOT3D

Version History

5.4	Introduced

See Also

IPLOT

XREGISTERED

The XREGISTERED function returns the number of instances of the widget named as its argument that are registered with XMANAGER in the current IDL session. The registered widget is brought to the front of the desktop unless the NOSHOW keyword is set.

If the specified widget is not currently registered with XMANAGER, XREGISTERED returns zero.

This routine is written in the IDL language. Its source code can be found in the file xregistered.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = XREGISTERED(*Name* [, /NOSHOW])

Return Value

The result is an integer containing the number of instances of the named widget that are registered with XMANAGER in the current IDL session.

Arguments

Name

A string containing the name of the widget in question.

Note

XREGISTERED checks for *Name* in a COMMON block created by XMANAGER. The stored name is case-sensitive.

Keywords

NOSHOW

If the widget in question is registered, it is brought to the front of all the other windows by default. Set this keyword to keep the widget from being brought to the front.

Examples

Suppose that you have a widget program that registers itself with the XMANAGER with the command:

```
XMANAGER, 'mywidget', base
```

You could limit this widget to one instantiation by adding the following line as the first line (after the procedure definition statement) of the widget creation routine:

```
IF ( XREGISTERED('mywidget') NE 0 ) THEN RETURN
```

Version History

Pre-4.0	Introduced

See Also

XMANAGER

XROI

The XROI procedure is a utility for interactively defining regions of interest (ROIs), and obtaining geometry and statistical data about these ROIs.

This routine is written in the IDL language. Its source code can be found in the file `xroi.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Note

See "Using XROI" on page 3079, for detailed information describing importing images, modifying image and ROI colors, retrieving ROI information and growing regions.

Syntax

XROI [, *ImageData*] [, *R*] [, *G*] [, *B*] [, /BLOCK]
    [[, /FLOATING] , GROUP=*widget_ID*] [, /MODAL] [, REGIONS_IN=*value*]
    [, REGIONS_OUT=*value*] [, REJECTED=*variable*] [, RENDERER={0 | 1}]
    [, ROI_COLOR=*[r, g, b] or variable*] [, ROI_GEOMETRY=*variable*]
    [, ROI_SELECT_COLOR=*[r, g, b] or variable*] [, STATISTICS=*variable*]
    [, TITLE=*string*] [, TOOLS=*string/string array* {valid values are
    'Translate-Scale', 'Rectangle', 'Ellipse', 'Freehand Draw', 'Polygon Draw', and
    'Selection'}] [, X_SCROLL_SIZE=*value*] [, Y_SCROLL_SIZE=*value*]

Arguments

ImageData

ImageData is both an input and output argument. It is an array representing an 8-bit or 24-bit image to be displayed. *ImageData* can be any of the following:

- [*m*, *n*]   — 8-bit image
- [3, *m*, *n*] — 24-bit image
- [*m*, 3, *n*] — 24-bit image
- [*m*, *n*, 3] — 24-bit image

If *ImageData* is not supplied, the user will be prompted for a file via DIALOG_PICKFILE. On output, *ImageData* will be set to the current image data. (The current image data can be different than the input image data if the user imported an image via the **File → Import Image** menu item.)

R, G, B

R, *G*, and *B* are arrays of bytes representing red, green, or blue color table values, respectively. *R*, *G*, and *B* are both input and output arguments. On input, these values are applied to the image if the image is 8-bit. To get the red, green, or blue color table values for the image on output from XROI, specify a named variable for the appropriate argument. (If the image is 24-bit, this argument will output a 256-element byte array containing the values given at input, or BINDGEN(256) if the argument was undefined on input.)

Keywords

BLOCK

Set this keyword to have XMANAGER block when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting the BLOCK keyword causes all widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note ───

Only the outermost call to XMANAGER can block. Therefore, to have XROI block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

───

FLOATING

Set this keyword, along with the GROUP keyword, to create a floating top-level base widget. If the windowing system provides Z-order control, floating base widgets appear above the base specified as their group leader. If the windowing system does not provide Z-order control, the FLOATING keyword has no effect.

Note ───

Floating widgets must have a group leader. Setting this keyword without also setting the GROUP keyword causes an error.

───

GROUP

Set this keyword to the widget ID of the widget that calls XROI. When this keyword is specified, the death of the caller results in the death of XROI.

MODAL

Set this keyword to block other IDL widgets from receiving events while XROI is active.

REGIONS_IN

Set this keyword to an array of IDLgrROI references. This allows you to open XROI with previously defined regions of interest (see Example: Save ROI Data). This is also useful when using a loop to open multiple images in XROI. By using the same named variable for both the REGIONS_IN and REGIONS_OUT keywords, you can reuse the same ROIs in multiple images (see Example: Preserving ROIs Among Images). This keyword also accepts –1, or OBJ_NEW() (Null object) to indicate that there are no ROIs to read in. This allows you to assign the result of a previous REGIONS_OUT to REGIONS_IN without worrying about the case where the previous REGIONS_OUT is undefined.

REGIONS_OUT

Set this keyword to a named variable that will contain an array of IDLgrROI references. This keyword is assigned the null object reference if there are no ROIs defined. By using the same named variable for both the REGIONS_IN and REGIONS_OUT keywords, you can reuse the same ROIs in multiple images (see Example: Preserving ROIs Among Images).

Note ───────────────────────────────────────

This keyword must be used in conjunction with the BLOCK keyword.

───

REJECTED

Set this keyword to a named variable that will contain those REGIONS_IN that are not in REGIONS_OUT. The objects defined in the variable specified for REJECTED can be destroyed with a call to OBJ_DESTROY, allowing you to perform cleanup on objects that are not required (see Example: Preserving ROIs Among Images). This keyword is assigned the null object reference if no REGIONS_IN are rejected by the user.

Note ───────────────────────────────────────

This keyword must be used in conjunction with the BLOCK keyword.

───

RENDERER

Set this keyword to an integer value to indicate which graphics renderer to use when drawing objects within the window. Valid values are:

- 0 = Platform native OpenGL
- 1 = IDL's software implementation (the default)

ROI_COLOR

This keyword is both an input and an output parameter. Set this keyword to a 3-element byte array, [*r*, *g*, *b*], indicating the color of ROI outlines when they are not selected. This color will be used by XROI unless and until the color is changed by the user via the "Unselected Outline Color" portion of the "ROI Outline Colors" dialog (which is accessed by selecting **Edit → ROI Outline Colors**). If this keyword is assigned a named variable, that variable will be set to the current [*r*, *g*, *b*] value at the time that XROI returns.

ROI_GEOMETRY

Set this keyword to a named variable that will contain an array of anonymous structures, one for each ROI that is valid when this routine returns. The structures will contain the following fields:

Field	Description
area	The area of the region of interest, in square pixels.
centroid	The coordinates (*x*, *y*, *z*) of the centroid of the region of interest, in pixels.
perimeter	The perimeter of the region of interest, in pixels.

Table 26-5: Fields of the structure returned by ROI_GEOMETRY

If there are no valid regions of interest when this routine returns, ROI_GEOMETRY will be undefined.

Note
If there are no REGIONS_IN, XROI must either be modal or must block control flow in order for ROI_GEOMETRY to be defined upon exit from XROI. Otherwise, XROI will return before an ROI can be defined, and ROI_GEOMETRY will therefore be undefined.

Note ───
This keyword must be used in conjunction with the BLOCK keyword.
──

ROI_SELECT_COLOR

This keyword is both an input and an output parameter. Set this keyword to a
3-element byte array, [*r*, *g*, *b*], indicating the color of ROI outlines when they are
selected. This color will be used by XROI unless and until the color is changed by the
user via the "Selected Outline Color" portion of the "ROI Outline Colors" dialog
(which is accessed by selecting **Edit → ROI Outline Colors**). If this keyword is
assigned a named variable, that variable will be set to the current [*r*, *g*, *b*] value at the
time that XROI returns.

STATISTICS

Set this keyword to a named variable to receive an array of anonymous structures, one
for each ROI that is valid when this routine returns. The structures will contain the
following fields:

Field	Description
count	Number of pixels in region.
minimum	Minimum pixel value.
maximum	Maximum pixel value.
mean	Mean pixel value.
stddev	Standard deviation of pixel values.

Table 26-6: Fields of the structure returned by STATISTICS

If *ImageData* is 24-bit, or if there are no valid regions of interest when the routine
exits, STATISTICS will be undefined.

Note ───
If there are no REGIONS_IN, XROI must either be modal or must block control
flow in order for STATISTICS to be defined upon exit from XROI. Otherwise,
XROI will return before an ROI can be defined, and STATISTICS will therefore be
undefined.
──

TITLE

Set this keyword to a string to appear in the XROI title bar.

TOOLS

Set this keyword a string or vector of strings from the following list to indicate which ROI manipulation tools should be supported when XROI is run:

- 'Translate-Scale' — Translation and scaling of ROIs. Mouse down inside the bounding box selects a region, mouse motion translates (repositions) the region. Mouse down on a scale handle of the bounding box enables scaling (stretching, enlarging and shrinking) of the region according to mouse motion. Mouse up finishes the translation or scaling.

- 'Rectangle' — Rectangular ROI drawing. Mouse down positions one corner of the rectangle, mouse motions creates the rectangle, positioning the rectangle's opposite corner, mouse up finishes the rectangular region.

- 'Ellipse' — Elliptical ROI drawing. Mouse down positions the center of the ellipse, mouse motion positions the corner of the ellipse's imaginary bounding box, mouse up finishes the elliptical region.

- 'Freehand Draw' — Freehand ROI drawing. Mouse down begins a region, mouse motion adds vertices to the region (following the path of the mouse), mouse up finishes the region.

- 'Polygon Draw' — Polygon ROI drawing. Mouse down begins a region, subsequent mouse clicks add vertices, double-click finishes the region.

- 'Selection' — ROI selection. Mouse down/up selects the nearest region. The nearest vertex in that region is identified with a crosshair symbol.

If more than one string is specified, a series of bitmap buttons will appear at the top of the XROI widget in the order specified (to the right of the fixed set of bitmap buttons used for saving regions, displaying region information, copying to clipboard, and flipping the image). If only one string is specified, no additional bitmap buttons will appear, and the manipulation mode is implied by the given string. If this keyword is not specified, bitmap buttons for all three manipulation tools are included on the XROI toolbar.

X_SCROLL_SIZE

Set this keyword to the width of the scroll window. If this keyword is larger than the image width then it will be set to the image width. The default is to use the image width or the screen width, whichever is smaller.

Y_SCROLL_SIZE

Set this keyword to the height of the scroll window. If this keyword is larger than the image height then it will be set to the image height. The default is to use the image height or the screen height, whichever is smaller.

Using XROI

XROI displays a top-level base with a menu, toolbar and draw widget. After defining an ROI, the **ROI Information** window appears, as shown in the following figure:
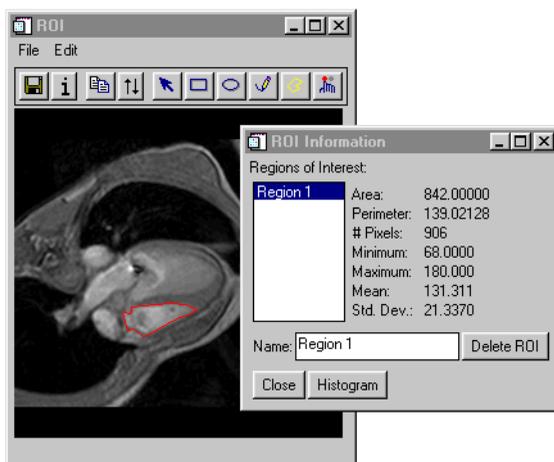
Figure 26-19: The XROI Utility

As you move the mouse over an image, the x and y pixel locations are shown in the status line on the bottom of the XROI window. For 8-bit images, the data value (z) is also shown. If an ROI is defined, the status line also indicates the mouse position relative to the ROI using the text "Inside", "Outside", "On Edge," or "On Vertex."

The XROI Toolbar

The XROI toolbar contains the following buttons:

	Save:	Opens a file selection dialog for saving the currently defined ROIs to a save file.
	Info:	Opens the **ROI Information** window.

| | **Copy:** | Copies the contents of the display area to the clipboard. |
| | **Flip:** | Flips image vertically. Note that only the image is flipped; any ROIs that have been defined do not move. |

Depending on the value of the TOOLS keyword, the XROI toolbar may also contain the following buttons:

	Translate/ Scale:	Click this button to translate or scale ROIs. Mouse down inside the bounding box selects a region, mouse motion translates (repositions) the region. Mouse down on a scale handle of the bounding box enables scaling (stretching, enlarging and shrinking) of the region according to mouse motion. Mouse up finishes the translation or scaling.
	Draw Rectangle:	Click this button to draw rectangular ROIs. Mouse down positions one corner of the rectangle, mouse motions creates the rectangle, positioning the rectangle's opposite corner, mouse up finishes the rectangular region.
	Draw Ellipse:	Click this button to draw elliptical ROIs. Mouse down positions the center of the ellipse, mouse motion positions the corner of the ellipse's imaginary bounding box, mouse up finishes the elliptical region.
	Draw Freehand:	Click this button to draw freehand ROIs. Mouse down begins a region, mouse motion adds vertices to the region (following the path of the mouse), mouse up finishes the region.
	Draw Polygon:	Click this button to draw polygon ROIs. Mouse down begins a region, subsequent mouse clicks add vertices, double-click finishes the region.
	Select:	Click this button to select an ROI region. Clicking the image causes a cross hairs symbol to be drawn at the nearest vertex of the selected ROI.

Importing an Image into XROI

To import an image into XROI, select **File → Import Image**. This opens a DIALOG_READ_IMAGE dialog, which can be used to preview and select an image.

Changing the Image Color Table

To change the color table properties for the current image, select **Edit → Image Color Table**. This opens the CW_PALETTE_EDITOR dialog, which is a compound widget used to edit color palettes. See CW_PALETTE_EDITOR for more information. This menu item is grayed out if the image does not have a color palette.

Changing the ROI Outline Colors

To change the outline colors for selected and unselected ROIs, select **Edit → ROI Outline Colors**. This opens the **ROI Outline Colors** dialog, which consists of two CW_RGBSLIDER widgets for interactively adjusting the ROI outline colors. The left widget is used to define the color for the selected ROI, and the right widget is used to define the color of unselected ROIs. You can select the RGB, CMY, HSV, or HLS color system from the **Color System** drop-down list.

Viewing ROI Information

To view geometry and statistical data about the currently selected ROI, click the **Info** button or select **Edit → ROI Information**. This opens the **ROI Information** dialog, which displays area, perimeter, number of pixels, minimum and maximum pixel values, mean, and standard deviation. Values for statistical information (minimum, maximum, mean, and standard deviation) appear as "N/A" for 24-bit images.

Viewing a Histogram Plot for an ROI

To view a histogram for an ROI, use either the shortcut menu or the ROI Information dialog.

To view an ROI's histogram plot using the shortcut menu:

1. Position the cursor on the line defining the boundary of an ROI in the drawing window and click the right mouse button. This selects the region and brings up its shortcut menu.

2. Select the **Plot Histogram** menu option from the shortcut menu.

To view an ROI's histogram plot using the ROI Information dialog:

1. Open the ROI Information dialog by clicking the **Info** button or selecting **Edit → ROI Information**.

2. Select a region from the list and click the **Histogram** button on the ROI Information dialog.

Either of the previous methods opens an iTool showing the ROI's histogram that can be used to interactively control the plot properties.

Note

XROI's histogram plot feature now supports RGB images.

Growing an ROI

Once a region has been created, it may be used as a source ROI for region growing. Region growing is a process of generating one or more new ROIs based upon the image pixel values that fall within the source ROI and the values of the neighboring pixels. New pixels are added to the new grown region if those image pixel values fall within a specified threshold.

Note

This option is an interactive implementation of the REGION_GROW function.

To create a new, grown region, do the following:

1. Within the draw area, click the right mouse button on the ROI that is to be grown. This will select the region and bring up its shortcut menu.

2. Select **Grow Region → By threshold** or select **Grow Region → By std. dev. multiple** from the shortcut menu to control how the region is grown.

   The **By threshold** option grows the region to include all neighboring pixels that fall within a specified threshold range. By default, the range is defined by the minimum and maximum pixel values occurring within the original region. To specify a different threshold range, see Using the Region Grow Properties Dialog in the following section.

   The **By std. dev. multiple** option grows a region to include all neighboring pixels that fall within the range of:

   ```
   Mean +/- StdDevMultiplier * StdDev
   ```

   where `Mean` is the mean value of the pixel values within the source ROI, `StdDevMultiplier` is a multiplier that is set using the Region Grow Properties dialog (described below), and `StdDev` is the sample standard deviation of the pixel values within the original region.

Using the Region Grow Properties Dialog

The Region Grow Properties dialog allows you to view and edit the properties associated with a region growing process. To bring up the Region Grow Properties dialog, do one of the following:

- Click the right mouse button on an ROI in the drawing window and select **Grow Region → Properties...** shortcut menu option.

- Select **Edit → Region Grow Properties**... from the XROI menu bar.

This brings up the Region Grow Properties dialog, shown in the following figure.
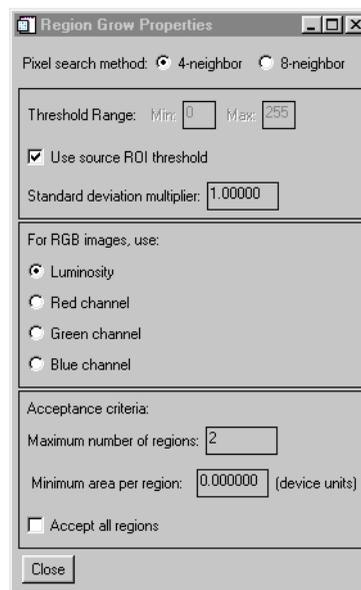
Figure 26-20: XROI's Region Grow Properties Dialog

The Region Grow Properties dialog offers the following options:

Option	Description
Pixel search method:	Describes which pixels are searched when growing the original ROI. The option are: • **4-neighbor** — Searches only the four neighboring pixels that share a common edge with the current pixel. This is the default. • **8-neighbor** — Searches all eight neighboring pixels, including those that are located diagonally relative to the original pixel and share a common corner.
Threshold range:	Represents the minimum and maximum image pixel values that are to be included in the grown region when using the **Grow Region → By threshold** option (described in "Growing an ROI" on page 3082). By default, the range of pixel values used are those occurring in the ROI to be grown. To change the threshold values, uncheck **Use source ROI threshold** and enter the minimum and maximum threshold values in the **Min:** and **Max:** fields provided.
Standard deviation multiplier:	Represents the factor by which the sample standard deviation of the original ROI's pixel values is multiplied. This factor only applies when the **Grow Region → By std. dev. multiple** option (described in "Growing an ROI" on page 3082) is used. Change the multiplier value by typing the value into the **Standard deviation multiplier** field provided.

Table 26-7: Options of the Region Grow Properties Dialog

Option	Description
For RGB image, use:	Determines the basis of region growing for an RGB (rather than indexed) image. The image data values used when growing a RGB region can be one of the following: • **Luminosity** — Uses the luminosity values associated with an RGB image. This is the default method. Luminosity is computed as: Luminosity = (0.3 * Red) + (0.59 * Green) + (0.11 * Blue) • **Red Channel**, **Green Channel** or **Blue Channel** — Uses the ROI's red, green or blue channel as a basis for region growing. Click the channel's associated button to specify the channel to be used. **Note -** For indexed images, the image data itself is always used for region growing.
Acceptance criteria:	Determines which contours of the grown region are accepted as new regions, (which will also be displayed in the draw area and in the ROI Information dialog list of regions). The region growing process can result in a large number of contours, some of which may be considered insignificant. By default, no more than two regions (those with the greatest geometrical area) are accepted. Modify the acceptance criteria by altering the following values: • **Maximum number of regions:** — Specifies the upper limit of the number of regions to create when growing an ROI. • **Minimum area per region:** — Specifies that only contours having a geometric area (computed in device coordinates) of at least the value stated are accepted and displayed. • **Accept all regions:** — Select this option to accept all generated contours, regardless of count or area.

Table 26-7: Options of the Region Grow Properties Dialog (Continued)

Deleting an ROI

An ROI can be deleted using either the shortcut menu or using the ROI Information dialog.

To delete an ROI using the shortcut menu:

1. Click the right mouse button on the line defining the boundary of the ROI in the drawing area that you wish to delete. This selects the region and bring up the shortcut menu.

2. Select the **Delete** menu option from the shortcut menu.

To delete an ROI using the ROI Information dialog:

1. Click the **Info** button or select **Edit → ROI Information**. This opens the **ROI Information** dialog.

2. In the **ROI Information** dialog, select the ROI you wish to delete from the list of ROIs. You can also select an ROI by clicking the **Select** button on the XROI toolbar, then clicking on an ROI on the image.

3. Click the **Delete ROI** button.

Examples

See the following examples:

- "Example: Open Image File in XROI"
- "Example: Preserving ROIs Among Images" on page 3087
- "Example: Save ROI Data" on page 3088
- "Example: Save the XROI Utility with ROI Data" on page 3088

Example: Open Image File in XROI

This example opens a single image in XROI:

```
image = READ_PNG(FILEPATH('mineral.png', $
   SUBDIR=['examples', 'data']))
XROI, image
```

Example: Preserving ROIs Among Images

This example reads 3 images from the file `mr_abdomen.dcm`, and calls XROI for each image. A single list of regions is maintained, saving the user from having to redefine regions on each image:

```
PRO docs_xroi_maintain_rois

; Read 3 images from mr_abdomen.dcm and open each one in XROI:
FOR i=0,2 DO BEGIN
   image = READ_DICOM(FILEPATH('mr_abdomen.dcm',$
      SUBDIR=['examples', 'data']), IMAGE_INDEX=i)
   XROI, image, r, g, b, REGIONS_IN = regions, $
      REGIONS_OUT = regions, $
      ROI_SELECT_COLOR = roi_select_color, $
      ROI_COLOR = roi_color, REJECTED = rejected, /BLOCK
   OBJ_DESTROY, rejected
ENDFOR

OBJ_DESTROY, regions

END
```

Perform the following steps:

1. Run the example code and draw an ROI on the first image, then close that XROI window. Note that the next image contains the ROI defined in the first image. This is accomplished by setting REGIONS_IN and REGIONS_OUT to the same named variable in the FOR loop of the above code.

2. Draw another ROI on the second image.

3. Click the **Select** button and select the first ROI. Then click the **Info** button to open the **ROI Information** window, and click the **Delete ROI** button.

4. Close the second XROI window. Note that the third image contains the ROI defined in the second image, but not the ROI deleted on the second image. This example sets the REJECTED keyword to a named variable, and calls OBJ_DESTROY on that variable. Use of the REJECTED keyword is not necessary to prevent deleted ROIs from appearing on subsequent images, but allows you perform cleanup on objects that are no longer required.

Example: Save ROI Data

XROI's **File → Save ROIs** option allows you to save selected regions of interest. This example shows how to restore such a save file. Suppose you have a file named `mineralRoi.sav` that contains regions of interest selected in the `mineral.png` image file. You would need to complete the following steps to restore the file:

1. First, restore the file, `mineralRoi.sav`. Provide a value for the RESTORE procedure's RESTORED_OBJECTS keyword. Using the scenario stated above, you could enter the following:

```
RESTORE, 'mineralRoi.sav', RESTORED_OBJECTS = myRoi
```

2. Pass the restored object data containing your regions of interest into XROI by specifying `myRoi` as the value for REGIONS_IN as follows:

```
XROI, READ_PNG(FILEPATH('mineral.png', SUBDIRECTORY = $
   ['examples', 'data'])), REGIONS_IN = myRoi
```

This opens the previously selected regions of interest in the XROI utility.

Example: Save the XROI Utility with ROI Data

You can easily share your own IDL routines or utilities with other IDL users by using the SAVE routine to create a binary file of your compiled code. The following example creates a SAVE file of the XROI utility (a `.pro` file) and from within this file, restores a secondary SAVE file containing selected regions of interest.

1. Type `XROI` at the command line to open the XROI utility.

2. In the file selection dialog, select `mineral.png` from the `examples/data` subdirectory of the IDL distribution.

3. Select the **Draw Polygon** toolbar button and roughly outline the three large, angular areas of the image.

4. Select **File → Save ROIs** and name the file `mineralROI.sav`. This creates a SAVE file containing the regions of interest selected within the image.

5. In the IDL Editor or any text editor, enter the following routine:

```
PRO myXRoi

; Restore ROI object data by specifying a value for the
; RESTORED_OBJECTS keyword.
RESTORE, 'mineralROI.sav', RESTORED_OBJECTS = myROI
```

```
; Open XROI, specifying the previously defined value for the
; restored object data as the value for "REGIONS_IN".
XROI, READ_PNG(FILEPATH('mineral.png', $
   SUBDIRECTORY = ['examples', 'data'])), $
   REGIONS_IN = myROI, /BLOCK

END
```

Save the routine as `myXRoi.pro`

6. Exit and restart IDL or enter `.FULL_RESET_SESSION` at the IDL command line before creating a SAVE file to avoid saving unwanted session information.

7. Compile the program you just created:

```
.COMPILE myXRoi.pro
```

8. Use RESOLVE_ALL to iteratively compile any uncompiled user-written or library procedures or functions that are called in any already-compiled procedure or function:

```
RESOLVE_ALL
```

Note

RESOLVE_ALL does not resolve procedures or functions that are called via quoted strings such as CALL_PROCEDURE, CALL_FUNCTION, or EXECUTE, or in keywords that can contain procedure names such as TICKFORMAT or EVENT_PRO. You must manually compile these routines.

9. Create a SAVE file named `myXRoi.sav`, containing all of the XROI utility routines. When the SAVE procedure is called with the ROUTINES keyword and no arguments, it creates a SAVE file containing all currently compiled routines. Because the routines associated with the XROI utility are the only ones that are currently compiled in our IDL session, we can create a SAVE file as follows:

```
SAVE, /ROUTINES, FILENAME='myXRoi.sav'
```

10. It is not necessary to use RESTORE to open `myXRoi.sav`. If the SAVE file uses the `.sav` extension and has the same base name as the main level routine, and all necessary files (in this case, `mineralROI.sav` and `myXRoi.sav`) are stored in the current working directory, simply type the name of the file, minus the `.sav` extension, at the command line:

```
myXRoi
```

The following figure will appear, showing the selected regions of interest.
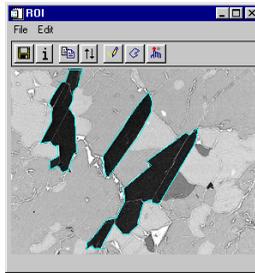
Figure 26-21: Example of Restoring the XROI Utility and ROI Image Data

Version History

5.4	Introduced
5.6	Added X_SCROLL_SIZE and Y_SCROLL_SIZE keywords

See Also

CW_DEFROI, DEFROI, IIMAGE

XSQ_TEST

The XSQ_TEST function computes the chi-square goodness-of-fit test between observed frequencies and the expected frequencies of a theoretical distribution.

Expected frequencies of magnitude less than 5 are combined with adjacent elements resulting in a reduction of cells used to formulate the chi-squared test statistic. If the observed frequencies differ significantly from the expected frequencies, the chi-square test statistic will be large and the fit is poor. This situation requires the rejection of the hypothesis that the given observed frequencies are an accurate approximation to the expected frequency distribution.

This routine is written in the IDL language. Its source code can be found in the file xsq_test.pro in the lib subdirectory of the IDL distribution.

Syntax

Result = XSQ_TEST(*Obfreq*, *Exfreq* [, EXCELL=*variable*] [, OBCELL=*variable*] [, RESIDUAL=*variable*])

Return Value

The result is a two-element vector containing the Chi-square test statistic X2 and the one-tailed probability of obtaining a value of X2 or greater.

Arguments

Obfreq

An *n*-element integer, single-, or double-precision floating-point vector containing observed frequencies.

Exfreq

An *n*-element integer, single-, or double-precision floating-point vector containing expected frequencies.

Keywords

EXCELL

Set this keyword to a named variable that will contain a vector of expected frequencies used to formulate the chi-square test statistic. If each of the expected frequencies contained in *Exfreq*, has a magnitude of 5 or greater, then this vector is identical to *Exfreq*. If *Exfreq* contains elements of magnitude less than 5, adjacent expected frequencies are combined. The identical combinations are performed on the corresponding elements of *Obfreq*.

OBCELL

Set this keyword to a named variable that will contain a vector of observed frequencies used to formulate the chi-square test statistic. The elements of this vector are often referred to as the "cells" of the observed frequencies. The length of this vector is determined by the length of EXCELL described below.

RESIDUAL

Set this keyword to a named variable that will contain a vector of signed differences between corresponding cells of observed frequencies and expected frequencies.

```
RESIDUAL[i] = OBCELL[i] - EXCELL[i].
```

The length of this vector is determined by the length of EXCELL described above.

Examples

```
; Define the vectors of observed and expected frequencies:
obfreq = [2, 1, 4, 15, 10, 5, 3]
exfreq = [0.5, 2.1, 5.9, 10.3, 10.7, 7.0, 3.5]

; Test the hypothesis that the given observed frequencies are an
; accurate approximation to the expected frequency distribution:
result = XSQ_TEST(obfreq, exfreq)
PRINT, result
```

IDL Output

```
3.05040        0.383920
```

Since the vector of expected frequencies contains elements of magnitude less than 5, adjacent expected frequencies are combined resulting in fewer cells. The identical combinations are performed on the corresponding elements of observed frequencies.

The computed value of 0.383920 indicates that there is no reason to reject the proposed hypothesis at the 0.05 significance level.

Version History

4.0	Introduced

See Also

CTI_TEST

XSURFACE

The XSURFACE procedure is a utility that provides a graphical interface to the SURFACE and SHADE_SURF commands. Different controls are provided to change the viewing angle and other plot parameters. The command used to generate the resulting surface plot is shown in a text window. Note that this procedure does not accept SURFACE or SHADE_SURF keywords. Because XSURFACE relies on IDL direct graphics rather than object graphics, the image manipulation facilities are less sophisticated than those of XOBJVIEW.

This routine is written in the IDL language. Its source code can be found in the file xsurface.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XSURFACE, *Data* [, /BLOCK] [, GROUP=*widget_id*]

Arguments

Data

The two-dimensional array to display as a wire-mesh or shaded surface.

Keywords

BLOCK

Set this keyword to have XMANAGER *block* when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting BLOCK=1 will cause *all* widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note
Only the outermost call to XMANAGER can block. Therefore, to have XSURFACE block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

GROUP

Set this keyword to the widget ID of the widget that calls XSURFACE. When GROUP is specified, the death of the calling widget results in the death of XSURFACE.

Examples

```
; Make a 2-D array:
z = DIST(30)

; Call XSURFACE. The XSURFACE widget appears:
XSURFACE, z
```

Version History

Pre-4.0	Introduced

See Also

ISURFACE, SHADE_SURF, SURFACE

XVAREDIT

The XVAREDIT procedure is a utility that provides a widget-based editor for any IDL variable. Use the input fields to change desired values of the variable or array. Click "Accept" to write the new values into the variable. Click "Cancel" to exit XVAREDIT without saving changes.

Note

When XVAREDIT runs in the IDL Virtual Machine, variable values can be displayed, but not edited.

This routine is written in the IDL language. Its source code can be found in the file xvaredit.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XVAREDIT, *Var* [, NAME='*variable_name*'{ignored if variable is a structure}]
   [, GROUP=*widget_id*] [, X_SCROLL_SIZE=*columns*]
   [, Y_SCROLL_SIZE=*rows*]

Arguments

Var

The variable to be edited. On output, this variable contains the edited value if the user selects the "Accept" button, or the original value if the user selects the "Cancel" button.

Keywords

NAME

The NAME of the variable. This keyword is overwritten with the structure name if the variable is a structure.

GROUP

The widget ID of the widget that calls XVAREDIT. When this ID is specified, a death of the caller results in a death of XVAREDIT.

X_SCROLL_SIZE

Set this keyword to the column width of the scrolling viewport. The default is 4.

Y_SCROLL_SIZE

Set this keyword to the row width of the scrolling viewport. The default is 4.

Version History

Pre-4.0	Introduced

XVOLUME

The XVOLUME procedure is a utility for viewing and interactively manipulating volumes and isosurfaces. The utility provides a graphical interface for manipulating the volume orientation, adjusting the color table and opacity, viewing image planes and contours, and adjusting the color, opacity, and threshold value of an isosurface.

This routine is written in the IDL language. Its source code can be found in the file `xvolume.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Tip ———————————————————————————————————

The XVOLUME_ROTATE and XVOLUME_WRITE_IMAGE procedures, which can be called only after a call to XVOLUME, can be used to easily create animations of volumes and isosurfaces displayed in XVOLUME. See XVOLUME_ROTATE for an example.

———————————————————————————————————————

Note ——————————————————————————————————

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

———————————————————————————————————————

Using XVOLUME

XVOLUME displays a resizeable top-level base with a toolbar, a menu, a graphical interface for controlling volume and isosurface properties, and a draw widget for displaying and manipulating the volume, as shown in the following figure:
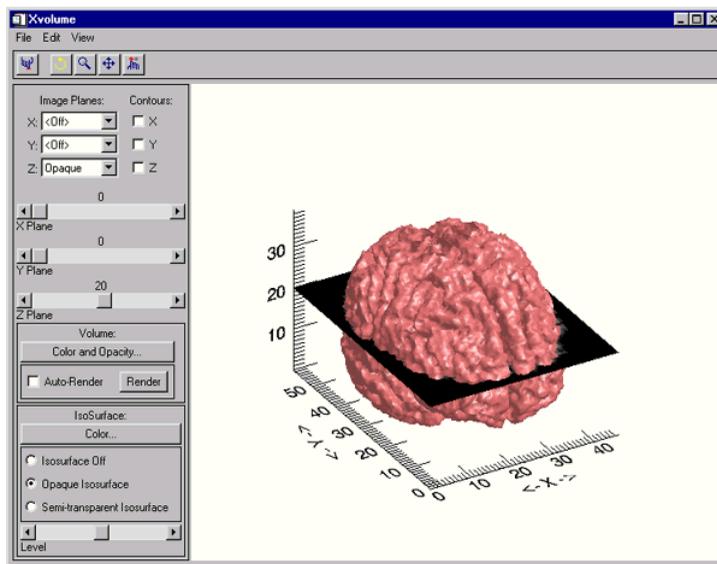
Figure 26-22: The XVOLUME Utility

The XVOLUME Toolbar

The XVOLUME toolbar contains the following buttons.

Note

If you have the **Auto-Render** option selected, the Rotate, Zoom, and Pan features may be more difficult to use. For the best performance while manipulating the orientation of a volume using these features, uncheck the **Auto-Render** option.

Button	Tool Name	Function
	Reset	Resets rotation, scaling, and panning.
	Rotate	Click the left mouse button on the object and drag to rotate.
	Pan	Click the left mouse button on the object and drag to pan.
	Zoom	Click the left mouse button on the object and drag to zoom in or out.
	Select	Click on the object. The name of the selected object is displayed, if the object has a name, otherwise its class is displayed.

Table 26-8: XVOLUME Toolbar Buttons

The XVOLUME Interface

The XVOLUME interface provides the following elements for controlling the display of image planes and contours, volumes, and isosurfaces:

Image Planes and Contours

Image planes and contours allow you to visualize the values associated with the volume or isosurface at a specified X, Y, or Z plane.

- **Image Planes** — Select one of the following options from the drop-down list for each dimension to control the display of image planes:

  - **Off**: Turns off the image plane display.

  - **Opaque**: Displays an opaque image plane at the location specified by the corresponding plane slider.

  - **Transparent**: Displays a transparent image plane at the location specified by the corresponding plane slider. The transparency value of the plane is taken from the volume at the current location of the image plane.

- **Contours** — Check this option to display contours on the specified plane at the location specified by corresponding the plane slider.

- **Plane Sliders** — Move these sliders to change the position of the plane in each dimension.

Volume

- **Color and Opacity**: Click this button to change the color and/or opacity of the current volume. This opens a CW_PALETTE_EDITOR dialog, which is a compound widget used to edit color palettes. See CW_PALETTE_EDITOR for more information.

- **Auto-Render**: Select this option to have rendering executed automatically after each change you make to the volume. If **Auto-Render** is unchecked, you must manually click the **Render** button to see changes you have made to the volume. If **Auto-Render** is checked, the **Render** button will be grayed out.

- **Render**: Click on this button to execute rendering computations and display the current volume. If **Auto-Render** is checked, this button will be grayed out.

Isosurface

An isosurface is a 3-D surface on which the data values are constant along the entire surface. Use the following elements to control the appearance of the isosurface:

- **Color**: Click this button to change the color system and/or values for the current isosurface. This opens a CW_RGBSLIDER dialog, which is a compound widget that provides a drop-down list for selecting the RGB, CMY, HSV, or HLS color system, and three sliders for adjusting the values associated with each color system.

- **Isosurface Off**: Select this option to turn off the isosurface display.

- **Opaque Isosurface**: Select this option to display an opaque isosurface.

- **Semi-transparent Isosurface**: Select this option to display a semi-transparent isosurface.

- **Level**: Use this slider to adjust the threshold value of the isosurface.

Syntax

XVOLUME, *Vol*, [, /BLOCK] [, GROUP=*widget_id*] [, /INTERPOLATE]
[, /MODAL] [, RENDERER={0 | 1}] [, /REPLACE] [, SCALE=*value*] [, /TEST]
[, XSIZE=*pixels*] [, YSIZE=*pixels*]

Arguments

Vol

A 3-dimensional array of the form [*x*, *y*, *z*] that specifies a data volume.

Keywords

BLOCK

Set this keyword to have XMANAGER block when this application is registered. By default, BLOCK is set equal to zero, providing access to the command line if active command line processing is available. Note that setting the BLOCK keyword causes all widget applications to block, not just this application. For more information, see the documentation for the NO_BLOCK keyword to XMANAGER.

Note

Only the outermost call to XMANAGER can block. Therefore, to have XVOLUME block, any earlier calls to XMANAGER must have been called with the NO_BLOCK keyword. See the documentation for the NO_BLOCK keyword to XMANAGER for an example.

GROUP

Set this keyword to the widget ID of the widget that calls XVOLUME. When this keyword is specified, the death of the caller results in the death of XVOLUME.

INTERPOLATE

Set this keyword to indicate that trilinear interpolation is to be used when rendering the volume and the image planes. Setting this keyword improves the quality of images produced, at the cost of more computing time, especially when the volume has low resolution with respect to the size of the viewing plane. Nearest neighbor sampling is used by default.

MODAL

Set this keyword to block processing of events from other widgets until the user quits XVOLUME. The MODAL keyword does not require a group leader to be specified. If no group leader is specified, and the MODAL keyword is set, XVOLUME fabricates an invisible group leader for you.

Note ────────────────────────────────────

To be modal, XVOLUME does not require that its caller specify a group leader. This is unlike other IDL widget procedures such as XLOADCT, which, to be modal, do require that their caller specify a group leader. These other procedures were implemented this way to encourage the caller to create a modal widget that will be well-behaved with respect to layering and iconizing. (See "Iconizing, Layering, and Destroying Groups of Top-Level Bases" on page 2653 for more information.)

To provide a simple means of invoking XVOLUME as a modal widget in applications that contain no other widgets, XVOLUME can be invoked as MODAL without specifying a group leader, in which case XVOLUME fabricates an invisible group leader for you. For applications that contain multiple widgets, however, it is good programming practice to supply an appropriate group leader when invoking XVOLUME, /MODAL. As with other IDL widget procedures with names prefixed with "X", specify the group leader via the GROUP keyword.

────────────────────────────────────

RENDERER

Set this keyword to an integer value indicating which graphics renderer to use when drawing objects within the window. Valid values are:

- 0 = Platform native OpenGL (the default)

- 1 = IDL's software implementation

REPLACE

If this keyword is set, and there is a current instance of XVOLUME running, the volume displayed in XVOLUME is replaced with the volume specified by *Vol*. For example, display volume1 using the command

```
XVOLUME, volume1
```

To replace volume1 with volume2, you would use the command

```
XVOLUME, volume2, /REPLACE
```

SCALE

Set this keyword to the zoom factor for the initial view. The default is 1/SQRT(3). This default value provides the largest possible view of the volume, while ensuring that no portion of the volume will be clipped by the XVOLUME window, regardless of the volume's orientation.

When using the SCALE keyword for XVOLUME, you can scale with a 3-element array of values [x, y, z].

TEST

If set, the *Vol* argument is not required (and is ignored if provided). A volume of random numbers is displayed instead. This allows you to test code that uses XVOLUME without having to specify volume data.

XSIZE

The width of the drawable area in pixels.

YSIZE

The height of the drawable area in pixels.

Examples

Create a volume and display using XVOLUME:

```
; Create a volume:
vol = BYTSCL(RANDOMU((SEED=0),5,5,5))
vol = CONGRID(vol, 30,30,30)

; Display volume:
XVOLUME, vol
```

Displaying Volumes Using XVOLUME

Unlike SLICER3, the IDL Object Graphics procedure, XVOLUME, allows you to interactively manipulate 3D volumes and isosurfaces. While the following example requires more processing time to display the same data (head.dat) as that previously displayed with SLICER3, remember that the output is not the same. The XVOLUME example is rendering an opaque volume of the data set whereas the previous SLICER3 example simply displayed an isosurface. Although Object Graphics display methods can require more processing time, they also offer significant advantages including greater interactivity, true volume rendering with the ability to specify opacities, and finer control over image and volumetric data.

Complete the following steps to load the head.dat volume into the XVOLUME application.

Example Code ───

See displayxvolume.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example

procedure by entering `displayxvolume` at the IDL command prompt or view the file in an IDL Editor window by entering `.EDIT displayxvolume.pro`.

1. Select the file and read in the data, specifying known data dimensions:

   ```
   file = FILEPATH('head.dat', SUBDIRECTORY = ['examples',
   'data'])
   volume = READ_BINARY(file, DATA_DIMS = [80, 100, 57])
   ```

2. Reduce the size of the original array to speed up processing:

   ```
   smallVol = CONGRID(volume, 40, 50, 27)
   ```

3. Using the INTERPOLATE keyword to smooth the data, display the volume using the XVOLUME procedure:

   ```
   XVOLUME, smallVol, /INTERPOLATE
   ```

   After the data is passed to the XVOLUME application, an image similar to the following figure appears.
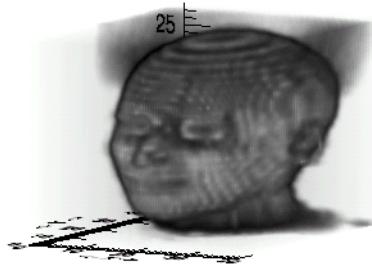
Figure 26-23: Visualizing a Volume with XVOLUME

Manipulating Volumetric Data Using XVOLUME

Once data has been loaded into the XVOLUME application, you can create color coded contoured slices of data. Complete the following steps to create x-, y- and z-dimensional contours of the `head.dat` volume.

1. Rotate the image of the head so that the nose is facing toward the right. Click in the display window and, with your mouse button depressed, drag the mouse cursor to reposition the image display.

2. Select the **X**, **Y**, and **Z** "Contours" options, located on the upper-left portion of the XVOLUME interface.

   Note ───

   Turning off the XVOLUME "Auto-Render" feature produces faster responses to processing requests.

   ──

3. Move the **X Plane** slider to a value of 22. A contour line appears in the display window, running down the center of the image of the head. When you click in the display window, the planar slice is visible.

4. Move the **Y Plane** slider to a value of 27. A contour line appears along the middle of the y-dimension.

5. Move the **Z Plane** slider to a value of 12. Another contour line appears near the middle of the z-dimension.

The XVOLUME interface should appear similar to the following figure.
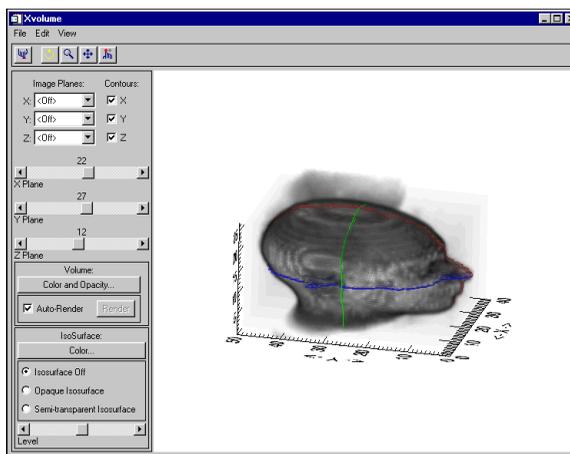
Figure 26-24: Creating Dimensional Contours Using XVOLUME

Click in the image display window to show the contour lines.
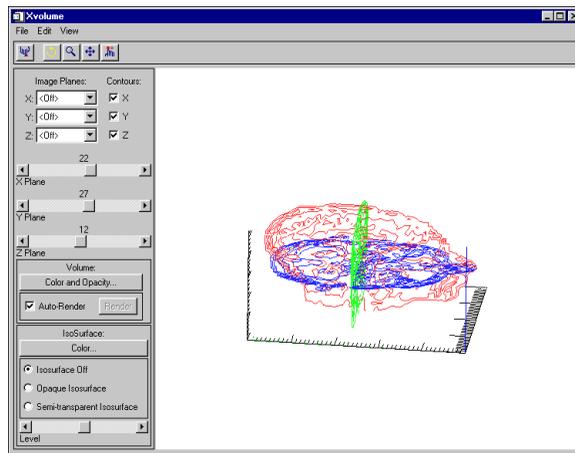
Figure 26-25: Displaying Contours of Planar Slices Using XVOLUME

Tip

After a volumetric array has been loaded into the XVOLUME application, it can be animated using the XVOLUME_ROTATE procedure. To rotate the image above, run the example program for XVOLUME_ROTATE.

Version History

5.4	Introduced

See Also

IVOLUME, XVOLUME_ROTATE, XVOLUME_WRITE_IMAGE, IDLgrVolume, INTERPOLATE, ISOSURFACE, SHADE_VOLUME, SLICER3, "Creating a Volume Object" (Chapter 7, *Object Programming*).

XVOLUME_ROTATE

The XVOLUME_ROTATE procedure is used to programmatically rotate the volume currently displayed in XVOLUME. XVOLUME must be called prior to calling XVOLUME_ROTATE. This procedure can be used to create animations of volumes and isosurfaces.

This routine is written in the IDL language. Its source code can be found in the file xvolume_rotate.pro in the lib/utilities subdirectory of the IDL distribution.

Syntax

XVOLUME_ROTATE, *Axis*, *Angle* [, /PREMULTIPLY]

Arguments

Axis

A 3-element vector of the form [*x*, *y*, *z*] describing the axis about which the model is to be rotated.

Angle

The amount of rotation, measured in degrees.

Keywords

PREMULTIPLY

Set this keyword to cause the rotation matrix specified by *Axis* and *Angle* to be pre-multiplied to the model's transformation matrix. By default, the rotation matrix is post-multiplied.

Examples

The following example creates an animation of the volume currently displayed in XVOLUME. It does this by rotating the volume through 360 degrees in increments of 10 degrees using XVOLUME_ROTATE, and writing the volume to a BMP file for each increment using XVOLUME_WRITE_IMAGE. It then loops through the images and uses TV to display each image.

First, display a volume as follows:

```
; Create a volume:
vol = BYTSCL(RANDOMU((SEED=0),5,5,5))
vol = CONGRID(vol, 30,30,30)

; Display volume:
XVOLUME, vol
```

Now, use the XVOLUME interface to modify the orientation and appearance of the volume or isosurface as desired. Once you have the volume or isosurface displayed the way you want it, run the following program:

```
PRO spin_volume

    inc = 10. ; degrees.
    ; Create images
    FOR i=0,(360./inc)-2 DO BEGIN
       XVOLUME_WRITE_IMAGE, $
          'spin' + STRCOMPRESS(i, /REMOVE_ALL) + '.bmp', 'bmp'
       XVOLUME_ROTATE, [0,0,1], inc, /PREMULTIPLY
    ENDFOR
    XVOLUME_ROTATE, [0,0,1], inc, /PREMULTIPLY

    ; Read images
    img = READ_BMP('spin0.bmp')
    siz = SIZE(img, /DIM)
    arr = BYTARR(3, siz[1], siz[2], 360./inc-1)
    FOR i=0,360./inc-2 DO BEGIN
       img = READ_BMP( $
          'spin' + STRCOMPRESS(i, /REMOVE_ALL) + '.bmp', /RGB)
       arr[0,0,0, i] = img
       PRINT, i
    ENDFOR

    ; Display animation
    FOR i=0,2 DO BEGIN ; num rotations
       FOR j=0,(360./inc)-2 DO BEGIN
          TV, arr[*,*,*,j], /TRUE
       ENDFOR
    ENDFOR

    TV, arr[*,*,*,0], /TRUE

END
```

Version History

5.4	Introduced

See Also

XVOLUME, XVOLUME_WRITE_IMAGE

XVOLUME_WRITE_IMAGE

The XVOLUME_WRITE_IMAGE procedure is used to write the volume currently displayed in XVOLUME to an image file with the specified name and file format. XVOLUME must be called prior to calling XVOLUME_WRITE_IMAGE.

This routine is written in the IDL language. Its source code can be found in the file `xvolume_write_image.pro` in the `lib/utilities` subdirectory of the IDL distribution.

Syntax

XVOLUME_WRITE_IMAGE, *Filename*, *Format* [, DIMENSIONS=*[x, y]*]

Arguments

Filename

A scalar string containing the name of the file to write.

Format

A scalar string containing the name of the file format to write. See QUERY_IMAGE for a list of supported formats.

Keywords

DIMENSIONS

Set this keyword to a 2-element vector of the form [*x*, *y*] specifying the size of the output image, in pixels. If this keyword is not specified, the image will be written using the dimensions of the current XVOLUME draw widget.

Examples

See XVOLUME_ROTATE.

Version History

5.4	Introduced

See Also

XVOLUME, XVOLUME_ROTATE

XYOUTS

The XYOUTS procedure draws text on the currently-selected graphics device starting at the designated coordinate.

Arguments *X*, *Y*, and *String* can be any combination of scalars or arrays. If the arguments are arrays, multiple strings are output.

If the optional *X* and *Y* arguments are omitted, the text is positioned at the end of the most recently output text string.

Important keywords that control the appearance and positioning of the text include: ALIGNMENT, the justification of the text; CHARSIZE, the size of the text; FONT, chooses between vector drawn and hardware fonts; COLOR, the color of the text; and ORIENTATION, the angle between the baseline of the text and the horizontal. With hardware fonts, most of the text attributes, (e.g., size and orientation), are predetermined and not changeable.

Note

Specify the Z coordinate with the Z keyword when positioning text in three dimensions.

Syntax

XYOUTS, [*X*, *Y*,] *String* [, ALIGNMENT=*value*{0.0 to 1.0}] [, CHARSIZE=*value*]
  [, CHARTHICK=*value*] [, TEXT_AXES={0 | 1 | 2 | 3 | 4 | 5}]
  [, WIDTH=*variable*]

Graphics Keywords:[, CLIP=*[X$_0$, Y$_0$, X$_1$, Y$_1$]*] [, COLOR=*value*][, /DATA | ,
  /DEVICE | , /NORMAL] [, FONT=*integer*]
  [, ORIENTATION=*ccw_degrees_from_horiz*] [, /NOCLIP] [, /T3D] [, Z=*value*]

Arguments

X, Y

The horizontal and vertical coordinates used to position the string(s). *X* and *Y* are normally interpreted in data coordinates. The DEVICE and NORMAL keywords can be used to specify the coordinate units.

X and *Y* can be arrays of positions if *String* is an array.

String

The string(s) to be output. This argument can be a scalar string or an array of strings. If this argument is not a string, it is converted prior to use using the default formatting rules. If *String* is an array, *X*, *Y*, and the COLOR keyword can also be arrays so that each string can have a separate location and color.

Keywords

ALIGNMENT

Specifies the alignment of the text baseline. An alignment of 0.0 (the default) aligns the left edge of the text baseline with the given (*x*, *y*) coordinate. An alignment of 1.0 right-justifies the text, while 0.5 results in text centered over the point (*x*, *y*).

CHARSIZE

The overall character size for the annotation. A CHARSIZE of 1.0 is normal. Setting CHARSIZE = -1 suppresses output of the text string. This keyword has no effect when used with the hardware drawn fonts; for exceptions, see "Scaled Hardware Fonts" on page 3117.

CHARTHICK

The line thickness of the vector drawn font characters. This keyword has no effect when used with the hardware drawn fonts; for exceptions, see "Scaled Hardware Fonts" on page 3117. The default value is 1.0.

TEXT_AXES

This keyword specifies the plane of vector drawn text when three-dimensional plotting is enabled. By default, text is drawn in the plane of the XY axes. The horizontal text direction is in the X plane, and the vertical text direction is in the Y plane. Values for this keyword can range from 0 to 5, with the following effects: 0 for XY, 1 for XZ, 2 for YZ, 3 for YX, 4 for ZX, and 5 for ZY. The notation ZY means that the horizontal direction of the text lies in the Z plane, and the vertical direction of the text is drawn in the Y plane.

WIDTH

Set this keyword to a named variable in which to return the width of the text string, in normalized coordinate units.

Graphics Keywords Accepted

See Appendix B, "Graphics Keywords" for the description of the following graphics and plotting keywords:

CLIP, COLOR, DATA, DEVICE, FONT, NOCLIP, NORMAL, ORIENTATION, T3D, Z

Examples

Print the string "This is text" at device coordinate position (100,100):

```
XYOUTS, 100, 100, 'This is text', /DEVICE
```

Print an array of strings with each element of the array printed at a different location. Use larger text than in the previous example:

```
XYOUTS, [0, 200, 250], [200, 50, 100], $
   ['This', 'is', 'text'], CHARSIZE = 3, /DEVICE
```

Determine the text size for a window device before opening an on-screen window:

```
WINDOW, /FREE, /PIXMAP, XSIZE=myWinXSize, YSIZE=myWinYSize
XYOUTS, 'Check this out', WIDTH=w
WDELETE
```

myWinXSize and *myWinYSize* are chosen to match your onscreen window. Since we can not know the characteristics of a given device (such as character size) until a window has been opened, the PIXMAP keyword to WINDOW allows you to compute appropriate dimensions for text with an invisible window before displaying a window on your screen.

Labeling Lines of Data in a Plot

This example adds to the example shown in OPLOT by annotating each graph with its name. This plot is exactly the same as the OPLOT example except that the *x*-axis range is extended to the year 1990 to allow room for the titles. To accomplish this, the keyword parameter XRANGE = [1967, 1990] was added to the call to PLOT. A string vector, NAMES, containing the names of each sample population also is defined.
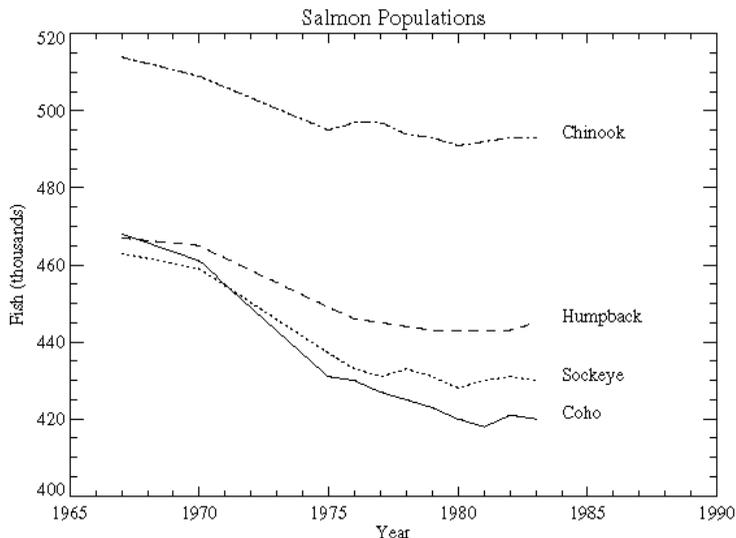
Figure 26-26: Example of Annotating Each Line

First, we define an array containing names for each of the lines plotted. (This array is also defined by the plot01 batch file.)

```
NAMES=['Coho','Sockeye','Humpback','Chinook']
```

The plot was produced with the following statements:

```
; Define variables:
@plot01
; Index of last point:
N1 = N_ELEMENTS(YEAR) - 1
; Plot first graph. Set the y-axis min and max
; from the min and max of all data sets. Default linestyle is 0.
PLOT, YEAR, COHO, YRANGE = [MIN(ALLPTS), MAX(ALLPTS)], $
    TITLE='Salmon Populations', XTITLE = 'Year', $
    YTITLE = 'Fish (thousands)', XRANGE = [1965, 1990], $
    /XSTYLE
; Loop for the three remaining scores, varying the linestyle:
FOR I = 1, 3 DO OPLOT, YEAR, ALLPTS[*, I], LINE = I
; Append the title of each graph on the right:
FOR I = 0, 3 DO XYOUTS, 1984, ALLPTS[N1, I], NAMES[I]
```

Note ───

If IDL does not find the batch file, the required directory may not be in your IDL search path. All of the files mentioned are located in the `examples/doc/plot` subdirectory of the IDL distribution. By default, this directory is part of IDL's path; if you have not changed your path, you will be able to run the examples as described here. See !PATH for information on modifying IDL's path.

───

Font Selection

The previous example illustrates the use of a PostScript font (Times-Roman, in this case) for the titles and annotations. Note that PostScript fonts can only be used when the current graphics devices is set to PostScript.

This font was selected by first setting the default font, controlled by the system variable !P.FONT, to the hardware-font index of zero, and then calling the DEVICE procedure to set the Times-Roman font.

Example Code ─────────────────────────────────────

To recreate the plot using this font on your system enter `@plot02` at the IDL command prompt. You can also inspect the batch file `plot02`, located in the `examples/doc/plot` subdirectory of the IDL distribution. Running this batch files creates a PostScript file named `plot.ps` in your current working directory.

───

Warning ──

Because not all devices have selectable hardware fonts, default hardware fonts vary. Use of other PostScript fonts and their bold, italic, oblique, and other variants is described in Appendix H, "Fonts".

───

Scaled Hardware Fonts

One example of hardware fonts which can be scaled are PostScript fonts. If you are using PostScript fonts, the keywords CHARTHICK and CHARSIZE will have an effect on a call to XYOUTS. Of the devices we provide that support hardware fonts, only the PostScript device uses scalable PostScript fonts for its "hardware" font system. All other devices use a bitmapped font technology.

Scaling is related to whether or not a device supports Hershey formatting commands when hardware fonts are used. Formatting requires the ability to scale the text on a per-character basis (i.e. for subscripting). To see if a given device supports Hershey formatting when hardware fonts are used, look at bit 12 of !D.FLAGS. You can also use this indicator to determine whether or not the hardware fonts will be scaled.

Version History

Original	Introduced

See Also

ANNOTATE, PRINT/PRINTF
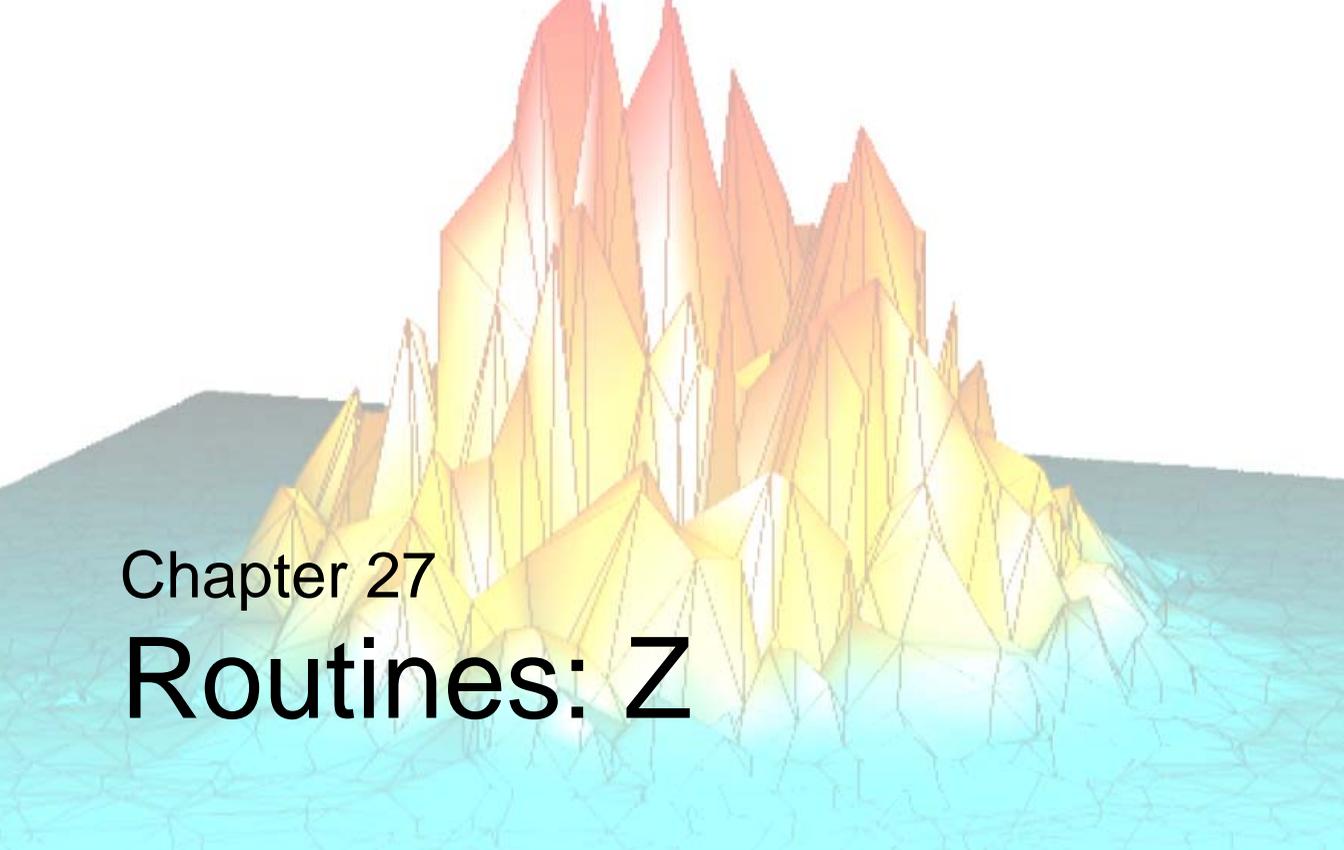
Chapter 27
Routines: Z

ZOOM

The ZOOM procedure displays part of an image from the current window enlarged in a new ("zoom") window. The cursor is used to mark the center of the zoom area, and different zoom factors can be specified interactively.

Note ——————————————————————————————————

ZOOM only works with color systems.

——

This routine is written in the IDL language. Its source code can be found in the file zoom.pro in the lib subdirectory of the IDL distribution.

Using ZOOM

After calling ZOOM, place the mouse cursor over an image in an IDL graphics window. Click the left mouse button to display a magnified version of the image in a new window. The zoomed image is centered around the pixel selected in the original window. Click the middle mouse button to display a menu of zoom factors. Click the right mouse button to exit the procedure.

Using ZOOM with Draw Widgets

Note that the ZOOM procedure is only for use with IDL graphics windows. It should not be used with draw widgets. To obtain a zooming effect in a draw widget, use the CW_ZOOM function.

Syntax

ZOOM [, /CONTINUOUS] [, FACT=*integer*] [, /INTERP] [, /KEEP]
   [, /NEW_WINDOW] [, XSIZE=*value*] [, YSIZE=*value*]
   [, ZOOM_WINDOW=*variable*]

Arguments

None

Keywords

CONTINUOUS

Set this keyword to make the zoom window track the mouse without requiring the user to press the left mouse button. This feature only works well on fast computers.

FACT

Use this keyword to specify the zoom factor, which must be an integer. The default zoom factor is 4.

INTERP

Set this keyword to use bilinear interpolation. The default is to use pixel replication.

KEEP

Set this keyword to keep the zoom window after exiting the procedure.

NEW_WINDOW

Normally, if ZOOM is called with KEEP and then called again, it will use the same window to display the new zoomed image. Set the NEW_WINDOW keyword to force ZOOM to create a new window for this purpose.

XSIZE

Use this keyword to specify the X size of the zoom window. The default is 512.

YSIZE

Use this keyword to specify the Y size of the zoom window. The default is 512.

ZOOM_WINDOW

Set this keyword to a named variable that will contain the index of the zoom window. KEEP must also be set. If KEEP is not set, ZOOM_WINDOW will contain the integer -1.

Examples

Zooming in on a Direct Graphics Image Display

The following example imports a grayscale image from the convec.dat binary file. This grayscale image shows the convection of the Earth's mantle. The image contains byte data values and is 248 pixels by 248 pixels. The ZOOM procedure, which is a Direct Graphics routine, is used to zoom in on the lower left corner of the image.

Example Code

See zooming_direct.pro in the examples/doc/image subdirectory of the IDL installation directory for code that duplicates this example. Run the example

procedure by entering `zooming_direct` at the IDL command prompt or view the
file in an IDL Editor window by entering `.EDIT zooming_direct.pro`.

1. Determine the path to the `convec.dat` file:

    ```
    file = FILEPATH('convec.dat', $
        SUBDIRECTORY = ['examples', 'data'])
    ```

2. Initialize the image size parameter:

    ```
    imageSize = [248, 248]
    ```

3. Import the image from the file:

    ```
    image = READ_BINARY(file, DATA_DIMS = imageSize)
    ```

4. If you are running IDL on a TrueColor display, set the DECOMPOSED
   keyword to the DEVICE command to zero before your first color table related
   routine is used within an IDL session or program.

    ```
    DEVICE, DECOMPOSED = 0
    ```

5. Load a grayscale color table:

    ```
    LOADCT, 0
    ```

6. Create a window and display the original image with the TV procedure:

    ```
    WINDOW, 1, XSIZE = imageSize[0], YSIZE = imageSize[1], $
        TITLE = 'A Grayscale Image'
    TV, image
    ```

   The following figure shows the resulting grayscale image display.
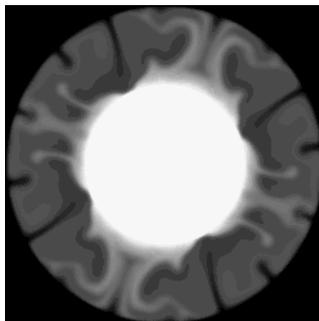
Figure 27-1: A Grayscale Image in Direct Graphics

7. Use the ZOOM to enlarge the lower left quarter of the image:

```
ZOOM, /NEW_WINDOW, FACT = 2, $
   XSIZE = imageSize[0], YSIZE = imageSize[1]
```

Click in the lower left corner of the original image window.

The following figure shows the resulting zoomed image.

Figure 27-2: Enlarged Image Area in Direct Graphics

8. Right-click in the original image window to quit out of the ZOOM procedure.

Version History

Original	Introduced

See Also

CW_ZOOM, ZOOM_24

ZOOM_24

The ZOOM_24 procedure displays part of a 24-bit color image from the current window expanded in a new ("zoom") window, and provides information about cursor location and color values in an auxiliary ("data") window. The cursor is used to mark the center of the zoom area, and different zoom factors can be specified interactively.

Note ──
ZOOM only works on 24-bit color systems.
──

This routine is written in the IDL language. Its source code can be found in the file zoom_24.pro in the lib subdirectory of the IDL distribution.

Using ZOOM_24

After calling ZOOM_24, windows titled "Zoomed Image" (the zoom window) and "Pixel Values" (the data window) appear on the screen. Place the mouse cursor over a 24-bit color image in an IDL graphics window and click the left mouse button to display a magnified version of the image in the zoom window. The zoomed image is centered around the pixel selected in the original window. Move the mouse cursor in the zoom window to determine the coordinates (in the original image) and color values of individual pixels.

With the cursor located in the zoom window, click the right mouse button to return to selection mode, which allows you to either choose a new zoom center, change the zoom factor, or exit the procedure. Move the cursor to the original image and click the middle mouse button to display a menu of zoom factors, or click the right mouse button to exit the procedure.

Using ZOOM_24 with Draw Widgets

Note that the ZOOM_24 procedure is only for use with IDL graphics windows. It should not be used with draw widgets. To obtain a zooming effect in a draw widget, use the CW_ZOOM function.

Syntax

ZOOM_24 [, FACT=*integer*] [, /RIGHT] [, XSIZE=*value*] [, YSIZE=*value*]

Arguments

None.

Keywords

FACT

Use this keyword to specify the zoom factor, which must be an integer. The default zoom factor is 4.

RIGHT

Set this keyword to position the zoom and data windows to the right of the original window.

XSIZE

Use this keyword to specify the X size of the zoom window. The default is 512.

YSIZE

Use this keyword to specify the Y size of the zoom window. The default is 512.

Version History

Pre-4.0	Introduced

See Also

CW_ZOOM, ZOOM
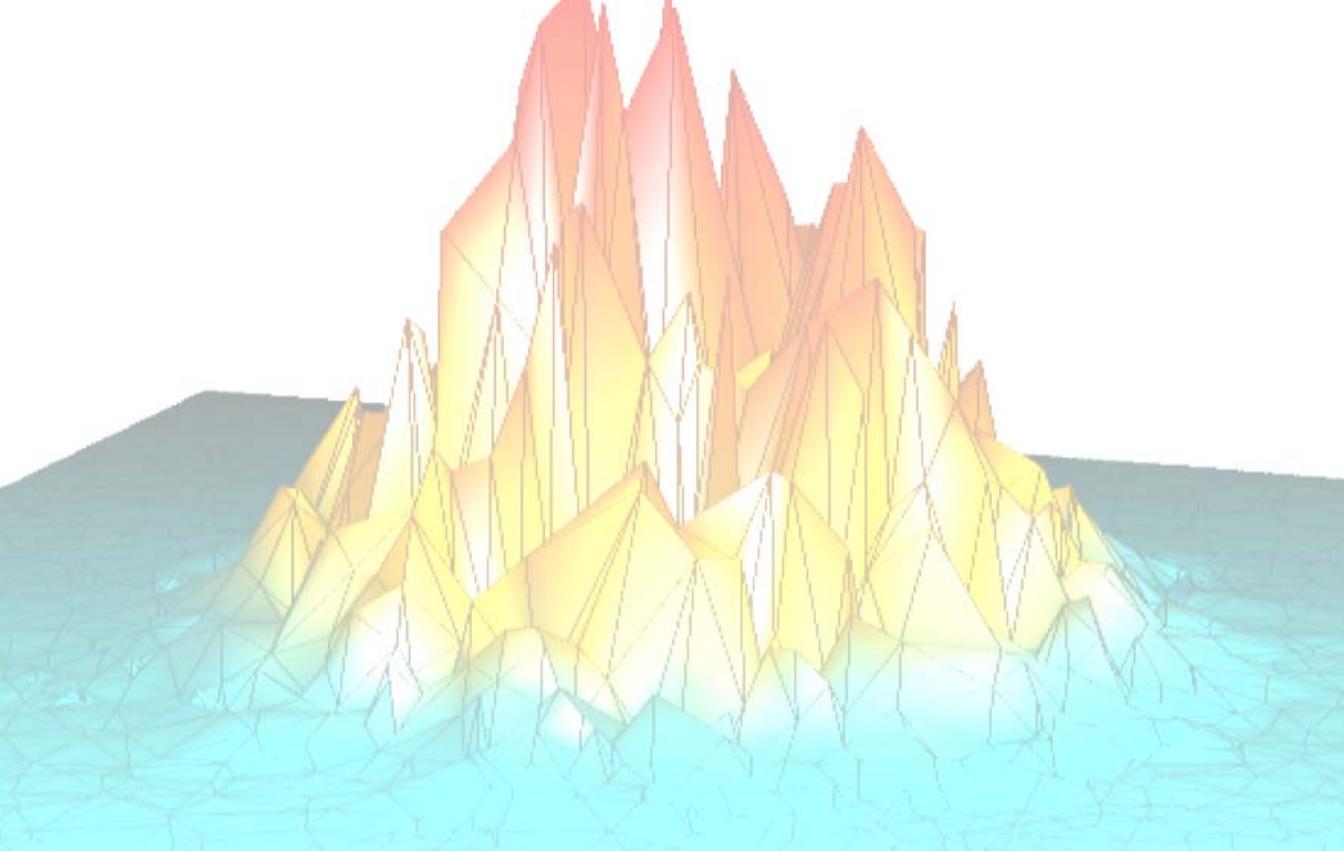
Part II: Object Class and Method Reference
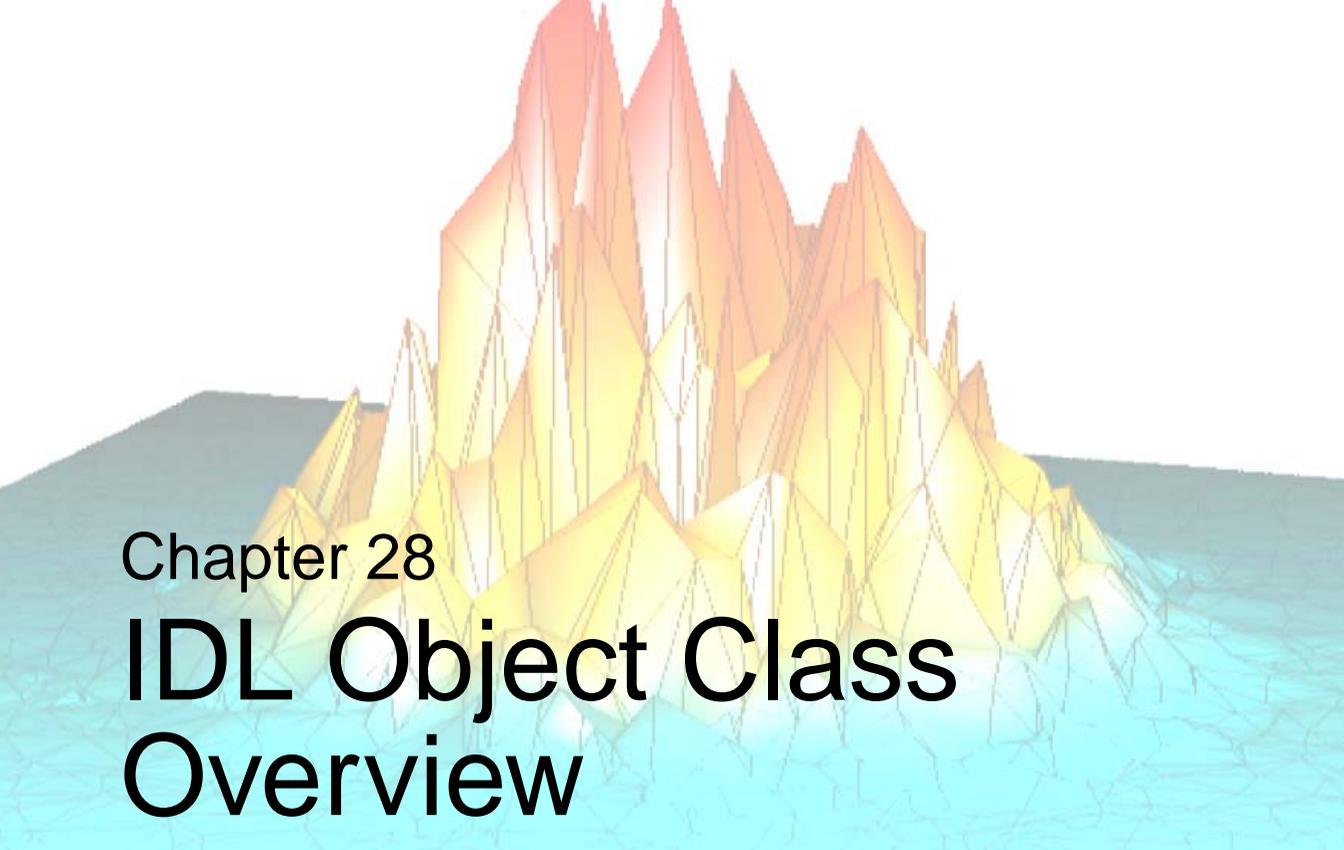
Chapter 28
IDL Object Class Overview

This section describes IDL's object class library.

Using the Class Reference

IDL's object class library is documented in this section. The page or pages describing each class include references to any superclasses of the class, to the properties of the class, and to the methods associated with the class. Class methods are documented alphabetically following the description of the class itself.

A description of each method follows its name. Beneath the general description of the method are a number of sections that describe the Syntax for the method, its arguments (if any), its keywords (if any). These sections are described below.

Object Method Syntax

In the *IDL Reference Guide*, the Syntax section of each object method shows the proper syntax for calling the method.

Procedure Methods

IDL procedure methods have the syntax:

Obj->Procedure_Name, *Argument* [, *Optional_Arguments*]

where *Obj* is a valid object reference, *Procedure_Name* is the name of the procedure method, *Argument* is a required parameter, and *Optional_Argument* is an optional parameter to the procedure method. The square brackets around optional arguments are not used in the actual call to the procedure, they are simply used to denote the optional nature of the arguments within this document.

Function Methods

IDL function methods have the syntax:

Result = Obj->Function_Name(*Argument* [, *Optional_Arguments*])

where *Obj* is a valid object reference, *Result* is the returned value of the function method, *Function_Name* is the name of the function method, *Argument* is a required parameter, and *Optional_Argument* is an optional parameter. The square brackets around optional arguments are not used in the actual call to the function, they are simply used to denote the optional nature of the arguments within this document.

Note ──

All arguments and keywords to functions should be supplied *within* the parentheses that follow the function's name.

───

Arguments

The *Arguments* section describes each valid argument to the method.

Note ───
These arguments are positional parameters that must be supplied in the order
indicated by the method's syntax.
───

Named Variables

Often, arguments that contain values upon return from the function or procedure
method ("output arguments") are described as accepting "named variables." A named
variable is simply a valid IDL variable name. This variable *does not* need to be
defined before being used as an output argument. Note, however that when an
argument calls for a named variable, only a named variable can be used—sending an
expression causes an error.

Keywords

The *Keywords* section describes each valid keyword argument to the method.

Note ───
Keyword arguments are formal parameters that can be supplied in any order.
───

Keyword arguments are supplied to IDL methods by including the keyword name
followed by an equal sign ("=") and the value to which the keyword should be set.
Note that keywords can be abbreviated to their shortest unique length. For example,
the XSTYLE keyword can be abbreviated to XST.

Note ───
In the case of Init, GetProperty and SetProperty methods, keywords often
correspond to object *properties*. See "Object Properties" on page 3133 for
additional discussion.
───

Setting Keywords

When the documentation for a keyword says something similar to, "Set this keyword
to enable logarithmic plotting," the keyword is simply a switch that turns an option
on and off. In general, setting such keywords equal to 1 (or using the /KEYWORD
syntax) causes the option to be turned on. Explicitly setting the keyword to zero (or
not including the keyword) turns the option off.

Creating Objects from the Class Library

To create an object from the IDL object class library, use the OBJ_NEW function. See "OBJ_NEW" on page 1734. The Init method for each class describes the arguments and keywords available when you are creating a new object.

For example, to create a new object from the IDLgrAxis class, use the following call to OBJ_NEW along with the arguments and keywords accepted by the IDLgrAxis::Init method:

```
myAxis = OBJ_NEW(IDLgrAxis, DIRECTION = 1, RANGE = [0.0, 40.0])
```

Object Properties

Some IDL objects have *properties* associated with them — things like color, line style, size, and so on. Properties are set or changed by supplying property-value pairs in a call to the object class' Init or SetProperty method:

```
Obj->OBJ_NEW('ObjectClass', PROPERTY = value, ... )
```

or

```
Obj->SetProperty, PROPERTY = value, ...
```

where *PROPERTY* is the name of a property and *value* is the associated property value.

Property values are retrieved by supplying property-value pairs in a call to the object class' GetProperty method:

```
Obj->GetProperty, PROPERTY = variable, ...
```

where *PROPERTY* is the name of a property and *variable* is the name of an IDL variable that will hold the associated property value.

Note

Property-value pairs behave in exactly the same way as Keyword-value pairs. This means that you can set the value of a boolean property to 1 by preceding the name of the property with a "/" character. The following are equivalent:

```
Obj->SetProperty, PROPERTY = 1

Obj->SetProperty, /PROPERTY
```

If you are familiar with IDL Direct Graphics, you will note that many of the properties of IDL objects correspond to keywords to the Direct Graphics routines. Unlike IDL Direct Graphics, the IDL Object Graphics system allows you to change the value of an object's properties without re-creating the entire object. Objects must be redrawn, however, with a call to the destination object's Draw method, for the changes to become visible.

Properties and the Property Sheet Interface

In addition to being able to set and change object property values programmatically, IDL provides a way for users to change property values via a graphical user interface. The WIDGET_PROPERTYSHEET function creates a user interface that allows users to select and change property values using the mouse and keyboard.

For an object property to be displayed in a property sheet, the property must be registered.

See "Registered Properties" on page 3137 for additional discussion.

Setting Properties at Initialization

Often, you will set an object's properties when creating the object for the first time, which is done by specifying any keywords to the object's Init method directly in the call of OBJ_NEW that creates the object. For example, suppose you are creating a plot and wish to use a red line to draw the plot line. You could specify the COLOR keyword to the IDLgrPlot::Init method directly in the call to OBJ_NEW:

```
myPlot = OBJ_NEW('IDLgrPlot', xdata, ydata, COLOR = [255, 0, 0])
```

In most cases, an object's Init method cannot be called directly. Arguments to OBJ_NEW are passed directly to the Init method when the object is created.

For some graphics objects, you can specify a keyword that has the same meaning as an argument. In Object Graphics, the value of the keyword overrides the value set by the argument. For example,

```
myPlot = OBJ_NEW('IDLgrPlot', xdata, ydata, DATAX = newXData)
```

The Plot object uses the data in `newXData` for the plot's X data.

Setting Properties of Existing Objects

After you have created an object, you can also set its properties using the object's SetProperty method. For example, the following two statements duplicate the single call to OBJ_NEW shown above:

```
myPlot = OBJ_NEW('IDLgrPlot', xdata, ydata)
myPlot->SetProperty, COLOR = [255, 0, 0]
```

Note ──

Not all keywords available when the object is being initialized are necessarily available via the SetProperty method. Keywords available when using an object's SetProperty method are noted with the word "Set" in the table included after the text description of the property.

──

Retrieving Property Settings

You can retrieve the value of a particular property using an object's GetProperty method. The GetProperty method accepts a list of keyword-variable pairs and returns

the value of the specified properties in the variables specified. For example, to return the value of the COLOR property of the plot object in our example, use the statement:

```
myPlot->GetProperty, COLOR = plotcolor
```

The value of the COLOR property is returned in the IDL variable `plotcolor`.

You can retrieve the values of all of the properties associated with a graphics object by using the ALL keyword to the object's GetProperty method. The following statement:

```
myPlot->GetProperty, ALL = allprops
```

returns an anonymous structure in the variable `allprops`; the structure contains the values of all of the retrievable properties of the object.

Note

Not all keywords available when the object is being initialized are necessarily available via the GetProperty method. Keywords available when using an object's GetProperty method are noted with the word "Get" in the table included after the text description of the property.

About Object Property Descriptions

In the documentation for the IDL object class library, the description of each class is followed by a section describing the properties of the class. Each property description is followed by a table that looks like this:

Property Type	Boolean		
Name String	Hide		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

where

- **Property Type** describes the property type associated with the property. If the property is *registered*, the property type will be one of a number of registered property data types. If the property is not registered, this field will describe the generic IDL data type of the property value.

- **Name String** is the default value of the Name property attribute. If the property is registered, this is the value that appears in the left-hand column when the property is displayed in a property sheet widget. If the property is not registered, this field will contain the words *not displayed*.

- **Get**, **Set**, and **Init** describe whether the property can be specified as a keyword to the GetProperty, SetProperty, and Init methods, respectively.

- **Registered** describes whether the property is registered for display in a property sheet widget.

See "Registered Property Data Types" on page 3138 and "Registered Properties" on page 3137 for additional information.

Registered Properties

In order for an object property to be displayed in the WIDGET_PROPERTYSHEET interface, which makes it possible for a user to interactively change the value of the property using the mouse and keyboard, the following two conditions must be met:

- The property must belong to an object that subclasses from the IDLitComponent class. IDLitComponent provides the infrastructure necessary to display property sheets.

- The property must be *registered*. Properties that are not registered will never be displayed in a property sheet. (Note that registered properties can also be *hidden*, which prevents them from being displayed in a property sheet.)

Note ──
This section provides a brief overview of property registration. See Chapter 4, "Property Management" (*iTool Developer's Guide*) for a more in-depth discussion.
──

Registering a Property

To register a property, use the RegisterProperty method of the IDLitComponent class:

```
Obj->IDLitComponent::RegisterProperty, PropertyIdentifier, $
   [, TypeCode] [, ATTRIBUTE = value]
```

where *PropertyIdentifier* is a string that uniquely identifies the property, *TypeCode* is an integer between 0 and 9 specifying the property data type, and *ATTRIBUTE* is a property attribute.

Property identifier strings must obey certain rules; see "Property Identifiers" (Chapter 4, *iTool Developer's Guide*) for details. Property type codes are discussed in "Registered Property Data Types" on page 3138. Property attributes are discussed in "Property Attributes" (Chapter 4, *iTool Developer's Guide*).

Registering All Available Properties

Some of the classes in the IDL object class library include a mechanism to register all available properties in a single operation. If an object class has a REGISTER_PROPERTIES property, then setting that property to 1 when creating the object automatically registers all properties that can be registered. If a property contains a "Yes" in the Registered box of the property description table, it will be

registered automatically if the REGISTER_PROPERTIES property is set when the object is created. (See "About Object Property Descriptions" on page 3135 for a description of the property description table.)

Registered Property Data Types

Registered properties must be of one of the data types listed in the following table.

Note ————————————————————————————————
Properties of objects that are *not* registered (that is, properties that cannot appear in a property sheet) can be of any IDL data type.
————————————————————————————————

Type Code	Type	Description
0	USERDEF	User Defined properties can contain values of any IDL type, but must also include a string value that will be displayed in the property sheet. See the following discussion for additional information.
1	BOOLEAN	Boolean properties contain either the integer 0 or the integer 1.
2	INTEGER	Integer properties contain an integer value. If a property of integer data type has a VALID_RANGE attribute that includes an increment value, the property is displayed in a property sheet using a slider. If no increment value is supplied, the property sheet allows the user to edit values manually.
3	FLOAT	Float properties contain a double-precision floating-point value. If a property of float data type has a VALID_RANGE attribute that includes an increment value, the property is displayed in a property sheet using a slider. If no increment value is supplied, the property sheet allows the user to edit values manually.
4	STRING	String properties contain a scalar string value
5	COLOR	Color properties contain an RGB color triplet

Table 28-1: iTools Property Data Types

Type Code	Type	Description
6	LINESTYLE	Linestyle properties contain an integer value between 0 and 6, corresponding to the following IDL line styles: • 0 = Solid • 1 = Dotted • 2 = Dashed • 3 = Dash Dot • 4 = Dash Dot Dot • 5 = Long Dashes • 6 = No Line See Appendix B, "Property Controls" (*iTool User's Guide*) for a visual example of the available line styles.
7	SYMBOL	Symbol properties contain an integer value between 0 and 8, corresponding to the following IDL symbol types: • 0 = No symbol • 1 = Plus sign • 2 = Asterisk • 3 = Period (Dot) • 4 = Diamond • 5 = Triangle • 6 = Square • 7 = X • 8 = "Greater-than" Arrow Head (>) • 9 = "Less-than" Arrow Head (<) See Appendix B, "Property Controls" (*iTool User's Guide*) for a visual example of the available symbols.

Table 28-1: iTools Property Data Types (Continued)

Type Code	Type	Description
8	THICKNESS	Thickness properties contain an integer value between 1 and 10, corresponding to the thickness (in points) of the line.
9	ENUMLIST	Enumerated List properties contain an array of string values defined when the property is registered. The GetProperty method returns the zero-based index of the selected item.

Table 28-1: iTools Property Data Types (Continued)

User Defined Property Types

The User Defined property type lets you create a custom interface that allow users of your iTool to select data of types other than the predefined iTool property types. Creating a user defined property type entails the following:

- Creating an EditUserDefProperty method for the iTool component (usually a visualization or operation) that uses the user defined property. See "IDLitComponent::EditUserDefProperty" (*IDL Reference Guide*) for details.

- Creating user interface code to allow users to select a value. In the initial release of the iTool system, this means writing an IDL widget interface, but in future releases other users interfaces may be available.

- Creating a *user interface service* to display the interface. See Chapter 13, "Creating a User Interface Service" (*iTool Developer's Guide*) for details.

Undocumented Object Classes

Some of IDL's object classes are subclassed from more generic IDL objects. You may see references to the generic IDL objects when using IDL's HELP procedure to get information on an object, or when you use the OBJ_ISA or OBJ_CLASS functions. You may also notice that the generic objects are not documented in this section. This is not an oversight.

We have chosen not to document the workings of the more generic objects from which the IDL graphics objects are subclassed because we reserve the right to make changes to their operation. We strongly recommend that you do not use the undocumented object classes directly, or subclass your own object classes from them. ITT Visual Information Solutions does not guarantee that user-written code that uses undocumented features will continue to function in future releases of IDL.

Note ———————————————————————————————

In addition to undocumented object classes, some documented object classes have undocumented properties and methods. Again, we do not guarantee that code using these features will continue to function in future releases of IDL.
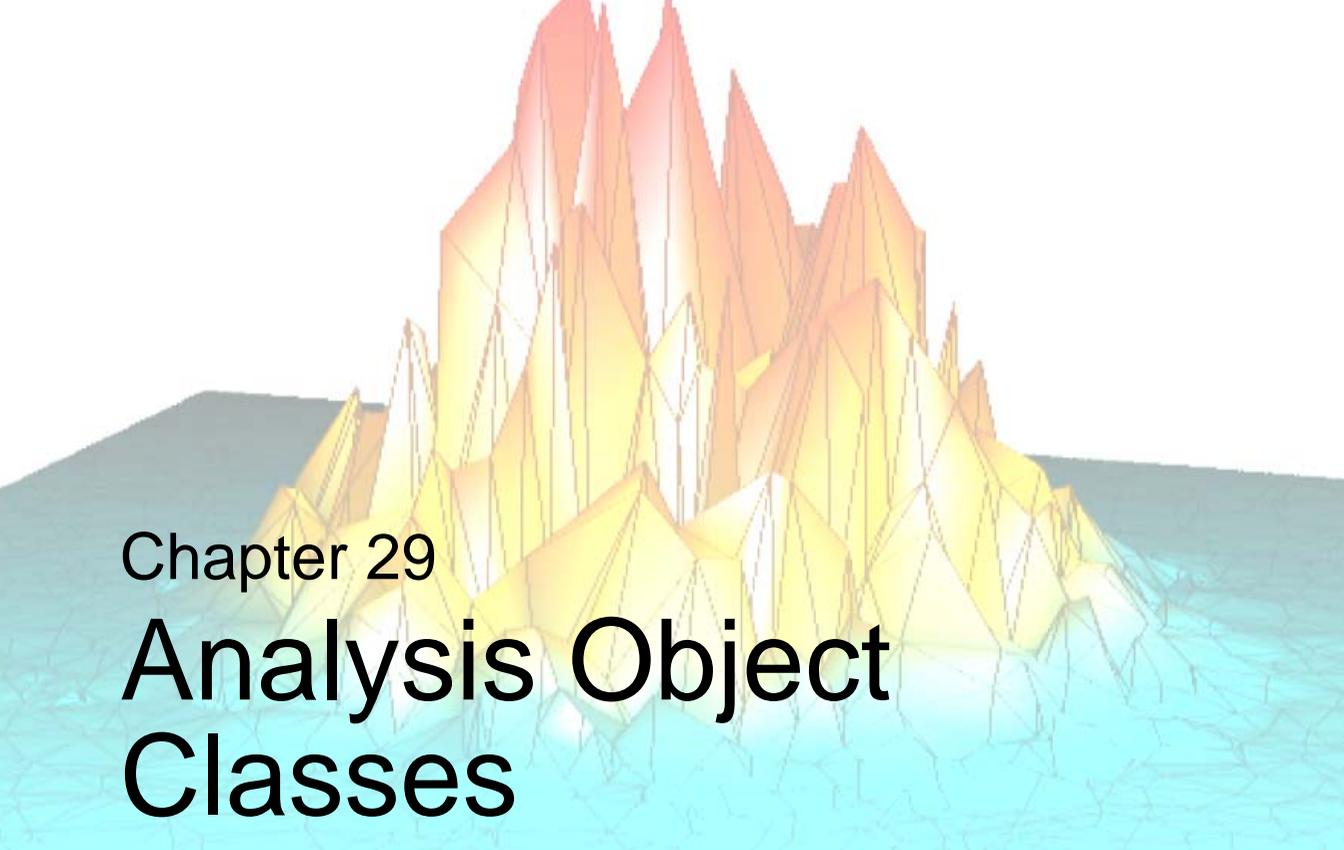
Chapter 29
Analysis Object Classes

This chapter describes IDL's built-in analysis class library.

IDLanROI

The IDLanROI object class represents a region of interest.

Note ──

The IDLan* naming convention is used for objects in the analysis domain.

──

Regions of interest are described as a set of vertices that may be connected to generate a path or a polygon, or may be treated as separate points. This object may be used as a source for analytical computations on regions. (For additional information about display of ROIs in Object Graphics, refer to the IDLgrROI object class.)

Superclasses

None

Creation

See IDLanROI::Init.

Properties

Objects of this class have the following properties. See "IDLanROI Properties" on page 3146 for details on individual properties.

- ALL
- BLOCK_SIZE
- DATA
- DOUBLE
- INTERIOR
- N_VERTS
- ROI_XRANGE
- ROI_YRANGE
- ROI_ZRANGE
- TYPE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

The IDLanROI class has the following methods.

- IDLanROI::AppendData
- IDLanROI::Cleanup
- IDLanROI::ComputeGeometry
- IDLanROI::ComputeMask
- IDLanROI::ContainsPoints
- IDLanROI::GetProperty
- IDLanROI::Init
- IDLanROI::RemoveData
- IDLanROI::ReplaceData
- IDLanROI::Rotate
- IDLanROI::Scale
- IDLanROI::SetProperty
- IDLanROI::Translate

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Programmatically Defining ROIs" (Chapter 6, *Image Processing in IDL*).

Version History

5.3	Introduced

IDLanROI Properties

IDLanROI objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLanROI::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLanROI::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLanROI::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- BLOCK_SIZE
- DATA
- DOUBLE
- INTERIOR
- N_VERTS
- ROI_XRANGE
- ROI_YRANGE
- ROI_ZRANGE
- TYPE

In addition, objects of this class inherit the properties of all superclasses of this class.

ALL

An anonymous structure containing the values of all of the properties associated with the state of this object. State information about the object includes things like block size, type, etc., but not vertex data.

Note ───

The fields in this structure may change in subsequent releases of IDL.

───

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

BLOCK_SIZE

The number of vertices to allocate per block as needed for the region. When additional vertices are required, an additional block is allocated. The default is 100.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA

A *2 x n* or a *3 x n* array that defines the 2-D or 3-D vertex data, respectively. DATA is equivalent to the optional arguments, X, Y, and Z. This property is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero. Otherwise it is stored as single precision floating point.

Property Type	Array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note ───

Setting the DATA property is equivalent to calling IDLanROI::ReplaceData when START=0 and FINISH=*nVerts*-1 (where *nVerts* is the number of vertices in the original ROI).

───

DOUBLE

A non-zero value that indicates whether or not data should be stored in this object in double precision floating point. Set this keyword to zero to indicate that the data should be stored in single precision floating point, which is the default. The

DOUBLE property controls the precision used for storing the data in the AppendData, Init, and ReplaceData methods via the X, Y, and Z arguments and in SetProperty method via the DATA keyword. IDL converts any data already stored in the object to the requested precision, if necessary. Note that this keyword does not need to be set if any of the X, Y, or Z arguments or the DATA parameters are of type DOUBLE. However, setting this keyword may be desirable if the data consists of large integers that cannot be accurately represented in single precision floating point. This property is also automatically set to one if any of the X, Y or Z arguments or the DATA parameter is stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

INTERIOR

A Boolean variable that marks this region as an interior region (i.e., a region treated as a hole). By default, the region is treated as an exterior region.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

N_VERTS

An integer that contains the number of vertices currently being used by the region.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

ROI_XRANGE

A two-element double-precision floating-point vector of the form [*xmin, xmax*] that specifies the range of X data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ROI_YRANGE

A two-element double-precision floating-point vector of the form [*ymin, ymax*] specifying the range of Y data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ROI_ZRANGE

A two-element double-precision floating-point vector of the form [*zmin, zmax*] specifying the range of Z data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

TYPE

An integer that indicates the type of the region. The TYPE keyword determines how computational operations, such as mask generation, are performed. Valid values include:

- 0 = points
- 1 = path
- 2 = closed polygon (the default)

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

IDLanROI::AppendData

The IDLanROI::AppendData procedure method appends vertices to the region.

Syntax

Obj->[IDLanROI::]AppendData, *X* [, *Y*] [, *Z*] [, XRANGE=*variable*]
  [, YRANGE=*variable*] [, ZRANGE=*variable*]

Arguments

X

A vector providing the X components of the vertices to be appended. If the Y and Z arguments are not specified, X must be a two-dimensional array with the leading dimensions either 2 or 3 ([2,*] or [3,*]), in which case, X[0,*] represents the X values, X[1,*] represents the Y values, and X[2,*] represents the Z values. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Y

A vector providing the Y components of the vertices to be appended. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Z

A vector providing the Z components of the vertices to be appended. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Keywords

XRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*xmin, xmax*], representing the *X* range of the modification to the region. The reported

range accounts for the last vertex in the region before the append occurred, as well as all vertices appended. This data is returned in double-precision floating-point.

YRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*ymin, ymax*], representing the *Y* range of the modification to the region. The reported range accounts for the last vertex in the region before the append occurred, as well as all vertices appended. This data is returned in double-precision floating-point.

ZRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*zmin, zmax*], representing the *Z* range of the modification to the region. The reported range accounts for the last vertex in the region before the append occurred, as well as all vertices appended. This data is returned in double-precision floating-point.

Version History

5.3	Introduced

IDLanROI::Cleanup

The IDLanROI::Cleanup procedure method performs all cleanup for a region of interest object.

Note

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLanROI::]Cleanup　　*(In a lifecycle method only.)*

Arguments

None.

Keywords

None.

Version History

5.3	Introduced

IDLanROI::ComputeGeometry

The IDLanROI::ComputeGeometry function method computes the geometrical values for area, perimeter, and/or centroid of the region.

Syntax

Result = Obj->[IDLanROI::]ComputeGeometry([, AREA=*variable*]
   [, CENTROID=*variable*] [, PERIMETER=*variable*]
   [, SPATIAL_OFFSET=*vector*] [, SPATIAL_SCALE=*vector*])

Return Value

Result

This function method returns a 1 for success, or a 0 for failure. Each computed value is returned in the *variable* name assigned to each keyword.

Arguments

None.

Keywords

AREA

Set this keyword to a named variable that upon return contains a double-precision floating-point value representing the area of the region. Interior regions (holes) return a negative area.

Note that the computed area represents the geometric area described by the region's vertex data. A pixel-based area can be computed as follows:

1. Compute a mask for the region.

        mask = oROI->ComputeMask()

2. Call IMAGE_STATISTICS to count number of samples within the mask.

        IMAGE_STATISTICS, myImage, MASK = mask, COUNT = nSamples

3. Compute pixel area.

        pixelArea = nSamples * pixelXSize * pixelYSize

CENTROID

Set this keyword to a named variable that upon return contains a double-precision floating-point vector [*x*,*y*,*z*] representing the centroid for the region. If the TYPE of the region is 0 (points), the centroid is computed as the average of each of the vertices in the region. If the TYPE of the region is 1 (path), the centroid is computed as the weighted average of each of the midpoints of the lines in the region. Weights are proportional to the length of the lines. If the TYPE of the region is 2 (polygon), the centroid is computed as a weighted average of the centroids of the polygons making up the ROI (interior centroids use negative weights). Weights are proportional to the polygon area.

PERIMETER

Set this keyword to a named variable that upon return contains a double-precision floating-point value representing the perimeter of the region.

SPATIAL_OFFSET

Set this keyword to a two or three-element vector, [*tx*, *ty*] or [*tx*, *ty*, *tz*], representing the spatial calibration offset factors to be applied for the geometry calculations. The value of SPATIAL_SCALE is applied before the spatial offset values are applied. The default is [0.0, 0.0, 0.0]. IDL converts and maintains this value in double-precision floating-point.

SPATIAL_SCALE

Set this keyword to a two or three-element vector, [*sx*, *sy*] or [*sx*, *sy*, *sz*], representing the spatial calibration scaling factors to be applied for the geometry calculations. The spatial calibration scale is applied first, then the value of SPATIAL_OFFSET is applied. The default is [1.0, 1.0, 1.0]. IDL converts and maintains this value in double-precision floating-point.

Version History

5.3	Introduced

IDLanROI::ComputeMask

The IDLanROI::ComputeMask function method prepares a two-dimensional mask for the region.

Syntax

Result = Obj->[IDLanROI::]ComputeMask([, INITIALIZE={ –1 | 0 | 1 }]
   [, DIMENSIONS=*[xdim*, *ydim]*] | [, MASK_IN=*array*] [, LOCATION=*[x*, *y*
   [, *z]*/]] [, MASK_RULE={ 0 | 1 | 2 }] [, PIXEL_CENTER=*[x, y]*]
   [, PLANE_NORMAL=*[x, y, z]*] [, PLANE_XAXIS=*[x,y,z]*] [, /RUN_LENGTH])

Return Value

Result

The return value is a two-dimensional array of bytes whose values range from 0 to 255. The mask is computed by applying the following formula to the current mask for each mask point contained within the ROI:

$$M_{out} = \text{MAX}(\text{MIN}(255, (M_{roi}*Ext) + M_{in}), 0)$$

where M_{roi} is 255 and *Ext* is 1 for points within an exterior region and –1 for points within an interior region.

If the TYPE of the region is 0 (points), a single mask pixel is set for each region vertex that falls within the bounds of the mask.

If the TYPE of the region is 1 (path), one-pixel-wide line segments are set within the mask.

If the TYPE of the region is 2 (closed polygon), a mask pixel is set if that pixel is on the plane of a region, and the pixel falls within the region (according to the MASK_RULE).

Arguments

None.

Keywords

DIMENSIONS

Set this keyword to a two-element vector, [*xdim*, *ydim*], specifying the requested dimensions of the returned mask. If MASK_IN is provided, the value of this keyword is ignored and the dimensions of that mask are used. Otherwise, the default dimensions are [100, 100].

INITIALIZE

Set this keyword to indicate how the mask should be initialized. Valid values include:

- –1 = The mask is not initialized. This option is useful when updating an already existing mask. This is the default if the MASK_IN keyword is set.

- 0 = The mask is initialized so that each pixel is set to 0. This is the default if the MASK_IN keyword is not set.

- 1 = The mask is initialized so that each pixel is set to 255.

LOCATION

Set this keyword to a vector of the form [*X*, *Y*[, *Z*]] specifying the location of the origin of the mask. The default is [0, 0, 0]. IDL converts and maintains this value in double-precision floating-point.

MASK_IN

Set this keyword to a two-dimensional array representing a mask that is already allocated and to be updated for this region. If the variable specified by this keyword is of type BYTE and is also specified as the function result, then this method updates the mask data in-place without copying. If this keyword is not provided, a mask is allocated by default to match the dimensions specified via the DIMENSIONS keyword.

MASK_RULE

Set this keyword to an integer specifying the rule used to determine whether a given pixel should be set within the mask. Valid values include:

- 0 = Boundary only. All pixels falling on a region's boundary are set.

- 1 = Interior only. All pixels falling within the region's boundary, but not on the boundary, are set.

- 2 = Boundary + Interior. All pixels falling on or within a region's boundary are set. This is the default.

PIXEL_CENTER

Set this keyword to a 2-element vector, [*x*, *y*], to indicate where the lower-left mask pixel is centered relative to a Cartesian grid. The default value is [0.0, 0.0], indicating that the lower-left pixel is centered at [0.0, 0.0].

PLANE_NORMAL

Set this keyword to a three-element vector, [*x*, *y*, *z*], specifying the normal vector for the plane on which the mask is to be computed. The default is [0, 0, 1].

PLANE_XAXIS

Set this keyword to a three-element vector, [*x*, *y*, *z*], specifying the direction vector along which each row of mask pixels is to be computed (starting at LOCATION). The default is [1, 0, 0].

RUN_LENGTH

Set this keyword to a non-zero value to return a run-length encoded representation of the mask, stored in a one-dimensional unsigned long array. When run-length encoded, each element with an even subscript contains the length of the run, and the following element contains the starting index of the run.

Examples

See "Creating and Displaying an ROI Mask" (Chapter 6, *Image Processing in IDL*).

Version History

5.3	Introduced
5.6	Added RUN_LENGTH keyword

IDLanROI::ContainsPoints

The IDLanROI::ContainsPoints function method determines whether the given data coordinates are contained within the closed polygon region.

Syntax

Result = Obj->[IDLanROI::]ContainsPoints(*X* [, *Y* [, *Z*]])

Return Value

The return value is a vector of values, one per provided point, indicating whether that point is contained. Valid values within this return vector include:

- 0 = Exterior. The point lies strictly out of bounds of the ROI
- 1 = Interior. The point lies strictly inside the bounds of the ROI
- 2 = On edge. The point lies on an edge of the ROI boundary
- 3 = On vertex. The point matches a vertex of the ROI

A point is considered to be exterior if:

- The point falls within the boundary of an interior region (hole)
- The point does not lie in the plane of the region
- The region TYPE property is set to 0 (points) or 1 (path)

Arguments

X

A vector providing the *X* components of the points to be tested. If the *Y* and *Z* arguments are not specified, *X* must be a two-dimensional array with the leading dimension either 2 or 3 ([2,*] or [3,*]), in which case, *X*[0,*] represents the *X* values, *X*[1,*] represents the *Y* values, and *X*[2,*] represents the *Z* values.

Y

A vector providing the *Y* components of the points to be tested.

Z

A scalar or vector providing the *Z* component(s) of the points to be tested. If not provided, the *Z* components default to 0.0.

Keywords

None.

Examples

See "Testing an ROI for Point Containment" (Chapter 6, *Image Processing in IDL*).

Version History

5.3	Introduced

IDLanROI::GetProperty

The IDLanROI::GetProperty procedure method retrieves the value of a property or group of properties for the region.

Syntax

Obj->[IDLanROI::]GetProperty [, *PROPERTY=variable*]

Arguments

None.

Keywords

Any property listed under "IDLanROI Properties" on page 3146 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.3	Introduced

IDLanROI::Init

The IDLanROI::Init function method initializes a region of interest object.

Note ──
Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.
──

Syntax

Obj = OBJ_NEW('IDLanROI' [, *X* [, *Y* [, *Z*]]] [, *PROPERTY=value*])

or

Result = Obj->[IDLanROI::]Init([*X* [, *Y* [, *Z*]]] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Note ──
Keywords can be used in either form. They are omitted in the second form for brevity.
──

Arguments

Note ──
The values specified by the *X*, *Y*, and *Z* arguments are used to initialize the value of the DATA property of the IDLanROI object.
──

X

A vector providing the *X* components of the vertices for the region. If the *Y* and *Z* arguments are not specified, *X* must be a two-dimensional array with the leading dimension either 2 or 3 ([2,*] or [3,*]), in which case, *X*[0,*] represents the *X* values, *X*[1,*] represents the *Y* values, and *X*[2,*] represents the *Z* values. The value for this argument is double-precision floating-point if the DOUBLE keyword is set or the inputted value is of type DOUBLE. Otherwise, it is converted to single-precision floating-point.

Y

A vector providing the *Y* components of the vertices. The value for this argument is double-precision floating-point if the DOUBLE keyword is set or the inputted value is of type DOUBLE. Otherwise, it is converted to single-precision floating-point.

Z

A scalar or vector providing the *Z* component(s) of the vertices. If not provided, *Z* values default to 0.0. The value for this argument is double-precision floating-point if the DOUBLE keyword is set or the inputted value is of type DOUBLE. Otherwise, it is converted to single-precision floating-point.

Keywords

Any property listed under "IDLanROI Properties" on page 3146 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.3	Introduced

IDLanROI::RemoveData

The IDLanROI::RemoveData procedure method removes vertices from the region.

Syntax

Obj->[IDLanROI::]RemoveData[, COUNT=*vertices*] [, START=*index*]
    [, XRANGE=*variable*] [, YRANGE=*variable*] [, ZRANGE=*variable*]

Arguments

None.

Keywords

COUNT

Set this keyword to the number of vertices to remove. The default is one vertex.

START

Set this keyword to an index (into the region's current vertex list) where the removal is to begin. By default, the final vertex is removed.

XRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*xmin, xmax*], that represents the *X* range of the modification to the region. The reported range accounts for the vertex just before the removal (if any), the vertex just after the removal (if any), and the removed vertices. This data is returned in double-precision floating-point.

YRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*ymin, ymax*], that represents the *Y* range of the modification to the region. The reported range accounts for the vertex just before the removal (if any), the vertex just after the removal (if any), and the removed vertices. This data is returned in double-precision floating-point.

ZRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*zmin, zmax*], that represents the *Z* range of the modification to the region. The reported range accounts for the vertex just before the removal (if any), the vertex just after the removal (if any), and the removed vertices. This data is returned in double-precision floating-point.

Version History

5.3	Introduced

IDLanROI::ReplaceData

The IDLanROI::ReplaceData procedure method replaces vertices in the region with alternate values. The number of replacement values need not match the number of values being replaced.

Note ────────────────────────────────────

Setting the DATA property is equivalent to calling ReplaceData when START=0 and FINISH=*nVerts*-1 (where *nVerts* is the number of vertices in the original ROI).

──

Syntax

Obj->[IDLanROI::]ReplaceData, *X*[, *Y*[, *Z*]] [, START=*index*] [, FINISH=*index*]
    [, XRANGE=*variable*] [, YRANGE=*variable*] [, ZRANGE=*variable*]

Arguments

X

A vector providing the X components of the new replacement vertices. If the Y and Z arguments are not specified, X must be a two-dimensional array with the leading dimensions either 2 or 3 ([2, *] or [3, *]), in which case, X[0, *] represents the X values, X[1, *] represents the Y values, and X[2, *] represents the Z values. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Y

A vector providing the Y components of the new replacement vertices. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Z

A vector providing the Z components of the new replacement vertices. If the DOUBLE property is non-zero, the data is converted to double precision and is appended to the existing double precision data. Otherwise it is converted to single precision floating point and appended to the existing single precision data.

Keywords

FINISH

Set this keyword to the index of the region's current subregion vertex list where the replacement ends. If the START keyword value is ≥ 0, the default FINISH is given by

$$FINISH = ((START + N\_NEW - 1) \bmod N\_OLD)$$

where N_NEW is the number of replacement vertices provided via the [*X*, *Y*, *Z*] arguments and N_OLD is the number of vertices (prior to replacement) in the current subregion.

If the START keyword is not set or is negative, the default FINISH is given by

$$FINISH = N\_OLD - 1$$

FINISH may be less than START in which case the vertices, including and following START and the vertices preceding and including FINISH, are replaced with the new values.

START

Set this keyword to an index of the region's current subregion vertex list where the replacement begins. If the FINISH keyword value is ≥ 0, the default START is given by

$$START = ((FINISH - N\_NEW + 1) \bmod N\_OLD)$$

where N_NEW is the number of replacement vertices provided via the [*X*, *Y*, *Z*] arguments and N_OLD is the number of vertices (prior to replacement) in the current subregion.

If the FINISH keyword is not set (or negative), the default START is clamped to 0 and is given by

$$N\_OLD - N\_NEW$$

XRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*xmin, xmax*], representing the *X* range of the modification to the region. The reported range accounts for the replaced vertices, the vertex just before the replacement (if any), the vertex just after the replacement (if any), and the new replacement vertices. This data is returned in double-precision floating-point.

YRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*ymin, ymax*], representing the *Y* range of the modification to the region. The reported range accounts for the replaced vertices, the vertex just before the replacement (if any), the vertex just after the replacement (if any), and the new replacement vertices. This data is returned in double-precision floating-point.

ZRANGE

Set this keyword to a named variable that upon return contains a two-element vector, [*zmin, zmax*], representing the *Z* range of the modification to the region. The reported range accounts for the replaced vertices, the vertex just before the replacement (if any), the vertex just after the replacement (if any), and the new replacement vertices. This data is returned in double-precision floating-point.

Version History

5.3	Introduced

IDLanROI::Rotate

The IDLanROI::Rotate procedure method modifies the vertices for the region by applying a rotation.

Syntax

Obj->[IDLanROI::]Rotate, *Axis*, *Angle* [, CENTER=*[x, y[, z]]*]

Arguments

Axis

A three-element vector of the form [*x*, *y*, *z*] describing the axis about which the region is to be rotated.

Angle

The angle, measured in degrees, by which the rotation is to occur.

Keywords

CENTER

Set this keyword to a two or three-element vector of the form [*x, y*], or [*x, y, z*] specifying the center of rotation. The default is [0, 0, 0]. IDL converts and applies this data in double-precision floating-point.

Version History

5.3	Introduced

IDLanROI::Scale

The IDLanROI::Scale procedure method modifies the vertices for the region by applying a scale.

Syntax

Obj->[IDLanROI::]Scale, *Sx*[, *Sy*[, *Sz*]]

Arguments

Sx

The *X* scale factor. If the *Sy* and *Sz* arguments are not specified, *Sx* must be a two or three-element vector, in which case *Sx*[0] represents the scale in *X*, *Sx*[1] represents the scale in *Y*, *Sx*[2] represents the scale in *Z*. IDL converts and applies this data in double-precision floating-point.

Sy

The *Y* scale factor. IDL converts and applies this data in double-precision floating-point.

Sz

The *Z* scale factor. IDL converts and applies this data in double-precision floating-point.

Keywords

None.

Version History

5.3	Introduced

IDLanROI::SetProperty

The IDLanROI::SetProperty procedure method sets the value of a property or group of properties for the region.

Syntax

Obj->[IDLanROI::]SetProperty

Arguments

None.

Keywords

Any property listed under "IDLanROI Properties" on page 3146 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.3	Introduced

IDLanROI::Translate

The IDLanROI::Translate procedure method modifies the vertices for the region by applying a translation.

Syntax

Obj->[IDLanROI::]Translate, *Tx*[, *Ty*[, *Tz*]]

Arguments

Tx

The X translation factor. If the *Ty* and *Tz* arguments are not specified, *Tx* must be a two or three-element vector, in which case *Tx*[0] represents translation in *X*, *Tx*[1] represents translation in *Y*, *Tx*[2] represents translation in *Z*. IDL converts and applies this data in double-precision floating-point.

Ty

The *Y* translation factor. IDL converts and applies this data in double-precision floating-point.

Tz

The *Z* translation factor. IDL converts and applies this data in double-precision floating-point.

Keywords

None.

Version History

5.3	Introduced

IDLanROIGroup

The IDLanROIGroup object class is an analytical representation of a group of regions of interest.

Superclasses

IDL_Container

Creation

See IDLanROIGroup::Init.

Properties

Objects of this class have the following properties. See "IDLanROIGroup Properties" on page 3175 for details on individual properties.

- ALL
- ROIGROUP_XRANGE
- ROIGROUP_YRANGE
- ROIGROUP_ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

The IDLanROIGroup class has the following methods:

- IDLanROIGroup::Add
- IDLanROIGroup::Cleanup
- IDLanROIGroup::ComputeMask
- IDLanROIGroup::ComputeMesh
- IDLanROIGroup::ContainsPoints
- IDLanROIGroup::GetProperty
- IDLanROIGroup::Init
- IDLanROIGroup::Rotate

- IDLanROIGroup::Scale
- IDLanROIGroup::Translate

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Creating a Surface Mesh of an ROI Group" (Chapter 6, *Image Processing in IDL*).

Version History

5.3	Introduced

IDLanROIGroup Properties

IDLanROIGroup objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via "IDLanROIGroup::GetProperty" on page 3186. Properties with the word "Yes" in the "Init" column of the property table can be set via "IDLanROIGroup::Init" on page 3187.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- ROIGROUP_XRANGE
- ROIGROUP_YRANGE
- ROIGROUP_ZRANGE

In addition, objects of this class inherit:

- IDL_Container

ALL

An anonymous structure with the values of all of the properties associated with the state of this object.

Note

The fields in this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ROIGROUP_XRANGE

A two-element double-precision floating-point vector of the form [*xmin, xmax*] specifying the range of X data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ROIGROUP_YRANGE

A two-element double-precision floating-point vector of the form [*ymin, ymax*] specifying the range of Y data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ROIGROUP_ZRANGE

A two-element double-precision floating-point vector of the form [*zmin, zmax*] specifying the range of Z data coordinates covered by the region.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLanROIGroup::Add

The IDLanROIGroup::Add procedure method adds a region to the region group. Only objects of the IDLanROI class may be added to the group. The regions in the group must all be of the same type: all points, all paths, or all polygons.

Syntax

Obj->[IDLanROIGroup::]Add, *ROI*

Arguments

ROI

A reference to an instance of the IDLanROI object class representing the region of interest to be added to the group.

Keywords

Accepts all keywords accepted by the IDL_Container::Add method.

Version History

5.3	Introduced

IDLanROIGroup::Cleanup

The IDLanROIGroup::Cleanup procedure method performs all cleanup for a region of interest group object.

Note

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLanROIGroup::]Cleanup   *(In a lifecycle method only.)*

Arguments

None.

Keywords

None.

Version History

5.3	Introduced

IDLanROIGroup::ComputeMask

The IDLanROIGroup::ComputeMask function method prepares a two-dimensional mask for this group of regions.

Syntax

Result = Obj->[IDLanROIGroup::]ComputeMask([, INITIALIZE={ -1 | 0 | 1 }]
   [, DIMENSIONS=*[xdim, ydim]*] | [, MASK_IN=*array*] [, LOCATION=*[x, y*
   [, *z]]*] [, MASK_RULE={ 0 | 1 | 2 }] [, PLANE_NORMAL=*[x, y, z]*]
   [, PLANE_XAXIS=*[x, y, z]*] [, /RUN_LENGTH])

Return Value

Result

The return value is a two-dimensional array of bytes whose values range from 0 to 255. The mask is computed by applying the following formula to the current mask for each mask point contained within the ROI:

$$M_{out} = \text{MAX}(\text{MIN}(0, (M_{roi}*Ext) + M_{in}), 255)$$

where M_{roi} is 255 and *Ext* is 1 for points within an exterior region and –1 for points within an interior region.

If the TYPE of the contained regions is 0 (points), a single mask pixel is set for each region vertex that falls within the bounds of the mask.

If the TYPE of the contained regions is 1 (path), each pixel along the paths of the regions is set if it falls within the mask.

If the TYPE of the region is 2 (closed polygon), a mask pixel is set if that pixel is on the plane of a contained region, and the pixel falls within that region (according to the MASK_RULE).

Arguments

None.

Keywords

DIMENSIONS

Set this keyword to a two-element vector, [*xdim*, *ydim*], specifying the requested dimensions of the returned mask. If MASK_IN is provided, the value of this keyword is ignored, and the dimensions of that mask are used. Otherwise, the default dimensions are [100, 100].

INITIALIZE

Set this keyword to indicate how the mask should be initialized. Valid values include:

- −1 = The mask is not initialized; the default if the MASK_IN keyword is set. This option is useful when updating an already existing mask.

- 0 = The mask is initialized with each pixel set to 0; the default if the MASK_IN keyword is not set.

- 1 = The mask is initialized with each pixel set to 255.

LOCATION

Set this keyword to a vector of the form [*X*, *Y*[, *Z*]] specifying the location of the origin of the mask. The default is [0, 0, 0].

MASK_IN

Set this keyword to a two-dimensional array representing a mask that is already allocated and to be updated for this region. If the variable specified by this keyword is of type BYTE and is also specified as the function result, then this method updates the mask data in-place without copying. If this keyword is not provided, a mask is allocated by default to match the dimensions specified via the DIMENSIONS keyword.

MASK_RULE

Set this keyword to an integer specifying the rule used to determine whether a given pixel should be set within the mask. Valid values include:

- 0 = Boundary Only. All pixels falling on a region's boundary are set.

- 1 = Interior Only. All pixels falling within the region's boundary, but not on the boundary, are set.

- 2 = Boundary + Interior. All pixels falling on or within a region's boundary are set. This is the default.

PLANE_NORMAL

Set this keyword to a three-element vector, [*x*, *y*, *z*], specifying the normal vector for the plane on which the mask is to be computed. The default is [0, 0, 1].

PLANE_XAXIS

Set this keyword to a three-element vector, [*x*, *y*, *z*], specifying the direction vector along which each row of mask pixels is to be computed (starting at LOCATION). The default is [1, 0, 0].

RUN_LENGTH

Set this keyword to a non-zero value to return a run-length encoded representation of the mask, stored in a one-dimensional unsigned long array. When run-length encoded, each element with an even subscript contains the length of the run, and the following element contains the starting index of the run.

Version History

5.3	Introduced
5.6	Added RUN_LENGTH keyword

IDLanROIGroup::ComputeMesh

The IDLanROIGroup::ComputeMesh function method triangulates a surface mesh with optional capping from the stack of regions contained within this group.

Note ───

The contained regions may be concave. However, this method will fail under the following conditions:

- The region group contains fewer than two regions.
- The TYPE property of the contained regions is 0 (points) or 1 (path).
- Any of the contained regions are not simple
  (i.e., a region is self-intersecting).
- The region group contains interior regions (holes).
- More than one region lies on the same plane
  (i.e., the region group contains branches).

───

Each region pair is normalized by perimeter and the triangulation is computed by walking the contours in parallel, keeping the normalized progress along each contour in sync. The returned triangulation minimizes the mesh surface area. Each vertex may appear only once in the output, and the resulting polygon mesh is solid with outward facing normals computed via the right-hand rule. If capping is requested, it is computed using the IDLgrTessellator on the top and bottom regions, and/or the regions on either side of an inter-slice gap.

Syntax

Result = Obj->[IDLanROIGroup::]ComputeMesh(*Vertices*, *Conn*
    [, CAPPED={ 0 | 1 | 2}] [, SURFACE_AREA=*variable*])

Return Value

Result

The return value of this function method is the number of triangles generated if the surface mesh triangulation is successful, or zero if unsuccessful.

Arguments

Vertices

An output [3, n] array of vertices. If all regions in the group are defined with single precision vertices (DOUBLE property is zero), then IDL returns a single precision floating point array. Otherwise, if any of the regions in the group are defined with double precision vertices (DOUBLE property is non-zero), then IDL returns a double precision floating point array.

Conn

An output polygon mesh connectivity array.

Keywords

CAPPED

Set this keyword to a value to indicate whether flat caps are to be computed at the top-most or bottom-most regions (as selected by a counter-clockwise rule), or at the regions on either side of an inter-slice gap. The value of this keyword is a bit-wise OR of the values shown below. For example, to cap the top-most and bottom-most regions only, set the CAPPED keyword to 3. The default is 0 (no caps).

- 0 = no caps
- 1 = cap the top-most region
- 2 = cap the bottom-most region

SURFACE_AREA

Set this keyword to a named variable that upon return contains the overall surface area of the computed triangulation. This value was minimized in the computation of the triangulation. IDL returns this value in a double-precision floating-point variable.

Version History

5.3	Introduced

IDLanROIGroup::ContainsPoints

The IDLanROIGroup::ContainsPoints function method determines whether the given points (in data coordinates) are contained within this region group.

The regions within this group must have a TYPE of 2 (closed polygon) and must fall on parallel planes for successful containment testing to occur.

For each point to be tested:

- If the point lies directly on one of the region planes, it is tested for containment within each of the regions that fall on that plane.

- If the point lies between two of the region planes, it is projected onto the nearest region plane, and tested for containment within each of the regions on that plane.

- If the point lies above or below the stack of parallel region planes, the point will be considered to be exterior to the region group.

On a given plane, a point will be considered to be exterior if either of the following conditions are true:

- The point does not fall within any of the regions on that plane.

- The point falls within as many or more holes than non-hole regions on that plane.

Syntax

Result = Obj->[IDLanROIGroup::]ContainsPoints(*X*[, *Y*[, *Z*]])

Return Value

The return value is a vector of values, one per provided point, indicating whether that point is contained. Valid values within this return vector include:

- 0 = Exterior. The point lies strictly outside the bounds of the ROI.

- 1 = Interior. The point lies strictly inside the bounds of the ROI.

- 2 = On Edge. The point lies on an edge of the ROI boundary.

- 3 = On Vertex. The point matches a vertex of the ROI.

Arguments

X

A vector providing the *X* components of the points to be tested. If the *Y* and *Z* arguments are not specified, *X* must be a two-dimensional array with the leading dimension either 2 or 3 ([2,*] or [3,*]), in which case, *X*[0,*] represents the *X* values, *X*[1,*] represents the *Y* values, and *X*[2,*] represents the *Z* values.

Y

A vector providing the *Y* components of the points to be tested.

Z

A scalar or vector providing the *Z* components of the points to be tested. If not provided, the *Z* components default to 0.0.

Keywords

None.

Version History

5.3	Introduced

IDLanROIGroup::GetProperty

The IDLanROIGroup::Get Property procedure method retrieves the value of a property or group of properties for the region group.

Syntax

Obj->[IDLanROIGroup::]GetProperty [, *PROPERTY=value*]

Arguments

None.

Keywords

Any property listed under "IDLanROIGroup Properties" on page 3175 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.3	Introduced

IDLanROIGroup::Init

The IDLanROIGroup::Init function method initializes a region of interest group object.

Note ——

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLanROIGroup')

or

Result = Obj->[IDLanROIGroup::]Init( )   *(In a lifecycle method only.)*

Arguments

None.

Keywords

Any property listed under "IDLanROIGroup Properties" on page 3175 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.3	Introduced

IDLanROIGroup::Rotate

The IDLanROIGroup::Rotate procedure method modifies the vertices for all regions within the group by applying a rotation.

Syntax

Obj->[IDLanROIGroup::]Rotate, *Axis*, *Angle*[, CENTER=*[x*, *y*[, *z*]*]*]

Arguments

Axis

A three-element vector of the form [*x*, *y*, *z*] describing the axis about which the region group is to be rotated.

Angle

The angle, measured in degrees, by which to rotate the ROI group.

Keywords

CENTER

Set this keyword to a two or three-element vector of the form [*x, y*], or [*x, y, z*] specifying the center of rotation. The default is [0, 0, 0]. IDL converts and applies this data in double-precision floating-point.

Version History

5.3	Introduced

IDLanROIGroup::Scale

The IDLanROIGroup::Scale procedure method modifies the vertices for the region by applying a scale.

Syntax

Obj->[IDLanROIGroup::]Scale, *Sx*[, *Sy*[, *Sz*]]

Arguments

Sx

The *X* scale factor. If the *Sy* and *Sz* arguments are not specified, *Sx* must be a two or three-element vector, in which case *Sx*[0] represents the scale in *X*, *Sx*[1] represents the scale in *Y*, *Sx*[2] represents the scale in *Z*. IDL converts and applies this data in double-precision floating-point.

Sy

The *Y* scale factor. IDL converts and applies this data in double-precision floating-point.

Sz

The *Z* scale factor. IDL converts and applies this data in double-precision floating-point.

Keywords

None.

Version History

5.3	Introduced

IDLanROIGroup::Translate

The IDLanROIGroup::Translate procedure method modifies the vertices of all regions within the group by applying a translation.

Syntax

Obj->[IDLanROIGroup::]Translate, *Tx*[, *Ty*[, *Tz*]]

Arguments

Tx

The *X* translation factor. If the *Ty* and *Tz* arguments are not specified, *Tx* must be a two or three-element vector, in which case *Tx*[0] represents translation in *X*, *Tx*[1] represents translation in *Y*, *Tx*[2] represents translation in *Z*. IDL converts and applies this data in double-precision floating-point.

Ty

The *Y* translation factor. IDL converts and applies this data in double-precision floating-point.

Tz

The *Z* translation factor. IDL converts and applies this data in double-precision floating-point.

Keywords

None.

Version History

5.3	Introduced

Chapter 30
File Format Object Classes

This chapter describes IDL's built-in file format class library.

IDLffDICOM

An IDLffDICOM object contains the data for one or more images embedded in a DICOM Part 10 file. The API to the IDLffDICOM object provides accessor methods to the basic data elements of a DICOM file, namely the group/element tag, value representation, length, and data values. Additional methods deal with the file header preamble, data dictionary description for individual elements, and embedded sequences of elements. Most methods take a DICOM group/element tag as a parameter. An alternative parameter to the DICOM tag in some methods is the reference. A reference value is a LONG integer that is unique to each element in the DICOM object. This value can be used to directly access a specific element and to differentiate between elements in the DICOM file that have the same group/element tag. Valid reference values are always positive.

See "IDLffDICOM Object DICOM Conformance Summary" on page 3194 for information regarding IDL DICOM file reading support.

Note ───

The IDLffDicomEx object greatly expands on the capabilities of the IDLffDICOM object and requires an additional license key to access the functionality. The IDLffDicomEx object includes methods for reading and writing pixel data to a DICOM file, and specifying the data compression. You can also add, modify, or remove public and private DICOM attribute tags, public and private sequences, and sets of repeating tags within sequences. See *Medical Imaging in IDL* for details.

──

Superclasses

None

Creation

See "IDLffDICOM::Init" on page 3223.

Properties

Objects of this class have the following properties. See "IDLffDICOM Properties" on page 3198 for details on individual properties.

• VERBOSE

Methods

This class has the following methods:

- IDLffDICOM::Cleanup
- IDLffDICOM::DumpElements
- IDLffDICOM::GetChildren
- IDLffDICOM::GetDescription
- IDLffDICOM::GetElement
- IDLffDICOM::GetGroup
- IDLffDICOM::GetLength
- IDLffDICOM::GetParent
- IDLffDICOM::GetPreamble
- IDLffDICOM::GetReference
- IDLffDICOM::GetValue
- IDLffDICOM::GetVR
- IDLffDICOM::Init
- IDLffDICOM::Read
- IDLffDICOM::Reset

Version History

5.2	Introduced

IDLffDICOM Object DICOM Conformance Summary

Note —————————————————————————————

This Conformance Summary is for the IDLffDICOM object only and has no
relevance to IDL's DICOM Network Services or DICOM Read/Write support
(provided by the IDLffDicomEx object). See www.ittvis.com/idl/dicom for the
current DICOM Conformance Statement. See the following information for the
IDLffDICOM object's conformance information.

———

Introduction

This section is an abbreviated DICOM conformance statement for the IDLffDICOM
object, and specifies the compliance of this object's file reading support to the
DICOM v3.0 standard. As described in the DICOM Standard PS 3.2 (Conformance),
the purpose of this document is to outline the level of conformance to the DICOM
standard and to enumerate the supported DICOM Service Classes, Information
Objects, and Communications Protocols supported by the implementation of the
IDLffDICOM object.

The IDLffDICOM object does not contain or support any of the DICOM services
such as Storage, Query/Retrieve, Print, Verification, etc., so there will be no
conformance claims relating to these services and no mention of any Application
Entities for these services. Communications Protocol profiles will also be absent
from this document for the same reasons. The remainder of this document will
describe how the IDLffDICOM object handles the various Information Objects it is
capable of reading.

Reading of DICOM Part 10 files

IDL supports reading files that conform to the DICOM Standard PS 3.10 DICOM
File Format. This format provides a means to encapsulate in a file the Data Set
representing a SOP (Service Object Pair) Instance related to a DICOM IOD
(Information Object Definition). Files written to disk in this DICOM File Format will
be referred to as DICOM Part 10 files for the remainder of this document. Note that
the IDLffDICOM object does NOT support the writing of files in this DICOM File
Format, only reading.

Encapsulated Transfer Syntaxes Supported

IDL supports reading DICOM Part 10 files whose contents have been written using the following Transfer Syntaxes. The Transfer Syntax UID is in the file's DICOM Tag field (0002,0010).

UID Value	UID Name
1.2.840.10008.1.2	Implicit VR Little Endian: Default Transfer Syntax for DICOM
1.2.840.10008.1.2.1	Explicit VR Little Endian
1.2.840.10008.1.2.2	Explicit VR Big Endian

Table 30-1: Encapsulated Transfer Syntaxes Supported

Encapsulated Transfer Syntaxes NOT Supported

The IDLffDICOM object does NOT support reading DICOM Part 10 files whose contents have compressed data that has been written using the following Transfer Syntaxes. This object will NOT be able to access the data element (DICOM Tag field (7FE0,0010)) of files with these types of compressed data. The Transfer Syntax UID is in the file's DICOM Tag field (0002,0010).

UID Value	UID Name
1.2.840.10008.1.2.4.50	JPEG Baseline (Process 1): Default Transfer Syntax for Lossy JPEG 8 Bit Image Compression
1.2.840.10008.1.2.4.51	JPEG Extended (Process 2 & 4): Default Transfer Syntax for Lossy JPEG 12 Bit Image Compression (Process 4 only)
1.2.840.10008.1.2.4.52	JPEG Extended (Process 3 & 5)
1.2.840.10008.1.2.4.53	JPEG Spectral Selection, Non-Hierarchical (Process 6 & 8)
1.2.840.10008.1.2.4.54	JPEG Spectral Selection, Non-Hierarchical (Process 7 & 9)
1.2.840.10008.1.2.4.55	JPEG Full Progression, Non-Hierarchical (Process 10 & 12)

Table 30-2: Encapsulated Transfer Syntaxes NOT Supported

UID Value	UID Name
1.2.840.10008.1.2.4.56	JPEG Full Progression, Non-Hierarchical (Process 11 & 13)
1.2.840.10008.1.2.4.57	JPEG Lossless, Non-Hierarchical (Process 14)
1.2.840.10008.1.2.4.58	JPEG Lossless, Non-Hierarchical (Process 15)
1.2.840.10008.1.2.4.59	JPEG Extended, Hierarchical (Process 16 & 18)
1.2.840.10008.1.2.4.60	JPEG Extended, Hierarchical (Process 17 & 19)
1.2.840.10008.1.2.4.61	JPEG Spectral Selection, Hierarchical (Process 20 & 22)
1.2.840.10008.1.2.4.62	JPEG Spectral Selection, Hierarchical (Process 21 & 23)
1.2.840.10008.1.2.4.63	JPEG Full Progression, Hierarchical (Process 24 & 26)
1.2.840.10008.1.2.4.64	JPEG Full Progression, Hierarchical (Process 25 & 27)
1.2.840.10008.1.2.4.65	JPEG Lossless, Hierarchical (Process 28)
1.2.840.10008.1.2.4.66	JPEG Lossless, Hierarchical (Process 29)
1.2.840.10008.1.2.4.70	JPEG Lossless, Non-Hierarchical, First-Order Prediction (Process 14 [Selection Value 1]): Default Transfer Syntax for Lossless JPEG Image Compression
1.2.840.10008.1.2.5	RLE Lossless

Table 30-2: Encapsulated Transfer Syntaxes NOT Supported (Continued)

Encapsulated SOP Classes Supported

The IDLffDICOM object supports reading DICOM Part 10 files whose contents encapsulate the data of the following SOP Classes. The SOP Class UID is in the file's DICOM Tag field (0008,0016).

UID Value	UID Name
1.2.840.10008.5.1.4.1.1.1	CR Image Storage
1.2.840.10008.5.1.4.1.1.2	CT Image Storage
1.2.840.10008.5.1.4.1.1.4	MR Image Storage

Table 30-3: Encapsulated SOP Classes Supported

UID Value	UID Name
1.2.840.10008.5.1.4.1.1.6.1	Ultrasound Image Storage
1.2.840.10008.5.1.4.1.1.7	Secondary Capture Image Storage
1.2.840.10008.5.1.4.1.1.12.1	X-Ray Angiographic Image Storage
1.2.840.10008.5.1.4.1.1.12.2	X-Ray Radiofluoroscopic Image Storage
1.2.840.10008.5.1.4.1.1.20	Nuclear Medicine Image Storage
1.2.840.10008.5.1.4.1.1.128	Positron Emission Tomography Image Storage

Table 30-3: Encapsulated SOP Classes Supported (Continued)

Handling of odd length data elements

The DICOM Standard PS 3.5 (Data Structures and Encoding) specifies that the data element values which make up a DICOM data stream must be padded to an even length. The toolkit upon which IDL's DICOM reading functionality is built strictly enforces this specification. If IDL encounters an incorrectly formed odd length data field while reading a DICOM Part 10 file it will report an error and stop the reading process.

Handling of undefined VRs

The VR (Value Representation) of a data element describes the data type and format of that data element's values. If IDL encounters an undefined VR while reading a DICOM Part 10 file, it will set that data element's VR to be UN (unknown).

Handling of retired and private data elements

Certain data elements are no longer supported under the v3.0 of the DICOM standard and are denoted as retired. Also, some DICOM implementations may require the communication of information that cannot be contained in standard data elements, and thus create private data elements to contain such information. Retired and private data elements should pose no problem to IDL's DICOM Part 10 file reading capability. When the IDLffDICOM object encounters a retired or private data element tag during reading a DICOM Part 10 file, it will treat it just like any standard data element: read the data value and allow it to be accessed via the IDLffDICOM::GetValue method.

IDLffDICOM Properties

IDLffDICOM objects have the following properties. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffDICOM::Init.

Note ──

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties.

- VERBOSE

VERBOSE

A Boolean value that indicates whether informational messages are printed to the Output Log during the operational life of the object. If this value is true, the informational messages are printed to the Output Log. Otherwise, the messages are not printed.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

IDLffDICOM::Cleanup

The IDLffDICOM::Cleanup procedure method destroys the IDLffDICOM object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffDICOM::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Examples

```
; Create a DICOM object, read a DICOM file and dump its contents:
obj = OBJ_NEW( 'IDLffDICOM' )
var = obj->Read(DIALOG_PICKFILE(FILTER="*"))
obj->DumpElements
OBJ_DESTROY, obj

; Executing this statement should produce an invalid object
; reference error since obj no longer exists:
obj->DumpElements
```

Version History

5.2	Introduced

IDLffDICOM::DumpElements

The IDLffDICOM::DumpElements procedure method dumps a description of the DICOM data elements of the IDLffDICOM object to the screen or to a file.

Syntax

Obj->[IDLffDICOM::]DumpElements [, *Filename*]

Arguments

Filename

A scalar string containing the full path and filename of the file to which to dump the elements. The file is written as ASCII text.

Keywords

None

Examples

The columns output by DumpElements are the element reference, the (group, element) tuple, the value representation, the description, the value length, and some of the data values.

```
; Create a DICOM object, read a DICOM file and dump its contents:
obj = OBJ_NEW( 'IDLffDICOM' )
var = obj->Read(DIALOG_PICKFILE(FILTER='*'))
obj->DumpElements

; Dump the contents of the current DICOM object to a file under
; Windows:
obj->DumpElements, 'c:\itt\elements.dmp'

; Dump the contents of the current DICOM object to a file under
; UNIX:
obj->DumpElements, '/itt/elements.dmp'

OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetChildren

The IDLffDICOM::GetChildren function method is used to find the member element references of a DICOM sequence. It takes as an argument a scalar reference to a DICOM element representing the parent of the sequence.

Syntax

Result = Obj->[IDLffDICOM::]GetChildren(*Reference*)

Return Value

Returns an array of references to the elements of the object that are members of that sequence. The scalar parent reference is possibly obtained by a previous call to GetReference or any method that generates a reference list. Any member of a sequence may also itself be the parent of another sequence. If the scalar reference argument is not the parent of a sequence, the method returns -1.

Arguments

Reference

A scalar reference to a DICOM element that is known to be the parent of a DICOM sequence.

Keywords

None

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get a list of references to all elements that are sequences:
refs = obj->GetReference(VR='SQ')

; Cycle through the returned list and print out the immediate
; children references and descriptions of each sequence:
FOR i = 0, N_ELEMENTS(refs)-1 DO BEGIN
   IF (refs[i] NE -1) THEN $
      BEGIN
         children = obj->GetChildren(refs[i])
```

```
                FOR j = 0, N_ELEMENTS(children)-1 DO $
                   BEGIN
                       PRINT,children[j]
                          PRINT,obj->GetDescription(REFERENCE=children[j])
                   ENDFOR
          ENDIF
      ENDFOR
      OBJ_DESTROY,obj
```

Version History

5.2	Introduced

IDLffDICOM::GetDescription

The IDLffDICOM::GetDescription function method takes optional DICOM group and element arguments and returns an array of STRING descriptions.

Syntax

Result = Obj->[IDLffDICOM::]GetDescription([*Group* [, *Element*]]
   [, REFERENCE=*list of element references*])

Return Value

Returns an array of strings describing the field's contents as per the data dictionary in the DICOM specification PS 3.6. If no arguments or keywords are specified, the returned array contains the descriptions for all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no DICOM elements can be found matching the search criteria, -1 will be returned.

Arguments

Group

An optional argument representing the value for the DICOM group to search for, i.e. '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

An optional argument specified only if the *Group* argument has also been specified. Set this argument to the value for the DICOM element for which to search, such as '0010'x. If this argument is omitted and the *Group* argument was specified, then all elements of the specified *Group* are returned.

Keywords

REFERENCE

Set this keyword to a list of element reference values from which to return description values.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get the description of the patient name element:
arr = obj->GetDescription('0010'x,'0010'x)
PRINT, arr

; Get array of all of the descriptions from the patient info group:
arr = obj->GetDescription('0010'x)
FOR i = 0, N_ELEMENTS(arr)-1 DO BEGIN
   PRINT, arr[i]
ENDFOR

OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetElement

The IDLffDICOM::GetElement function method takes optional DICOM group and/or element arguments and returns an array of DICOM Element numbers for those parameters.

Syntax

Result = Obj->[IDLffDICOM::]GetElement([*Group* [, *Element*]]
   [, REFERENCE=*list of element references*])

Return Value

Returns an array of integers representing the DICOM Element numbers for the parameters of the *Group* and *Element* arguments. If no arguments or keywords are specified, the returned array contains Element numbers for all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

An optional argument representing the value for the DICOM group to search for, i.e. '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

An optional argument specified only if the Group argument has also been specified. Set this argument to the value for the DICOM element to search for, such as '0010'x. If this argument is omitted and the Group argument was specified, then all elements of the specified Group are returned.

Keywords

REFERENCE

Set this keyword to a list of element reference values from which to return element number values.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get references to all elements with "patient" in the description:
refs = obj->GetReference(DESCRIPTION='patient')

; Get the element numbers of the elements containing "patient":
FOR i = 0, N_ELEMENTS(refs)-1 DO BEGIN
   num = obj->GetElement(REFERENCE=refs[i])
   PRINT,num
ENDFOR

; Get the element numbers from the Patient Info group, 0010:
elements = obj->GetElement('0010'x)
PRINT, elements

OBJ_DESTROY,obj
```

Version History

5.2	Introduced

IDLffDICOM::GetGroup

The IDLffDICOM::GetGroup function method takes optional DICOM group and/or element arguments and returns an array of DICOM Group numbers for those parameters.

Syntax

Result = Obj->[IDLffDICOM::]GetGroup([*Group*[, *Element*]]
    [, REFERENCE=*list of element references*])

Return Value

Returns an array of integers representing the DICOM Group numbers for *Group* parameters. If no arguments or keywords are specified, the returned array contains Group numbers for all groups in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

An optional argument representing the value for the DICOM group for which to search, such as '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

An optional argument specified only if the *Group* argument has also been specified. Set this to the value for the DICOM element for which to search, such as '0010'x. If this argument is omitted and the *Group* argument was specified, then all elements of the specified *Group* are returned.

Keywords

REFERENCE

Set this keyword to a list of element references from which to return group number values.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get references to all elements with "patient" in the description:
refs = obj->GetReference(DESCRIPTION='patient')

; Get the group numbers of the elements containing "patient":
FOR i = 0, N_ELEMENTS(refs)-1 DO BEGIN
   num = obj->GetGroup(REFERENCE=refs[i])
   PRINT, num
ENDFOR

; Get the group numbers from the Patient Info group, 0010:
grp = obj->GetGroup('0010'x)
PRINT, grp

OBJ_DESTROY,obj
```

Version History

5.2	Introduced

IDLffDICOM::GetLength

The IDLffDICOM::GetLength function method takes optional DICOM group and/or element arguments and returns an array of LONGs.

Syntax

Result = Obj->[IDLffDICOM::]GetLength([*Group* [, *Element*]] [, REFERENCE=*list of element references*])

Return Value

Returns an array of longword integers. The length is the field length that explicitly exists in the DICOM file, and represents the length of the element value in bytes. If no arguments or keywords are specified, the returned array contains the lengths for all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

An optional argument representing the value for the DICOM group for which to search, such as '0018'x. If this argument is omitted, all DICOM array elements are returned.

Element

An optional argument specified only if the *Group* argument has also been specified. Set this to the value for the DICOM element for which to search, such as '0010'x. If this argument is omitted and the *Group* argument was specified, then all elements of the specified *Group* are returned.

Keywords

REFERENCE

Set this keyword to a list of element references from which to return length values.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get the length of the patient name element:
arr = obj->GetLength('0010'x,'0010'x)
PRINT, arr

; Get an array of all of the lengths from the patient info group:
arr = obj->GetLength('0010'x)
PRINT, arr
OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetParent

The IDLffDICOM::GetParent function method is used to find the parent references of a set of elements in a DICOM sequence.

Syntax

Result = Obj->[IDLffDICOM::]GetParent(*ReferenceList*)

Return Value

Returns the parent references of a set of elements in a DICOM sequence. It takes as an argument an array of references that represent DICOM elements. If no members of the *ReferenceList* are members of a sequence, a -1 is returned, and for each member of the *ReferenceList* which is not a member of a sequence, a -1 is returned.

Arguments

ReferenceList

An array of references to DICOM elements that are known to be members of a DICOM sequence.

Keywords

None

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER = '*'))

; Get the reference to the Referenced Study Sequence
; element, if it exists:
ref = obj->GetReference('0008'x, '1110'x)
PRINT, ref
PRINT, obj->GetDescription(REFERENCE = ref)

; Get and print the parent sequence, if it exists.
; This should result in a -1 since this element is not
; a member of a sequence:
parent = obj->GetParent(ref)
PRINT, parent
```

```
PRINT, obj->GetDescription(REFERENCE=parent)

; Get the children of the Referenced Study Sequence
; element, if it exists:
refs = obj->GetChildren(ref[0])
PRINT, refs
PRINT, obj->GetDescription(REFERENCE = refs)
OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetPreamble

The IDLffDICOM::GetPreamble function method returns the preamble of a DICOM v3.0 Part 10 file.

Syntax

Result = Obj->[IDLffDICOM::]GetPreamble()

Return Value

Returns a 128-element byte array containing the preamble, which is a fixed 128 byte field available for implementation specified usage. If it is not used by the implementor of the file, it will be set to all zeroes.

Arguments

None

Keywords

None

Examples

```
; Create a DICOM object, read a DICOM file:
obj = OBJ_NEW('IDLffDICOM')
var = obj->Read(DIALOG_PICKFILE(FILTER = '*'))

; Get an array of the byte contents of the DICOM file preamble:
arr = obj->GetPreamble()
PRINT, arr

OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetReference

The IDLffDICOM::GetReference function method takes optional DICOM group and/or element arguments and returns an array of references to matching elements in the object.

Syntax

Result = Obj->[IDLffDICOM::]GetReference([*Group* [, *Element*]]
 [, DESCRIPTION=*string*] [, VR=*DICOM VR string*])

Return Value

Returns an array referencing the matching elements in the object. References are opaque, meaning that they have no specific significance other than a correspondence to the element they refer to. If no arguments or keywords are specified, the returned array contains references to all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

An optional argument representing the value for the DICOM group for which to search, such as '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

An optional argument specified only if the *Group* argument has also been specified. Set this to the value for the DICOM element to search for, such as '0010'x. If this argument is omitted and the *Group* argument was specified, then all elements of the specified *Group* are returned.

Keywords

DESCRIPTION

Set this keyword to a string containing text to be searched for in each element's DICOM description. An element will be returned only if the text in this string can be found in the description. The text comparison is case-insensitive.

VR

Set this keyword to a DICOM VR string. An element will be returned only if its value representation matches this string.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER = '*'))

; Get the reference to the patient name element:
ref = obj->GetReference('0010'x,'0010'x)
PRINT, ref

; Get references to all elements with "patient" in the description:
refs = obj->GetReference(DESCRIPTION = 'patient')
FOR i = 0, (N_ELEMENTS(refs) - 1) DO BEGIN
   PRINT, refs[i]
   PRINT, obj->GetDescription(REFERENCE = refs[i])
ENDFOR

; Get references to all elements with a VR of DA (date):
refs = obj->GetReference(vr = 'DA')
FOR i = 0, (N_ELEMENTS(refs) - 1) DO BEGIN
   PRINT, refs[i]
   PRINT, obj->GetDescription(REFERENCE = refs[i])
ENDFOR

OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::GetValue

This method takes optional DICOM group and/or element arguments and returns an array of POINTERs to the values of the elements matching those parameters.

Syntax

Result = Obj->[IDLffDICOM::]GetValue([*Group* [, *Element*]]
   [, REFERENCE=*list of element references*] [, /NO_COPY])

Return Value

Returns an array of pointers to the values of the elements matching the *Group* and *Element* parameters. If no arguments or keywords are specified, the returned array contains pointers to all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

Set this optional argument to the value for the DICOM group for which to search, such as '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

This optional argument can be specified only if the Group argument has also been specified. Set this to the value for the DICOM element for which to search, such as '0010'x. If this argument is omitted and the Group argument was specified, then all elements of the specified Group are returned.

Keywords

REFERENCE

Set this keyword to a list of element references from which to return pointer values.

NO_COPY

If this keyword is set, the pointers returned point to the actual data in the object for the specified DICOM fields. If not set (the default), the pointers point to copies of the data instead, and need to be freed by using PTR_FREE.

Examples

Example 1

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get the image data
array = obj->GetValue('7fe0'x, '0010'x)
OBJ_DESTROY, obj

TVScl, *array[0]
PTR_FREE, array
```

Example 2

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get all of the image data element(s), 7fe0,0010, from the file:
array = obj->GetValue('7fe0'x,'0010'x,/NO_COPY)

; Get the row & column size of the image(s):
rows = obj->GetValue('0028'x,'0010'x,/NO_COPY)
cols = obj->GetValue('0028'x,'0011'x,/NO_COPY)

; If the image has a samples per pixel value greater than 1
; it is most likely a color image, get the samples per pixel:
isColor = 0
samples = obj->GetValue('0028'x,'0002'x,/NO_COPY)
IF (SIZE(samples,/N_DIMENSIONS) NE 0) THEN BEGIN
   IF (*samples[0] GT 1) THEN isColor = 1
ENDIF

; Next, we need to differentiate between files with color data
; that is either color-by-plane or color-by-pixel, get the planar
; configuration:
IF (isColor EQ 1) THEN BEGIN
   isPlanar = 0
   planar = obj->GetValue('0028'x,'0006'x, /NO_COPY)
   IF (SIZE(planar, /N_DIMENSIONS) NE 0) THEN BEGIN
```

```
        IF (*planar[0] EQ 1) THEN isPlanar = 1
   ENDIF
ENDIF

; Display the first NumWin images from the file:
IF N_ELEMENTS(array) GT 10 THEN NumWin = 10 $
ELSE NumWin = N_ELEMENTS(array)
offset = 0
FOR index = 0, NumWin-1 DO BEGIN
   ; Create window for each image that is the size of the image:
   WINDOW,index,XSize=*cols[0],YSize=*rows[0],XPos=offset,YPos=0
   WSET,index
   ; Display the image data
   IF (isColor EQ 1) THEN $
       IF (isPlanar EQ 1) THEN $
           ; color-by-plane
           TVScl,TRANSPOSE(*array[index],[2,0,1]),/TRUE $
       ELSE $
           ; color-by-pixel
           TVScl,*array[index],/TRUE $
   ELSE $
       ; monochrome
       TVScl,*array[index]
       offset = offset+10
ENDFOR

; Clean up
OBJ_DESTROY,obj
```

Version History

5.2	Introduced

IDLffDICOM::GetVR

The IDLffDICOM::GetVR function method takes optional DICOM group and/or element arguments and returns an array of VR (Value Representation) STRINGs for those parameters.

Syntax

array = Obj->[IDLffDICOM::]GetVR([*Group* [, *Element*]]
   [, REFERENCE=*list of references*])

Return Value

Returns an array of strings containing VRs (Value Representations) for the *Group* and *Element* parameters. A VR is a DICOM value representation as described in the DICOM specification PS 3.5. If no arguments or keywords are specified, the returned array contains VRs for all elements in the object. The effect of multiple keywords and parameters is to AND their results. If no matching elements can be found, the function returns -1.

Arguments

Group

An optional argument representing the value for the DICOM group for which to search, such as '0018'x. If this argument is omitted, then all of the DICOM array elements are returned.

Element

An optional argument specified only if the *Group* argument has also been specified. Set this to the value for the DICOM element for which to search, such as '0010'x. If this argument is omitted and the *Group* argument was specified, then all elements of the specified *Group* are returned.

Keywords

REFERENCE

Use the specified list of references from which to return VR STRING values.

Examples

```
obj = OBJ_NEW('IDLffDICOM')
read = obj->Read(DIALOG_PICKFILE(FILTER='*'))

; Get the VR of the patient name element:
arr = obj->GetVR('0010'x,'0010'x)
PRINT, arr

; Get an array of all of the VRs from the patient info group:
arr = obj->GetVR('0010'x)
PRINT, arr

OBJ_DESTROY,obj
```

Version History

5.2	Introduced

IDLffDICOM::Init

The IDLffDICOM::Init function method creates a new IDLffDICOM object and optionally reads the specified file as defined in the IDLffDICOM::Read method.

Note —————————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

———————————————————————————————————————

Syntax

Result = OBJ_NEW('IDLffDICOM' [, *Filename*] [, *PROPERTY=value*])

or

Result = *Obj*->[IDLffDICOM::]Init([*Filename*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

An optional scalar string argument containing the full path and filename of a DICOM v3.0 Part 10 file to open, read into memory, then close, when the object is created. It is the same as calling: result->Read(Filename).

Keywords

Any property listed under "IDLffDICOM Properties" on page 3198 that contains the word "Yes" in the "Init" column of the properties table can be initialized during

object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Examples

```
; Create a DICOM object:
obj = OBJ_NEW( 'IDLffDICOM' )

; Create a DICOM object and read in a DICOM file named
; mr_brain.dcm:
obj = OBJ_NEW( 'IDLffDICOM', $
   FILEPATH('mr_brain.dcm', SUBDIRECTORY=['examples', 'data']))

; Create a DICOM object and allow the user to choose a DICOM file
; to be read:
obj = OBJ_NEW( 'IDLffDICOM', DIALOG_PICKFILE(FILTER='*'))
```

Version History

5.2	Introduced

IDLffDICOM::Read

The IDLffDICOM::Read function method opens and reads from the specified disk file, places the information into the DICOM object, then closes the file.

Syntax

Result = Obj->[IDLffDICOM::]Read(*Filename* [, ENDIAN={1 | 2 | 3 | 4}])

Return Value

Return a 1 if successful and 0 otherwise.

Arguments

Filename

A scalar string argument containing the full path and filename of a DICOM Part 10 file to open and read into memory.

Keywords

ENDIAN

Set this keyword to configure the endian format when reading a DICOM file.

- 1 = Implicit VR Little Endian

- 2 = Explicit VR Little Endian

- 3 = Implicit VR Big Endian

- 4 = Explicit VR Big Endian

Examples

```
; Create a DICOM object and read a DICOM file:
obj = OBJ_NEW('IDLffDICOM')
var = obj->Read(DIALOG_PICKFILE(FILTER = '*'))
OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDICOM::Reset

The IDLffDICOM::Reset procedure method removes all of the elements from the IDLffDICOM object, leaving the object otherwise intact.

Syntax

Obj->[IDLffDICOM::]Reset

Arguments

None

Keywords

None

Examples

```
; Create a DICOM object, read a DICOM file and dump its contents:
obj = OBJ_NEW( 'IDLffDICOM' )
var = obj->Read(DIALOG_PICKFILE(FILTER='*'))
obj->DumpElements
obj->Reset

; DumpElements should produce no output here:
obj->DumpElements
OBJ_DESTROY, obj
```

Version History

5.2	Introduced

IDLffDXF

An IDLffDXF object contains geometry, connectivity and attributes for graphics primitives.

Note ───
IDL supports version 2.003 of the DXF Library.
───

Note ───
IDL does not provide DXF functionality under Macintosh OS X or on 64-bit platforms.
───

This object treats a DXF file as a list of entities. Note, these are not directly mapped to DXF entity types, rather they are an abstraction of the DXF types. The Read method is used to read the contents of a DXF file into the current entity list. The user may then query this list using the GetContents method to determine the types and number of entities in the file. The user may retrieve arrays of entities from the list using the GetEntity method and add additional entities using the PutEntity method. Entities can also be removed from the list (RemoveEntity) or the entire list destroyed (Reset). The current list of entities can also be written to disk as a DXF file. Note, this object converts DXF entities to IDL entities and back. This conversion is not reversible; thus, if a DXF file is read and then written, the data in the file is not changed, but the internal DXF entity types may be changed by IDL. As an example, DXF face3d entities may be written as DXF polyline entities.

The object has one attribute which can be modified using the Get/SetPalette methods. This palette is used to convert color index values. The palette is not actually written to the DXF file. So, if the user wanted to specify entity colors from a 256 entry table, that table would be set using SetPalette, but the actual colors written to the file are the closest colors matched to the fixed AutoCAD color palette. There are two special color values: (0) = color by block color, (256) = color by layer color.

In this object, blocks and layers are treated as named entities with attributes, but are special in that all other entities have a block and layer entity reference in them. This allows the user to use these entity names as filters for many operations. There is a default block and a default layer. The default block has the name "" (the null string), and the default layer is '0'. The user may change the (non-name) attributes for these implicit blocks using PutEntity.

Superclasses

None

Creation

See "IDLffDXF::Init" on page 3249

Properties

Objects of this class have no properties of their own.

Methods

This class has the following methods:

- IDLffDXF::Cleanup
- IDLffDXF::GetContents
- IDLffDXF::GetEntity
- IDLffDXF::GetPalette
- IDLffDXF::Init
- IDLffDXF::PutEntity
- IDLffDXF::Read
- IDLffDXF::RemoveEntity
- IDLffDXF::Reset
- IDLffDXF::SetPalette
- IDLffDXF::Write

Version History

5.2	Introduced

IDLffDXF Properties

Objects of this class have no properties of their own.

IDLffDXF::Cleanup

The IDLffDXF::Cleanup procedure method performs all cleanup on the object.

Note ————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffDXF::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.2	Introduced

IDLffDXF::GetContents

The IDLffDXF::GetContents function method returns a description of the content of the DXF file.

See the Examples following the GetEntity method description for an illustration of the difference between the GetContents and the GetEntity methods.

Note

The Read or PutEntity methods must have been called previously for the results of this method to be valid.

Valid DXF ENTITY Types	DXF_TYPE (0=default)
ARC	1
CIRCLE	2
ELLIPSE	3
LINE	4
LINE3D	5
TRACE	6
POLYLINE	7
LWPOLYLINE	8
POLYGON	9
FACE3D	10
SOLID	11
RAY	12
XLINE	13
TEXT	14
MTEXT	15

Table 30-4: DXF Entity Types

Valid DXF ENTITY Types	DXF_TYPE (0=default)
POINT	16
SPLINE	17
BLOCK	18
INSERT	19
LAYER	20

Table 30-4: DXF Entity Types (Continued)

This object uses a small number of IDL named structures to return the data associated which each entity. This means that several of these DXF types are returned in the same structures, using different values of the DXF_TYPE field. The mapping of DXF entities to IDL named structures is as follows (each of these structures is documented in the GetEntity method):

IDL Structure	DXF Entity
IDL_DXF_ELLIPSE	arc, circle, ellipse
IDL_DXF_POLYLINE	line, line3d, trace, polyline, lwpolyline
IDL_DXF_POLYGON	face3d, solid, polyline (3-d mesh)
IDL_DXF_POINT	point
IDL_DXF_XLINE	ray, xline
IDL_DXF_SPLINE	spline
IDL_DXF_TEXT	text, multitext
IDL_DXF_BLOCK	block
IDL_DXF_INSERT	insert
IDL_DXF_LAYER	layer

Table 30-5: DXF mapping to IDL structures

Syntax

Result = Obj->[IDLffDXF::]GetContents([*Filter*] [, BLOCK=*string*]
   [, COUNT=*variable*] [, LAYER=*string*])

Return Value

Returns an integer array containing the DXF entity type codes and the number of
occurrences of each entity type contained in the object

Arguments

Filter

An integer array of the DXF entity types to which the return types are restricted. If
set, Result can contain only types given in this argument and count will also reflect
that restriction.

Keywords

BLOCK

Set this keyword to a string value containing the block name to obtain the entities
from. The default is all blocks.

COUNT

A long array containing the number of each entity type contained within the DXF
object. If the Filter argument was provided, the numbers reflect the reduced set of
entities caused by the Filter argument.

LAYER

Set this keyword to a string value containing the layer name to obtain the entities
from. The default is all layers.

Version History

5.2	Introduced

IDLffDXF::GetEntity

The IDLffDXF::GetEntity function method returns an array of data for the requested entity type.

Syntax

Result = Obj->[IDLffDXF::]GetEntity(*Type* [, BLOCK=*string*] [, INDEX=*value*]
  [, LAYER=*string*])

Return Value

Returns one of the named structure formats described in "Structure Formats" on page 3237.

Arguments

Type

The integer DXF entity type from which to obtain the geometry information.

Keywords

BLOCK

Set this keyword to a block name specifying the graphic block from which to obtain the entity geometry information. The default is all blocks. Setting this keyword to the null string " " will cause this method to only return entities from the default DXF entity block.

INDEX

Set this keyword to a scalar index or a long array of indices of entities of the given type to return. If not set, this method returns all entities for the given type.

LAYER

Set this keyword to a string value containing the layer name to obtain the entities from. The default is all layers.

Fields Common to All Structures

BLOCK

The name of the block this entity is in (these may be in the default block "").

COLOR

A color index value into the current object palette with 0=use block color and 256=use layer color.

EXTRUSION

The DXF extrusion vector (if any).

LAYER

The name of the layer this entity is in (the default layer is '0').

LINESTYLE

Defined the same as the user linestyle for IDLgrPolyline::Init.

Note
IDL will always return a solid line regardless of the linestyle in DXF

THICKNESS

In AutoCAD units.

DXF_TYPE

Set to one of the values listed in IDLffDXF::GetContents.

Note
It is the user's responsibility to free all the pointers returned in these structures when the entity is no longer needed.

Structure Formats

Structure IDL_DXF_ELLIPSE

Field	Data Type
PT0	Double [3]
PT1_OFFSET	Double [3]
MIN_TO_MAJ_RATIO	Double
START_ANGLE	Double
END_ANGLE	Double
EXTRUSION	Double [3]
LINESTYLE	Integer [2]
THICKNESS	Double
COLOR	Integer
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-6: Fields of the IDL_DXF_ELLIPSE Structure

This object is centered at PT0 and has a radius defined by the vector PT1_OFFSET. This vector determines the length and orientation of the major axis of an ellipse as well.

The MIN_TO_MAJ_RATIO value specifies the length of the minor axis as a fraction of the major axis length. For a circle, this value is 1.0.

The START_ANGLE and END_ANGLE values select the portion of the curve to be drawn. If they are equal, the entire circle or ellipse is drawn.

Structure IDL_DXF_POLYGON

Field	Data Type
VERTICES	Pointer (to an array of 3-D points)
CONNECTIVITY	Pointer (to an array of integers)
VERTEX_COLORS	Pointer (to an array of integers)
MESH_DIMS	Integer [2]
CLOSED	Integer [2]
COLOR	Integer
EXTRUSION	Double [3]
FIT_TYPE	Integer
CURVE_FIT	Integer
SPLINE_FIT	Integer
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-7: Fields of the IDL_DXF_POLYGON Structure

VERTICES is a pointer to an array of dimension [3, n] containing the points for this entity.

CONNECTIVITY is the array used to connect these points into polygons (see the POLYGONS keyword for IDLgrPolygon::Init). If this array is not present, the connectivity is implicit in (U, V) space defined by the values in MESH_DIMS; the vertices represent a quad mesh of dimensions (MESH_DIMS[0], MESH_DIMS[1]).

Note ───

If a connectivity array is not supplied and the MESH_DIMS are left at 0,0, then IDL will tessellate the vertex list and store the polygon with the resulting connectivity list. If tessellation fails, IDL will throw an error that should be detected and dealt with using the CATCH mechanism. An alternative to this is to pass the polygon to the IDLgrTessellator object, which returns a zero instead of throwing an error if tessellation fails. The results of a successful tessellation can be put into a DXF

entity and passed to the IDLffDXF object, which will not attempt to tessellate the polygon as it has already been tessellated.

VERTEX_COLORS points to an array of color index values for each of the vertices. If a quad mesh is being returned, it can be closed in either dimension according to the CLOSED array.

FIT_TYPE, CURVE_FIT, and SPLINE_FIT return the type of curve fit (if any) this polygon assumes.

Structure IDL_DXF_POLYLINE

Field	Data Type
VERTICES	Pointer (to an array of 3-D points)
CONNECTIVITY	Pointer (to an array of integers)
VERTEX_COLORS	Pointer (to an array of integers)
COLOR	Integer
MESH_DIMS	Integer [2]
CLOSED	Integer [2]
THICKNESS	Double
LINESTYLE	Integer [2]
EXTRUSION	Double [3]
FIT_TYPE	String
CURVE_FIT	Integer
SPLINE_FIT	Integer
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-8: Fields of the IDL_DXF_POLYLINE Structure

VERTICES is a pointer to an array of dimension [3, n] containing the points for this entity.

CONNECTIVITY is the array used to connect these points into polylines (see the POLYLINES keyword for IDLgrPolyline::Init). If this array is not present, the connectivity is implicit in (U, V) space defined by the values in MESH_DIMS; the vertices represent a quad mesh of dimensions (MESH_DIMS[0], MESH_DIMS[1]).

VERTEX_COLORS points to an array of color index values for each of the vertices. If a quad mesh is being returned, it can be closed in either dimension according to the CLOSED array.

FIT_TYPE, CURVE_FIT, and SPLINE_FIT return the type of curve fit (if any) this polyline assumes.

Structure IDL_DXF_POINT

Field	Data Type
PT0	Double [3]
UCSX_ANGLE	Double
THICKNESS	Double
COLOR	Integer
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-9: Fields of the IDL_DXF_POINT Structure

PT0 is the location of the point in space.

UCSX_ANGLE is an internal DXF orientation parameter used for symbol plotting.

Structure IDL_DXF_SPLINE

Field	Data Type
CTR_PTS	Pointer
FIT_PTS	Pointer
KNOTS	Pointer
WEIGHTS	Pointer
COLOR	Integer
DEGREE	Integer
PERIODIC	Integer
RATIONAL	Integer
PLANAR	Integer
LINEAR	Integer
KNOT_TOLERANCE	Double
CTL_TOLERANCE	Double
FIT_TOLERANCE	Double
START_TANGENT	Double [3]
END_TANGENT	Double [3]
THICKNESS	Double
LINESTYLE	Integer [2]
EXTRUSION	Double [3]
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-10: Fields of the IDL_DXF_SPLINE Structure

This structure is returned verbatim from the DXF spline structure without interpretation. It is up to the user to interpret these values.

Structure IDL_DXF_TXT

Field	Data Type
PT0	Double [3]
TEXT_STR	String
COLOR	Integer
HEIGHT	Double
WIDTH_FACTOR	Double
BOX_WIDTH	Double
DIRECTION	Double [3]
ROT_ANGLE	Double
JUSTIFICATION	Integer (0=left, 1=center, 2=right, 3=aligned, 4=middle, 5=fit)
VERTICAL_ALIGN	Integer (0=baseline, 1=bottom, 2=middle, 3=top)
SHAPE_FILE	String
THICKNESS	Double
EXTRUSION	Double [3]
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-11: Fields of the IDL_DXF_TXT Structure

PT0 is the location of the text string.

TEXT_STR is the actual string.

HEIGHT specifies the overall scaling of the glyphs while WIDTH_FACTOR is a correction in the baseline direction (anisotropic scaling). For multi-line text, BOX_WIDTH determines where the line breaks should be placed (0.0 for single line text).

The text baseline is specified by DIRECTION and its rotation about the *z*-axis is specified by ROT_ANGLE. Justification is specified by JUSTIFICATION and VERTICAL_ALIGN. SHAPE_FILE is the name of the glyph file used to image this string. The shape file is NOT read by IDL.

Structure IDL_DXF_XLINE

Field	Data Type
PT0	Double [3]
UNIT_VEC	Double [3]
COLOR	Integer
THICKNESS	Double
LINESTYLE	Integer [2]
EXTRUSION	Double [3]
DXF_TYPE	Integer
BLOCK	String
LAYER	String

Table 30-12: Fields of the IDL_DXF_XLINE Structure

PT0 is the start of a ray or a point on a infinite line in space in the case of an XLINE entity.

UNIT_VEC determines the direction of the line in space.

Structure IDL_DXF_INSERT

Field	Data Type
SCALE	Double [3]
PT0	Double [3]
ROTATION	Double
INSTANCE_BLOCK	String
NUM_ROW_COL	Integer [2]
DISTANCE_BETWEEN	Double [2]
DXF_TYPE	Integer
BLOCK	String
COLOR	Integer
LAYER	String

Table 30-13: Fields of the IDL_DXF_INSERT Structure

The insert entity allows for the "instancing" of a block in a grid fashion.

INSTANCE_BLOCK is the name of a block to repeat.

The block is scaled by SCALE and rotated about the Z axis by ROTATION. The grid begins at PT0 and contains the number of rows and columns specified by NUM_ROW_COL (Note: 0 rows or columns will always give a single instance of the block).

The spacing of the grid is specified by DISTANCE_BETWEEN.

Structure IDL_DXF_BLOCK

Field	Data Type
PT0	Double [3]
COLOR	Integer
NAME	String
DXF_TYPE	Integer

Table 30-14: Fields of the IDL_DXF_BLOCK Structure

This entity specifies a BLOCK. Blocks have a location in space (PT0) [objects in the block are interpreted relative to this point], a name, and a COLOR. They are not contained in layers or other blocks, so these fields are not present.

Structure IDL_DXF_LAYER

Field	Data Type
COLOR	Integer
NAME	String
DXF_TYPE	Integer

Table 30-15: Fields of the IDL_DXF_LAYER Structure

This entity specifies a LAYER. Layer is a NAME and a COLOR. They are not contained in layers or other blocks, so these fields are not present.

Examples

This example illustrates the difference between the GetEntity and GetContents methods within the IDLffDXF object method. The GetContents method gives a description of the content of the file read, listing the entity types and the number of occurrences. GetEntity accesses the values returned by GetContents and determines how the entities can be logically combined into common structures for drawing efficiency.

```
PRO view_heart
; Determine path to data file.
heartFile = FILEPATH('heart.dxf', $
   SUBDIRECTORY = ['examples', 'data'])
; Initialize DXF data access object.
oHeart = OBJ_NEW('IDLffDXF')
; Read data within DXF file into access object.
status = oHeart->Read(heartFile)
; Determine what type of entities (and how many of
; each entity) exist in the file.
heartTypes = oHeart->GetContents(COUNT = heartCounts)
PRINT, 'Entity Types:   ', heartTypes
PRINT, 'Count of Types: ', heartCounts
; Initialize a model for displaying polygon and polyline
; objects.
oModel = OBJ_NEW('IDLgrModel')
; Obtain the tissue data. The tissue is accessed into
; IDL as a single polygon.
tissue = oHeart->GetEntity(heartTypes[1])
HELP, tissue
HELP, tissue, /STRUCTURE
; Initialize color parameter.
tissueColor = [255, 0, 0]
; Initialize polygon data.
vertices = tissue.vertices
connectivity = tissue.connectivity
; Initialize the polygon object.
oTissue = OBJ_NEW('IDLgrPolygon', $
   *vertices, POLYGONS = *connectivity, $
   COLOR = tissueColor)
; Add the polygon to the model.
oModel->Add, oTissue
; Clean-up all the related pointers.
PTR_FREE, tissue.vertices, tissue.connectivity, $
   tissue.vertex_colors
PTR_FREE, vertices, connectivity
; Display the polylines and the polygon in the XOBJVIEW
; utility.
XOBJVIEW, oModel, /BLOCK, SCALE = 0.75
; Clean-up the object references.
OBJ_DESTROY, [oHeart, oModel]
END
```

An XOBJVIEW window with the mesh heart object appears when this program is
compiled and run. The following lines are found in the workbench Output Log
window.

```
IDL> view_heart
% Compiled module: VIEW_HEART.
```

```
% Compiled module: FILEPATH.
% Loaded DLM: DXF.
Entity Types:              7          10          18          20
Count of Types:           13        1624           1           2
```

The Entity Types (7, 10, 18, and 20) are the GetContents method return values corresponding to the occurrence of DXF ENTITY types found in the object: POLYLINES, FACE3D, BLOCK, and LAYER, respectively. Note there are a total of 1624 FACE3D entity types, but for efficiency and speed IDL logically combines all of the similar entities into a single structure that can be used in an IDLgrPolygon object. This is illustrated by the output resulting from the first Help command in the program as shown below.

```
TISSUE            STRUCT    =->IDL_DXF_POLYGON Array[1]
** Structure IDL_DXF_POLYGON, 13 tags, length=72:
   EXTRUSION         DOUBLE    Array[3]
   VERTICES          POINTER   <PtrHeapVar3>
   CONNECTIVITY      POINTER   <PtrHeapVar4>
   VERTEX_COLORS     POINTER   <PtrHeapVar5>
   MESH_DIMS         INT       Array[2]
   CLOSED            INT       Array[2]
   COLOR             INT            256
   FIT_TYPE          INT             -1
   CURVE_FIT         INT              0
   SPLINE_FIT        INT              0
   DXF_TYPE          INT             10
   BLOCK             STRING    ''
   LAYER             STRING    '0----'
% Compiled module: XOBJVIEW.
% Compiled module: UNIQ.
% Compiled module: IDENTITY.
% Compiled module: XMANAGER.
```

Note that the tissue is represented as an array of polygons having 1 element. This is evident by the mesh representation of the heart object showing the 1624 individual polygons as a single object.

Version History

5.2	Introduced

IDLffDXF::GetPalette

The IDLffDXF::GetPalette procedure method returns the current color table in the object.

Syntax

Obj->[IDLffDXF::]GetPalette, *Red*, *Green*, *Blue*

Arguments

Red

Returns an array of the red components to the current color table.

Green

Returns an array of the green components to the current color table.

Blue

Returns an array of the blue components to the current color table.

Keywords

None

Version History

5.2	Introduced

IDLffDXF::Init

The IDLffDXF::Init function method initializes the DXF object.

Note ————————————————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Result = OBJ_NEW('IDLffDXF' [, *Filename*])

or

Result = *Obj*->[IDLffDXF::]Init([*Filename*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

A scalar string optional argument containing the full path and filename of a DXF file to be read as the object is created.

Keywords

None

Version History

5.2	Introduced

IDLffDXF::PutEntity

The IDLffDXF::PutEntity procedure method inserts an entity into the DXF object. The type of the entity is determined from the DXF_TYPE field of the entity structure. If DXF_TYPE is set to 0, the type is implied by the entity structure.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

Line3D entity types will be written as Line entities due to the obsolete status of Line3D. Polyline entities will be automatically converted to Lightweight Polylines where applicable.

Syntax

Obj->[IDLffDXF::]PutEntity, *Data*

Arguments

Data

An array of Entity structures as defined by the GetEntity method.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

If the entity references a non-existent block or layer, one will automatically be created. Blocks and layers can also be created by passing IDL_DXF_BLOCK or IDL_DXF_LAYER structures to this routine.

Keywords

None

Version History

5.2	Introduced

IDLffDXF::Read

The IDLffDXF::Read function method reads a file, parsing the DXF object information contained in the file, and inserts it into itself.

Syntax

Result = Obj->[IDLffDXF::]Read(*Filename*)

Return Value

Returns a 1 indicating success in reading the file, otherwise 0.

Arguments

Filename

A scalar string containing the full path and filename of the DXF file to be read.

Keywords

None

Examples

```
; Read all the lines from the electrical layer:
oDXF = OBJ_NEW('IDLffDXF')
IF (oDXF->Read('myDXF.dxf')) THEN BEGIN
   contents = oDXF->GetContents(4,COUNT=numLines, $
      LAYER='Electrical')
   IF (numLines ne 0) THEN BEGIN
      lines = oDXF->GetEntity(4,LAYER='Electrical')
   ENDIF
ENDIF
```

Version History

5.2	Introduced

IDLffDXF::RemoveEntity

The IDLffDXF::RemoveEntity procedure method removes the specified entity or entities from the DXF object.

Syntax

Obj->[IDLffDXF::]RemoveEntity[, *Type*] [, INDEX=*value*]

Arguments

Type

An optional scalar string containing the DXF type to be removed from the DXF object.

Note ―――――――――――――――――――――――――――――――――
Specifying a block or layer entity will cause all the entities in that layer or block to be removed.
――

Keywords

INDEX

Set this keyword to a scalar long or a long array of indices to remove from the DXF object. If not set, or set negative, all entities of the given type are removed.

Version History

5.2	Introduced

IDLffDXF::Reset

The IDLffDXF::Reset procedure method removes all the entities from the DXF object.

Syntax

Obj->[IDLffDXF::]Reset

Arguments

None

Keywords

None

Version History

5.2	Introduced

IDLffDXF::SetPalette

The IDLffDXF::SetPalette procedure method sets the current color table in the object.

Syntax

Obj->[IDLffDXF::]SetPalette, *Red*, *Green*, *Blue*

Arguments

Red

Sets the red components of the current color table to this array.

Green

Sets the green components of the current color table to this array.

Blue

Sets the blue components of the current color table to this array.

Keywords

None

Version History

5.2	Introduced

IDLffDXF::Write

The IDLffDXF::Write function method writes a file for the DXF entity information this object contains.

Syntax

Result = Obj->[IDLffDXF::]Write(*Filename*)

Return Value

Returns a 1 if successful in writing the file, 0 otherwise.

Arguments

Filename

A scalar string containing the full path and filename of the DXF file to be written.

Keywords

None

Examples

```
; Write a square to a new DXF file using lines:
oDXF = OBJ_NEW('IDLffDXF')
lines = {IDL_DXF_POLYLINE}
lines.dxf_type = 4
lines.layer='myLayer'
lines.thickness = 1.0

; Create clockwise square:
lines = REPLICATE(lines, 4)
lines[0].vertices = PTR_NEW([[0.0,0.0,0.0], $
     [0.0,1.0,0.0]])
lines[0].connectivity = PTR_NEW([0,1])
lines[1].vertices = PTR_NEW([[0.0,1.0,0.0], $
    [1.0,1.0,0.0]])
lines[1].connectivity = PTR_NEW([0,1])
lines[2].vertices = PTR_NEW([[1.0,1.0,0.0], $
    [1.0,0.0,0.0]])
lines[2].connectivity = PTR_NEW([0,1])
lines[3].vertices = PTR_NEW([[1.0,0.0,0.0], $
```

```
      [0.0,0.0,0.0]])
lines[3].connectivity = PTR_NEW([0,1])
oDXF->PutEntity, lines
IF (not oDXF->Write('mySquare.dxf')) THEN $
   PRINT, 'Write Failed.'
   ; Clean up the memory in the structs:
   OBJ_DESTROY, oDXF
   FOR i=0,3 DO BEGIN
      PTR_FREE, lines[i].vertices, lines[i].connectivity
ENDFOR
```

Version History

5.2	Introduced

IDLffJPEG2000

An IDLffJPEG2000 object contains the data for one or more images embedded in a JPEG2000 file as well as functionality for reading and writing JPEG2000 files. For additional information on the JPEG 2000 file format, see "Overview of IDL and JPEG2000" on page 3260.

Superclasses

None

Creation

See "IDLffJPEG2000::Init" on page 3288.

Properties

Objects of this class have the following properties. See "IDLffJPEG2000 Properties" on page 3265 for details on individual properties.

- BIT_DEPTH
- BIT_RATE
- COLOR_SPACE
- COMMENT
- DIMENSIONS
- DISPLAY_RESOLUTION
- FILENAME
- JP2
- N_LAYERS
- N_LEVELS
- N_COMPONENTS
- N_TILES
- OFFSET
- PALETTE
- PROGRESSION
- QUIET
- READ
- REVERSIBLE
- SIGNED
- SUBSAMPLING
- TILE_DIMENSIONS
- TILE_OFFSET
- TILE_RANGE
- UUIDS
- WRITE
- XML
- YCC

Methods

This class has the following methods:

- IDLffJPEG2000::Cleanup

- IDLffJPEG2000::GetData
- IDLffJPEG2000::GetProperty
- IDLffJPEG2000::GetTileProperty
- IDLffJPEG2000::GetUUID
- IDLffJPEG2000::Init
- IDLffJPEG2000::SetData
- IDLffJPEG2000::SetProperty
- IDLffJPEG2000::SetUUID

Version History

6.1	Introduced
6.2	Added BIT_RATE and UUIDS properties.
	Added GetUUID and SETUUID methods.

Overview of IDL and JPEG2000

JPEG2000 is an open, international standard for image compression based on wavelet technology. It offers multiple advantages over other image file standards and compression methods. Among these advantages are:

- Low-bit rate compression performance equal to and often above that of other standards.

- Progressive transmission by quality, resolution, component, or region.

- Both lossless *and* lossy compression. (Lossless decompression is achieved naturally via progressions of increasing resolutions and/or quality.)

- Decompression of images which have user-selectable regions, resolutions, and quality.

- Random spatial access to the encoded stream of bits (code stream).

- Support for metadata, in the form of XML boxes.

A JPEG2000 encoded image and its most basic metadata comprise a code stream. This raw code stream may be placed in a file, usually given an extension of .j2k.

The JPEG2000 standard also allows for additional application-specific metadata to be added to a JPEG2000 file. A file that encapsulates the raw code stream and contains this additional metadata is referred to as a JP2 format file. IDL's support of the JP2 standard provides access to the following additional metadata types: color system specifications, palettes, XML containers, and display resolution information. These metadata are exposed through the COLOR_SPACE, PALETTE, XML, and DISPLAY_RESOLUTION object properties. (See "Properties" on page 3258).

Note ———————————————————————————————————————
JP2 format files must always have the file-type extension of `.jp2` or `.jpx` (which are case insensitive).
———

The IDLffJPEG2000 object class in IDL provides access to the features of JPEG2000 and the JP2 file format for both input and output. This object class is detailed in the following section.

Note ———————————————————————————————————————
Portions of IDL's JPEG2000 functionality were developed using Unisearch's Kakadu software. Kakadu Software. Copyright © 2001. The University of New South Wales, UNSW, Sydney NSW 2052, Australia, and Unisearch Ltd, Australia.
———

Examples

The following examples showcase various functionality when working with the IDLffJPEG2000 object.

Example One

This example shows how to both use the bit rate keyword to create an image with four layers and how to get and display a specific layer:

```
PRO JP2_BIT_RATE_EXAMPLE

; create a new JPEG2000 file
; the file will have four layers with the given bits rates
oJP2 = OBJ_NEW('IDLffJPEG2000', 'jp2_bit_rate_example.jp2',$
   /WRITE, BIT_RATE=[.02,.022,.032,.1])

; set the image data [256x256]
oJP2->SetData, DIST(256)

; this will release the object
OBJ_DESTROY, oJP2

; open the file we just created
oJP2=OBJ_NEW('IDLffJPEG2000', 'jp2_bit_rate_example.jp2')

; create a window to display the four layers
WINDOW, xsize=512, ysize=512

; get and display each layer
TV, oJP2->GetData(MAX_LAYERS=1), 0
TV, oJP2->GetData(MAX_LAYERS=2), 1
TV, oJP2->GetData(MAX_LAYERS=3), 2
TV, oJP2->GetData(MAX_LAYERS=4), 3

; this will close the file
OBJ_DESTROY, oJP2

END
```

Example Two

This example shows how to add a UUID box to a new JPEG2000 file and how to read a UUID box from an existing JPEG2000 file:

```
PRO JP2_UUid_EXAMPLE

; create a new jp2 file that we can write to
oJP2 = OBJ_NEW('idLFFJPEG2000', 'jp2_uuid_example.jp2', /WRITE)
```

```
; create a bogus id for the uuid box
id = BINDGEN(16)
id[*] = id[*] + 1

; create some data for the uuid box
data = BINDGEN(37)
data[*] = data[*] + 100

; add a new uuid box to the new jp2 file
oJP2->SetUUid, id, data

; set some image data
oJP2->Setdata, BYTARR(10,10, /NOZERO)

; close the file
OBJ_DESTROY, oJP2

; open the file we just created in read only mode
oJP2 = OBJ_NEW('idLffJPEG2000', 'jp2_uuid_example.jp2')

; ask the jp2 object for a list of uuids in the file
; this will return an array of 16 uuids eg..[1,16], [2,16]....
oJP2->GetProperty, UUIDS=uuid_list
HELP, uuid_list

; we get the data for the first uuid found in the file
data1 = oJP2->GetUUid(uuid_list[0,*], LEN=len)
PRINT, 'data len = ', STRTRIM(len,2), '   data =  ', data1

; this will cause the object to go away
OBJ_DESTROY, oJP2

END
```

The JPEG2000 Canvas Coordinate System

JPEG2000 uses the concept of the canvas to align multiple image components and tiles in a single coordinate system. This section explains the layout of image components and tiles within the canvas coordinate system.

Image Offsets and Image Subsampling

By default, images are placed on the canvas so that the image and canvas origins align. If an image offset is specified, the origin of all image components will be located at the specified *X* and *Y* offsets from the canvas origin.

Each image component can also be subsampled. The subsampling factors for a component indicate the scaling factor between the component dimensions and the

image dimensions. If an image has dimensions X_I by Y_I, and a component has subsampling factors X_S by Y_S, the dimensions of the component will be the ceiling of X_I/X_S by the ceiling of Y_I/Y_S. For example, suppose an image has an overall size of 512 by 384 samples. An image component that has subsampling factors of 2 by 2 will have dimensions 256 by 192 samples. Calling the GetData method to retrieve just this component will return a 256 by 192 array.

In the canvas coordinate system, the subsampling factors have been applied to each component so that the dimensions of all components are always equal.

Note

When reading a region within the image with the GetData method, the values passed to the REGION keyword ([*StartX*, *StartY*, *Width*, *Height*]) are measured in the canvas coordinate system. The *StartX* and *StartY* values are measured from the canvas origin, and the *Width* and *Height* values are measured after any subsampling has been applied to the image components. This allows a single set of *Width* and *Height* values to be used for every component.

Note

If all components in an image have subsampling factors of 1 by 1, the dimensions of each component will be equal to the value contained in the DIMENSIONS property. To calculate the dimensions of individual components when some components have subsamplings other than 1 by 1, the following code can be used:

```
object->GetProperty, DIMENSIONS = dimensions, $
   SUBSAMPLING = subsampling, N_COMPONENTS = n_components
comp_sizes = ULONARR(2, n_components)
FOR i = 0, n_components - 1 do $
   comp_sizes[*,i] = CEIL(FLOAT(dimensions) /
subsampling[*,i])
```

Tile Dimensions and Tile Offsets

By default, images will have one tile that has the same dimensions and offset on the canvas as the image. If the tile dimensions are smaller than the image dimensions and the tile offsets are different than the images offsets, some tiles may extend beyond the borders of the image.

The values returned via the TILE_DIMENSIONS and TILE_OFFSET keywords in the GetTileProperty method are the dimensions and location of the tile on the image itself, and not necessarily the dimensions and location on the canvas. To determine

the overall dimensions of a tile, whether or not it falls outside the boundaries of the image, check the TILE_DIMENSIONS property with the GetProperty method.
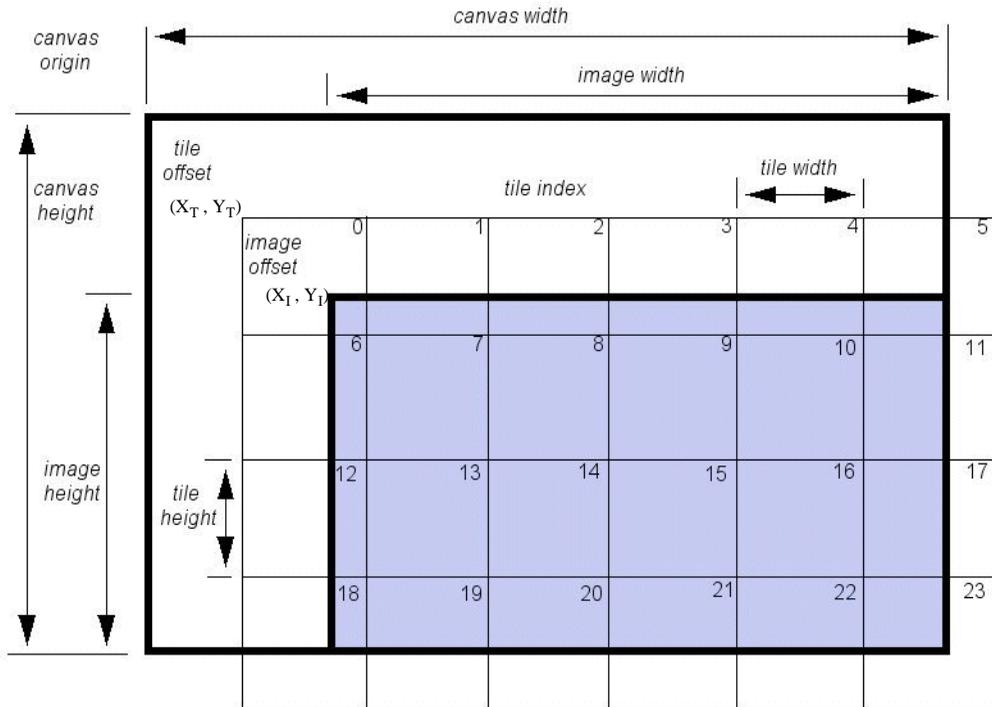
Figure 30-1: Image Tile Dimensions and Offsets

Saving and Restoring IDLffJPEG2000 Objects

IDL does not save IDLffJPEG2000 objects in a SAVE file. If you restore a SAVE file that contains object references to IDLffJPEG2000 objects, the object references are restored, but are set to null object references. The IDLffJPEG2000 objects are not saved because they contain state information for the external JPEG2000 library. This state information is not available to IDL and cannot be restored.

It is recommended that applications complete any JPEG2000 operations before saving their data in a SAVE file.

IDLffJPEG2000 Properties

IDLffJPEG2000 objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffJPEG2000::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffJPEG2000::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLffJPEG2000::SetProperty.

Note
For more information about the "Property Type", "Name String", and "Registered" columns, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- BIT_DEPTH
- BIT_RATE
- COLOR_SPACE
- COMMENT
- DIMENSIONS
- DISPLAY_RESOLUTION
- FILENAME
- JP2
- N_LAYERS
- N_LEVELS

- N_COMPONENTS
- N_TILES
- OFFSET
- PALETTE
- PROGRESSION
- QUIET
- READ
- REVERSIBLE
- SIGNED
- SUBSAMPLING

- TILE_DIMENSIONS
- TILE_OFFSET
- TILE_RANGE
- UUIDS
- WRITE
- XML
- YCC

BIT_DEPTH

An integer vector containing the bit depth for each image component. Values must be in the range 1 ... 24.

Note
When writing out JPEG2000 files, the default BIT_DEPTH is 8 for all components, regardless of the data type supplied to SetData. If you are writing out short or long integer data, you may wish to set BIT_DEPTH to a larger value for those components.

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

BIT_RATE

A floating-point vector containing the bit rate for each layer, measured in bits per pixel per component (or band). The number of elements in BIT_RATE must be equal to the number of quality layers or, alternatively, may be two.

When writing files, the values in BIT_RATE may be given in any order, and will be automatically sorted into ascending order. A value of -1 anywhere within the BIT_RATE vector indicates that the highest quality layer should include all compressed bits. BIT_RATE may also be set to a two-element vector, in which case the rates will be approximately logarithmically spaced between the two values.

When the /REVERSIBLE switch is set the last rate will be automatically set to -1 to ensure that the last layer contains the bits needed to recreate the original image data.

When the number of rates being set exceeds the number of layers being set an error is thrown. The value in the N_LAYERS property must always be equal to or greater than the number of bit rates in the BIT_RATE property (unless the number of bit rates is two).

Property Type	Float Vector		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR_SPACE

A string containing one of the following values:

- sLUM - a luminance (monochrome) space.

- sRGB - the sRGB space is a reasonably good model for color imagery which has been corrected to look good on a monitor.

- sYCC - a three-component color space derived by applying the standard YCbCr color transform to sRGB data; the YCbCr transform is identical to

the irreversible color transform defined by JPEG2000 at the code stream level.

- iccLUM - a monochrome color space defined by an embedded ICC profile.

- iccRGB - an RGB color space defined by an embedded ICC profile.

- <Null string> - none of the above. A null string will result if the source is not a JP2 source.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COMMENT

A string vector containing an element for each comment associated with the object. If the object has no associated comments, the result will be a scalar null string.

Property Type	String Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DIMENSIONS

A two-element 64-bit integer array giving the width and height of the image. Values for DIMENSIONS should be in the range $1 ... 2^{32}-1$.

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DISPLAY_RESOLUTION

A two-element floating-point vector giving the default horizontal and vertical display resolution (in samples per meter). This property will return a value of [0.0, 0.0] if the file has no display resolution specified. This keyword is only valid for JP2 files.

Note ———

The JPEG2000 code stream stores the display resolution values using only 24 bits
of precision. When writing files, you may notice slight differences between your
input values and the values returned when reading the file.

———

Property Type	Float Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FILENAME

A string containing the name of the file associated with the object

Note ———

This property can only be set via the *Filename* argument to the
IDLffJPEG2000::Init method.

———

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

JP2

A boolean value indicating whether the JPEG2000 file consists of only a codestream
(usually referred to as a .j2c file) or of a codestream and metadata information
(usually referred to as a .jp2 or .jpx file).

Note ———

This property can only be set when the IDLffJPEG2000 object is created.

———

When writing a JPEG2000 file (that is, when the WRITE property is set to 1):

- If the JP2 property is set to 1, the file created will contain a codestream and
  metadata (.jp2 file type), regardless of the file extension specified.

- If the JP2 property is set to 0, the file created will contain only a codestream
  (.j2c file type), regardless of the file extension specified.

- If the JP2 property is *not set* when the IDLffJPEG2000 object is created:

  - If the file extension specified is either `.jp2` or `.jpx`, the file created will contain both codestream an metadata (`.jp2` file type).

  - If the file extension is anything other than `.jp2` or `.jpx`, the file created will contain only the codestream (`.j2c` file type).

When reading a JPEG2000 file:

- The JP2 property will be set to 1 if the file contains both codestream and metadata.

- The JP2 property will be set to 0 if the file contains only the codestream.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

N_COMPONENTS

An integer containing the number of image components (or channels) in the entire file or code stream. If N_COMPONENTS is not supplied in the first call to Init or SetProperty, it will be the same as the number of components contained in the image parameters in the first call to SetData.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_LAYERS

A positive integer specifying the number of quality layers. A quality layer is one quality increment for the entire image at full resolution. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. All image data bits may be encoded in one layer, or may be broken up into a larger number of layers each containing a further quality refinement.

When writing, the default is one. If N_LAYERS is greater than one, the layers will be assigned roughly logarithmically-spaced bit rates, with the last layer containing all of the compressed bits.

When setting N_LAYERS, the value is limited to 244

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

N_LEVELS

An integer specifying the number of wavelet decomposition levels, or stages, in the range of 0...15.

When writing files, a value of zero indicates that no wavelet transform will be used. If this keyword is omitted, then the default value of 5 is used. When writing JP2 files, if the PALETTE property is set then the default is N_LEVELS=0.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

N_TILES

An integer specifying the number of tiles within the file.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

OFFSET

A two-element integer array giving the X and Y offsets of all image components. Values for OFFSET should be positive, in the range of a 32-bit integer $0 \ldots 2^{31}$-2 .

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

PALETTE

JP2 files may contain a "palette", or color table, which efficiently stores images with only a few distinct colors. The palette associates a color index with each distinct color present in the image. Images stored in JP2 files with a palette consist of only one component which contains the color indices.

When writing a JP2 file, set this property to a 3-by-*n* or an *n*-by-3 array of byte or integer values, where *n* is the number of intensity values, for the three color channels of red, green, and blue. In this case *n* must be a power of 2 and ≤ 256.

When reading JP2 files, this property will return an *n*-by-*m* array of byte or integer values, where *n* is the number of intensity values, and *m* is the number of lookup tables (*m* is usually 3, indicating red, green, and blue). If the associated object has no palette, this property will return a scalar zero.

Note ———

When writing JP2 files, if PALETTE is present, then the default values for other properties are N_LEVELS=0, REVERSIBLE=1, and YCC=0.

Property Type	Byte or Integer Array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

PROGRESSION

A string defining the progression order of the output. Progression order may be one of the following: LRCP, RLCP, RPCL, PCRL, CPRL. The four character identifiers have the following interpretation: L = layer; R = resolution; C = component; P = position. Data is written to the output file iteratively over the four progression

identifiers in this string, that is, the output is written in four nested iteration levels. The first character in the identifier refers to the outermost level of the iteration, while the last refers to the innermost level. The default is LRCP. This property is ignored when used with files opened for reading.

For example, "LRCP" means that an image is encoded in the following order, with quality being the outermost loop:

- L - a series of one or more quality layers, each contributing a quality increment for the entire image at full resolution. The quality layers may be interpreted as sub-bitplanes containing the image data at a specified, possibly fractional, bit-rate.

- R - each resolution level of the image, which corresponds to the N_LEVELS keyword used in encoding, and can be considered to contain the image data at a given size or resolution. Each level adds another level of detail to the previous levels.

- C - each image component of the above.

- P - each position (tile) within the image component.

In this example, if an image consists of 2 quality layers, 5 resolution levels, 3 components, and 16 positions or tiles, the image would be encoded in a series of packets as follows:

```
P0C0R0L0, P1C0R0L0, P2C0R0L0, ..., P15C0R0L0
P0C1R0L0, P1C1R0L0, P2C1R0L0, ..., P15C1R0L0
P0C2R0L0, P1C2R0L0, P2C2R0L0, ..., P15C2R0L0
P0C0R1L0, P1C0R1L0, P2C0R1L0, ..., P15C0R1L0
P0C1R1L0, P1C1R1L0, P2C1R1L0, ..., P15C1R1L0
P0C2R1L0, P1C2R1L0, P2C2R1L0, ..., P15C2R1L0
... ... ...
... ... ...
... ... ...
P0C2R4L0, P1C2R4L0, P2C2R4L0, ..., P15C2R4L0

P0C0R0L1, P1C0R0L1, P2C0R0L1, ..., P15C0R0L1
P0C1R0L1, P1C1R0L1, P2C1R0L1, ..., P15C1R0L1
P0C2R0L1, P1C2R0L1, P2C2R0L1, ..., P15C2R0L1
```

This encodes all components over the entire image at a given quality level, before sending the next quality refinement.

When encoding a large image with a large number of components, memory requirements will be minimized by sending each component by means of a separate call to SetData, and by specifying a progression order of "CPRL".

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

QUIET

A boolean that when set to a non-zero value suppresses the printing of warnings for this object. The default is not to suppress warnings.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

READ

A boolean set to 1 if the file is to be accessed for reading. The default is to open the file for reading.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

REVERSIBLE

A boolean that specifies the type of compression that should be used. A non-zero value indicates that reversible compression should be used. The default is to use irreversible compression. When writing JP2 files, if the PALETTE property is set then the default is REVERSIBLE=1.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SIGNED

An *n*-element boolean vector where *n* is the number of components. A value of one indicates pixels in that component are interpreted as signed numbers, otherwise the pixels are interpreted as unsigned numbers. The default is to interpret the numbers as unsigned.

Note ———

When writing out JPEG2000 files, the default is SIGNED=0 for all components, regardless of the data type supplied to SetData. If you are writing out signed integer data, you should set SIGNED to 1 for those components.

———

Property Type	Boolean Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SUBSAMPLING

A 2 by N_COMPONENTS integer array containing the subsampling factors in the horizontal and vertical dimensions for each image component. The dimensions of each component will be the ceiling of the image dimensions divided by the respective subsampling factor.

Property Type	Integer Array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

TILE_DIMENSIONS

A 2-element integer vector defining the width and height of each tile. When writing files, the default is to write one tile with the same dimensions as the image parameter. Values for TILE_DIMENSIONS should be in the range $1 \ldots 2^{32}-1$.

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_OFFSET

A 2-element integer vector containing the X and Y offset of the first tile on the canvas.

When reading, the TILE_OFFSET will return the X and Y offset of the first tile. The GetTileProperty method may be used to retrieve the TILE_OFFSET for other tiles.

When writing, the default is TILE_OFFSET=[0,0]. The values of TILE_OFFSET must be less than or equal to the corresponding values of the OFFSET property. Values for TILE_OFFSET should be positive, in the range $0...2^3-2$.

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TILE_RANGE

A two-element integer vector giving the number of tiles in the X and Y directions.

Property Type	Integer Vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

UUIDS

This property provides a mechanism to retrieve the Universally Unique Identifiers (UUIDs) for the UUID boxes in the JPEG2000 file.

A JPEG2000 file can contain 0-*n* number of UUID boxes. A UUID is a 16 byte value. Each UUID box is made up of a UUID field and a user data field. A UUID box allows the user to store application specific data inside a JPEG2000 file using a universally unique identifier.

The property returns one of the following:

- a scalar value of 0 when the file does not contain any UUID boxes

- a 16 x *n* byte array, where *n* is the number of UUIDs included. UUID boxes that exist in the file but do not contain any data are not included in the returned array.

For example, if the file contains 10 UUID boxes then this property returns a 16x10 byte array.

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

WRITE

A boolean that is 1 if the object is open for writing, 0 if not.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

XML

A string vector, each element of which contains the contents for a corresponding XML box of the object. If the object has no XML boxes, the result will be a null string. This keyword is only valid for JP2 files.

Property Type	String Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YCC

When reading files, this property indicates whether the data was originally converted from the RGB color space to the YCC color space. If YCC is true, then when calling GetData, you may wish to return all three image components so that the YCC data can be correctly transformed back to RGB.

When writing files, set this property to a boolean which specifies whether RGB data should be converted to YCrCb before being written. If the image being written has three components, the default is to assume the image contains RGB components, which are automatically converted to YCrCb, and then written. The default action to convert RGB to YCC may be overridden by explicitly setting the YCC keyword to zero. When writing JP2 files, if the PALETTE property is set then the default is

YCC=0. If the image being written does not have three components, this property is ignored.

Transforming the color coordinates from RGB to YCC decorrelates the three color components and improves compression performance for RGB images. JPEG2000 readers will then convert back to RGB.

Note ───

For the RGB-to-YCC conversion to occur, all three components must be provided at the same time (either the entire image or as separate tiles). If the components are provided in separate calls to SetData, the YCC conversion is not performed.

───

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLffJPEG2000::Cleanup

The IDLffJPEG2000::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Note ───

Calling OBJ_DESTROY will also close any files that have been opened for reading or writing.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj - > [IDLffJPEG2000::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

IDLffJPEG2000::GetData

The IDLffJPEG2000::GetData function method returns image data from the IDLffJPEG2000 object.

Syntax

Result = Obj->[IDLffJPEG2000::]GetData([, COMPONENT=*value*]
    [, DISCARD_LEVELS=*value*] [, MAX_LAYERS=*value*]
    [, N_COMPONENTS=*value*] [, ORDER=*value*] [, REGION=*value*] [, /RGB]
    [, TILE_INDEX=*value*])

Return Value

An array with two or three dimensions containing the image data from the object. Dimensions of the result are: [3, *Width*, *Height*] if the RGB keyword is set; or [*nComponents*, *Width*, *Height*] if the RGB keyword is not set. *nComponents* is the number of components present in the file. Images with only one component (which are read with RGB not set) return a two dimensional array [*Width*, *Height*].

The data type of the result is automatically determined using the bit-depth and signed properties of the returned components. For bit-depths ≤ 8 (or if RGB is set) the result will be of type byte. For bit-depths ≥ 9 and ≤ 16 the result will be of type integer or uint. For bit-depths > 16 the result will be long or ulong. Components with differing bit-depths will be returned using the largest bit-depth. Components which are a mix of signed and unsigned will be returned as signed.

Note

If the PERSISTENT keyword was set to zero when the object was created, the object may not be accessed after GetData is called, with the exception of the GetProperty and Cleanup methods.

Note

If the data in the file was transformed from RGB to YCC before saving, the library will only transform back from YCC to RGB if all three components are read in simultaneously. Reading in each component separately will return the data in the YCC space. The YCC property may be used to determine if the RGB-to-YCC conversion took place. If YCC is true, you may wish to avoid using the COMPONENT or N_COMPONENTS keywords.

Keywords

COMPONENT

Set this keyword to an integer giving the index of the component at which to start reading. The number of components to read may be specified using the N_COMPONENTS keyword. The default is COMPONENT=0.

DISCARD_LEVELS

Set this keyword to an integer that indicates the number of resolution levels to be discarded, starting with the highest resolution level (the full image).

For example, setting this keyword equal to 2 will discard the two highest resolution levels — that is, the full- and half-resolution images. The returned array will contain the quarter-resolution image.

The resulting image dimensions are given by:

```
CEIL((Dimensions + Offset)/(2^DL)) - CEIL(Offset/(2^DL))
```

where *Dimensions* and *Offset* are the image dimensions and offset, and *DL* is the value of DISCARD_LEVELS.

MAX_LAYERS

Set this keyword to the maximum number of quality layers which will appear to be present. A quality layer is one quality increment for the entire image at full resolution. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. All image data bits may be encoded in one layer, or may be broken up into a larger number of layers each containing a further quality refinement. A value of 0, the default, implies that all layers should be retained. For example, specifying MAX_LAYERS = 4 processes only the first four quality layers. The number of quality layers in a file may be determined by checking the value of the N_LAYERS property.

N_COMPONENTS

Set this keyword to an integer giving the number of components to read, starting at the component index given by the COMPONENT keyword. If neither COMPONENT nor N_COMPONENTS is specified then all components will be read. If COMPONENT is specified then the default is N_COMPONENTS=1.

ORDER

JPEG2000 images are assumed to be stored in top-to-bottom order, while IDL usually assumes images are in bottom-to-top order. By default (ORDER = 0), GetData will automatically flip the result to match IDL's bottom-to-top order. Setting ORDER to a nonzero value will return the JPEG2000 image without doing the vertical flip.

REGION

Set this keyword to a four-element vector containing the rectangular region of the image to read in the canvas coordinate system. The region is specified as [*StartX*, *StartY*, *Width*, *Height*]], where *StartX* and *StartY* must be in the range 0 ... 2^{32}-2, and *Width* and *Height* must be in the range 1 ... 2^{32}-1. The region must contain at least some portion of the image, or an error will occur. If the region is larger than the image, or extends outside of the image, then only that portion that lies within the image will be returned.

Note ———————————————————————————————————————

The region parameters should be specified in the canvas coordinate system, taking into account the canvas offset and canvas dimensions.

———

RGB

If this keyword is set, the data stream will be interpreted as RGB imagery and all details concerning color transformations (for example: sRGB, sLUM and sYCC), together with restricted ICC-profiles for specifying more general 3-color "RGB-like" spaces, plus indexed color with palettes, are handled automatically. If this keyword is set, the result of this function will always have three components, red, green, and blue; and the dimensions of the result will be [3, *Width*, *Height*].

The JPEG2000 standard allows a decorrelating color transformation to be applied to the first three image components. This transformation is identical or similar to the conventional YCbCr color transformation. To determine if this transform has been applied, examine the YCC keyword returned by the ::GetTileProperty method.

If RGB is set and the file contains more than three components, only the first three components are returned. If RGB is set and the file contains less than three components an error is issued.

If RGB is not set, and three components are transferred, and a color transformation has been applied to the input stream, the three components which are encoded in a form of YCC will automatically be converted to RGB. If it is desired to avoid this

conversion, then the user should transfer more or less than three components in the call or calls to GetData.

If RGB is not set and the number of components is not three, then each component in the data stream will be placed in the result without interpretation. Result will have dimensions: [N_COMPONENTS, *Width, Height*].

The RGB keyword may not be specified if the COMPONENT or N_COMPONENTS keywords are present.

TILE_INDEX

Set this keyword to an integer giving the tile index to read. If this keyword is specified then the REGION keyword is ignored.

Examples

This example illustrates the use of GetData to read an image a number of different ways:

```
;Create object, open file.
a = OBJ_NEW('IDLffJPEG2000', 'boat2.jp2')

;Read the entire image.
b = a->GetData()

;Read a 512x512 portion of the image, starting
;at column 100, row 200.
b = a->GetData(REGION = [100, 200, 512, 512])

;Read the portion of the above, but sub-sample it down by a
;factor of 2, returning an nComponents x 256 x 256 image.
b = a->GetData(REGION = [100, 200, 512, 512], DISCARD_LEVELS=1)

;Read only the 2nd component.
;The result will have two dimensions.
b = a->GetData(COMPONENT = 1)
```

Version History

6.1	Introduced

IDLffJPEG2000::GetProperty

The IDLffJPEG2000::GetProperty procedure method returns information describing the properties of an IDLffJPEG2000 object in the supplied variable - keyword pairs.

Syntax

Obj->[IDLffJPEG2000::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffJPEG2000 Properties" on page 3265 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.1	Introduced

IDLffJPEG2000::GetTileProperty

The IDLffJPEG2000::GetTileProperty procedure method returns information describing the properties of a tile in an IDLffJPEG2000 object in the supplied variable-keyword pairs. The object must be open for reading. An error is produced if the object is open for writing.

Syntax

Obj->[IDLffJPEG2000::]GetTileProperty [, TileIndex [, TileComponent]],
    [, N_LAYERS=*variable*] [, N_LEVELS=*variable*] [, PROGRESSION=*variable*]
    [, REVERSIBLE=*variable*] [, TILE_DIMENSIONS=*variable*]
    [, TILE_OFFSET=*variable*] [, YCC=*variable*]

Arguments

TileIndex

This argument specifies the index of the tile whose attributes are to be returned. JPEG2000 tiles are numbered in raster scan fashion, starting from 0 and going up to a maximum of 65535. The default value for this argument is 0.

TileComponent

This argument specifies the component index of the tile whose attributes are to be queried. Indices range from 0 to N_COMPONENTS-1. The default value for this argument is 0.

Keywords

N_LAYERS

Set this keyword to a named variable in which to return the number of quality layers available for the tile. If this keyword is set, the TileComponent argument is ignored.

N_LEVELS

Set this keyword to a named variable in which to return the total number of available resolution levels for this tile component.

PROGRESSION

Set this keyword to a named variable in which to return a string containing the progression order for that tile. The returned value will be one of: LRCP, RLCP, RPCL, PCRL, CPRL.

See "PROGRESSION" on page 3271 under Properties for the definition of these values.

REVERSIBLE

Set this keyword to a named variable in which to return 1 if the tile-component is compressed reversibly, 0 if irreversible.

TILE_DIMENSIONS

Set this keyword to a named variable in which to return a two-element vector containing the width and height of the tile, taking into account any clipping of the tile to the image.

TILE_OFFSET

Set this keyword to a named variable in which to return a two-element vector containing the horizontal and vertical offset of the tile, taking into account any clipping of the tile to the image.

YCC

Set this keyword to a named variable in which to return 1 if a component color transform was used for the first 3 components of the tile specified by the TileIndex argument, 0 otherwise.

Version History

6.1	Introduced

IDLffJPEG2000::GetUUID

The IDLffJPEG2000::GetUUID function method allows you to get the data field from the specified UUID box.

A JPEG2000 file can contain 0-*n* number of UUID boxes. Each UUID box in a JPEG2000 file is made up of a UUID field and a user data field. A UUID box allows the user to store application specific data inside a JPEG2000 file using a universally unique identifier.

Syntax

Data = *Obj*->[IDLffJPEG2000::]GetUUID(*UUID* [, LENGTH=*length*])

Return Value

Returns one of the following:

- • a scalar zero when the passed in UUID is not found in the file
- • a byte array containing the data found in the data field of the UUID box.
- • a scalar zero when the passed UUID is found in the file but does not contain any data (i.e. the data field is empty).

Arguments

UUID

The UUID argument is required. The UUID argument must be a 16 byte array.

Keywords

LENGTH

Length is an optional keyword. If present, the length variable will be set to the number of bytes in the returned data array. If present and the requested UUID is not found, length will be 0. If present and the requested UUID is found but does not contain any data (i.e. the data field is empty), the length will be -1.

Version History

6.2	Introduced

IDLffJPEG2000::Init

The IDLffJPEG2000::Init() function method initializes an IDLffJPEG2000 object that can be used to read (decode) image data from a JPEG2000 image file, or write (encode) image data to a JPEG2000 image file.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLffJPEG2000' , *Filename* [, /PERSISTENT]
  [, PROPERTY = value])

or

Result = *Obj->*[IDLffJPEG2000::]Init(*Filename* [, /PERSISTENT]
  [, *PROPERTY = value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

Set this argument to a scalar string containing the path and filename of a file containing JPEG 2000 compressed image data to be accessed through this object. If the file type suffix is .jp2 or .jpx, case insensitive, the file is a JP2 file. Otherwise the file contains a raw JPEG2000 code stream.

Note ────────

The value specified by the *Filename* argument is used to initialize the value of the FILENAME property of the IDLffJPEG2000 object.

Keywords

In addition to the following keyword, any property listed under "IDLffJPEG2000 Properties" on page 3265 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

PERSISTENT

A boolean value that indicates whether the image contained in the object may be accessed more than once. If set to zero, the image contained within the object may not be accessed more than once, and data are discarded whenever possible, minimizing memory usage. The default is PERSISTENT=1, which allows access to the image multiple times. This keyword is ignored if the file is opened for writing

Version History

6.1	Introduced

IDLffJPEG2000::SetData

The IDLffJPEG2000::SetData procedure method writes data to the IDLffJPEG2000 object.

Syntax

Obj->[IDLffJPEG2000::]SetData, *P_1, ..., P_n* [, COMPONENT=*value*] [, /ORDER] [, TILE_INDEX=*value*]

Arguments

P_1 ... P_n

Arguments may be one or more arrays containing the image components or tile components to be written to the JPEG2000 object. The arrays may have either two or three dimensions. Two-dimensional arrays contain one image or tile component with the dimensions of width and height. Three-dimensional arrays are dimensioned [*nComponents*, *width*, *height*]. All parameters must have the same width and height.

The array parameters are converted to byte data type if the bit-depth for the corresponding component is less than or equal to 8; to signed or unsigned integer, depending on the signed setting, for bit-depths from 9 - 16; and to signed or unsigned long integers, depending on the signed setting for bit-depths over 16.

Note ———

The bit depths used for output are determined from the BIT_DEPTH property, and not from the data type of the input arguments. If you are writing out short or long integer data, you should set the BIT_DEPTH property before calling SetData.

———

Note ———

The SIGNED property determines whether the data are written out using signed or unsigned integers, and is not affected by the data type of the input arguments. If you are writing out signed integer data, you may wish to set the SIGNED property before calling SetData.

———

Image Dimensions, Tile Dimensions, and Component Number

Images may be written using multiple calls to SetData with each call transferring one or more tile components. A tile component contains one image component for a given tile and is the smallest unit of data that can be supplied to SetData. The dimensions of the entire image and tiles, plus the number of components are

determined the first time they are specified to Init or SetProperty, and may not be changed once established. If the dimensions or number of components are not specified explicitly they are inferred from the image parameters supplied in the first call to SetData.

If transferring an image with multiple calls to SetData, try to supply the data to SetData in a manner consistent with the progression setting of PROGRESSION to ensure optimum performance and minimize memory requirements.

Note ───
If you do not complete writing all of the tiles or components, or your array dimensions are not the same as the overall image dimensions, then the library will be unable to complete the code stream. In this case, reading the data back in may result in unexpected or incorrect values.

───

Note ───
If the YCC property is set (indicating that you want the library to convert from RGB to YCC before compressing the data), then you must supply all three image components in the same call to SetData (either the entire image or one tile at a time). If the components are provided in separate calls to SetData, the YCC conversion is not performed.

───

Keywords

COMPONENT

Set this keyword to be the index of the first component to be written by this call to SetData. Default is 0.

ORDER

JPEG2000 images are assumed to be stored in top-to-bottom order, while IDL usually assumes images are in bottom-to-top order. By default (ORDER = 0), SetData will automatically flip the input arrays to match JPEG2000's top-to-bottom order. Setting ORDER to a nonzero value will save the image directly to the JPEG2000 file without doing the vertical flip.

TILE_INDEX

Set this keyword to specify the index of the first tile to be written. JPEG2000 tiles are numbered in raster scan fashion, starting from 0. The default value for this keyword is 0. The tile indices must range from 0 to one less than the number of tiles in the image file, which is determined by the tile dimensions and image dimensions.

Examples

Write a one-component image:

```
;Open file to write
jp2 = OBJ_NEW('IDLffJPEG2000', 'test.jp2', /WRITE)

;Write the image
jp2->SetData, BYTSCL(DIST(400,300))

OBJ_DESTROY, jp2
```

Read a one-component image:

```
;Open file to read
jp2_in = OBJ_NEW('IDLffJPEG2000', 'test.jp2')

img = jp2_in->GetData() ; Read the file.

OBJ_DESTROY, jp2_in
```

Write an indexed-color image with a palette:

```
;Load IDL color table #5, this example assumes we have 256 colors.
LOADCT, 5

;Read color tables
TVLCT, /GET, Red, Green, Blue

;Open file to write
jp2 = OBJ_NEW('IDLffJPEG2000', 'test.jp2', /WRITE, /JP2, $
   PALETTE=[[Red], [Green], [Blue]])

;Write the image with the palette
jp2->SetData, BYTSCL(DIST(400,300))
OBJ_DESTROY, jp2
```

Read the above image and palette:

```
;Open file to read
jp2_in = OBJ_NEW('IDLffJPEG2000', 'test.jp2')

jp2_in->GetProperty, PALETTE=palette

;Read without RGB keyword. img is a 400 by 300 byte image.
img = jp2_in->GetData()

;With the RGB keyword, the image is now [3, 400, 300]
img3d = jp2_in->GetData(/RGB)

OBJ_DESTROY, jp2_in
```

Show the images:

```
TVLCT, palette[*, 0], palette [*, 1], palette[*, 2]
DEVICE, DECOMPOSED = 0
TV, img
DEVICE, DECOMPOSED = 1
TV, img3d, TRUE=1
```

Write a 100 component file, one component at a time:

```
j2k = OBJ_NEW('IDLffJPEG2000', 'test.j2k', /WRITE, $
   N_COMPONENTS=100)
FOR i = 0, 99 DO j2k_in->SetData, $
   replicate(byte(i), 200, 300), COMPONENT = i
OBJ_DESTROY, j2k_in
```

Read the above file:

```
j2k_in = obj_new('IDLffJPEG2000', 'test.j2k')

;b is a [200, 300] array
b = j2k_in->GetData(COMPONENT=30)

;b is a [5, 200, 300] array
b = j2k_in->GetData(COMPONENT=50, N_COMPONENT = 5)

OBJ_DESTROY, j2k_in
```

Version History

6.1	Introduced

IDLffJPEG2000::SetProperty

This procedure sets the properties of an object that is open for writing. This method may not be called on files opened for reading.

Syntax

Obj->[IDLffJPEG2000::]SetProperty [, *PROPERTY=value*]

Arguments

None.

Keywords

Any property listed under "IDLffJPEG2000 Properties" on page 3265 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.1	Introduced

IDLffJPEG2000::SetUUID

The IDLffJPEG2000::SetUUID procedure method allows you to add UUID boxes when creating a new JPEG2000 file. This method can only be called when the JPEG2000 object was created with the WRITE property set. Each call to SetUUID will add a new *uuid box* to the JPEG2000 file.

A JPEG2000 file can contain zero or more uuid boxes. Each uuid box is made up of a uuid field and a user data field. A uuid box allows the user to store application specific data inside a JPEG2000 file using a universally unique identifier. User data is not compressed when the file is written.

Syntax

Obj->[IDLffJPEG2000::] SetUUID, *uuid*, *Data*

Arguments

uuid

The *uuid* argument must be a 16 byte array. If *uuid* passed in already has been used in a previous SetUUID call, an error is issued. The *uuid* is written into the uuid field of the new uuid box.

Data

The *Data* argument must be an array. The array can be of any type and any length. SetUUID treats the array as a stream of bytes. The stream of bytes are written into the data field of the new uuid box.

Keywords

None

Version History

6.2	Introduced

IDLffLangCat

The IDLffLangCat class is used to find and load an XML language catalog. A language catalog is composed of key names and key values. The key value of the specified key name can be retrieved to support internationalization. For example:

```
<KEY NAME='Menu:File:Open'>Open...</KEY>
```

in an English language catalog would appear as the following in a French language catalog:

```
<KEY NAME='Menu:File:Open'>Ouvrir...</KEY>
```

By handling files that contain keys and values like these, the IDLffLangCat class supports internationalization of user interfaces and other applications that need to display the same strings in more than one language.

The language catalogs included with IDL are in the `<IDL_DIR>/resource/langcat` directory and end in a `.cat` extension. You can use other catalogs, but all catalogs must end with the `.cat` extension.

Note ──
The IDLffLangCat class supports catalog files written in 8-bit strings (which can be encoded for languages using special marks; see below). Also, you must have the corresponding fonts installed on your machine before you can use a particular language.
──

A language-catalog file can support accent marks such as those in French (which stray from the first 128 character codes defined by ASCII into the ISO-8859 encodings) if you do one of the following actions:

- Add `encoding='ISO8859-1'` to the XML tag element at the beginning of the file (e.g., `<xml version='1.0' encoding='ISO8859-1'?>`)

- Save the XML file as Unicode

In general, you should use the encoding appropriate for your catalog's language. For the list of supported encodings and for more general information about XML, see "About XML" (Chapter 20, *Application Programming*).

Note ──
For more information on this class, including examples of how to use it, see "Using Language Catalogs" in the *Building IDL Applications* manual.
──

Superclasses

None

Creation

See IDLffLangCat::Init.

Properties

Objects of this class have the following properties. See "IDLffLangCat Properties" on page 3299 for individual properties.

- APP_NAME
- APP_PATH
- AVAILABLE_LANGUAGES
- DEFAULT_KEYS
- DEFAULT_LANGUAGE
- DEFAULT_N_KEYS
- FILENAME
- KEYS
- LANGUAGE
- N_KEYS
- VERBOSE

Methods

This class has the following methods:

- IDLffLangCat::AppendCatalog
- IDLffLangCat::Cleanup
- IDLffLangCat::GetProperty
- IDLffLangCat::Init
- IDLffLangCat::Query
- IDLffLangCat::SetProperty

Version History

6.1	Introduced

IDLffLangCat Properties

IDLffLangCat objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffLangCat::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffLangCat::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLffLangCat::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- APP_NAME
- APP_PATH
- AVAILABLE_LANGUAGES
- DEFAULT_KEYS
- DEFAULT_LANGUAGE
- DEFAULT_N_KEYS
- FILENAME
- KEYS
- LANGUAGE
- N_KEYS
- VERBOSE

APP_NAME

The name of one or more current applications, returned in alphabetical order.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

APP_PATH

The directory or directories searched for each given application. Each directory path must be fully qualified and unambiguous (e.g., C:\ITT\IDL*xx*\lib\itools).

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

AVAILABLE_LANGUAGES

A list of all languages that exist in the input file or files. When APP_NAME is specified, this property returns all languages where the language-catalog files have the same internal application name. The languages return in alphabetical order.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DEFAULT_KEYS

A list of all the currently loaded keys in the default language.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DEFAULT_LANGUAGE

The current default language.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

DEFAULT_N_KEYS

The number of currently loaded keys in the default language.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

FILENAME

The name of each currently loaded language catalog (`.cat`) file. In setting this property, each name is either a fully qualified path (e.g., `C:\ITT\IDLxx\resource\langcat`) to a location containing a file, or the name of a file in the current directory.In getting this property, it always returns the full path.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

KEYS

A list of all the currently loaded keys, returned in upper-case.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

LANGUAGE

The current language.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_KEYS

The number of currently loaded keys.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

VERBOSE

The current setting of the verbose flag. If set, all catalog-loading messages will be sent to the output window. This list contains details resulting from an IDLffLangCat object initialization or modification, including the names and numbers of keys loaded, keys overwritten, and so on.

Property Type	Byte		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLffLangCat::AppendCatalog

The IDLffLangCat::AppendCatalog function method adds keys from a file or files to those used to build the language catalog. All valid keys present in the current language will be inserted into the current key/value list. If any new languages are present in the new files, they will be added to the AVAILABLE_LANGUAGES property. If a duplicate key name is found, its value will replace the existing key name's value.

Note ⎯⎯

Whenever the object encounters a key (or language) that already exists, the key (or language) is overwritten with the new value.

⎯⎯⎯

Syntax

Result = Obj->[IDLffLangCat::]AppendCatalog([, APP_NAME=*applicationName*] [, FILENAME=*filename*] [, APP_PATH=*applicationPath*])

Return Value

Returns 1 if valid keys were found and loaded, or 0 otherwise.

Arguments

None

Keywords

APP_NAME

Set this keyword to a string or string array containing the name of each desired application for which to add keys. If APP_NAME is specified, it overrides any input to FILENAME. You can use the '*' wild card (e.g., 'MyApp*' instead of ['MyAppMenu', 'MyAppErrors', …]). You must provide either APP_NAME or FILENAME.

APP_PATH

Set this keyword to a string or string array containing the name of each directory in which to search for the given application's keys. Each path must be fully qualified

(e.g., C:\ITT\IDL*xx*\lib\itools). This keyword is ignored if APP_NAME is not specified.

FILENAME

Set this keyword to a string or string array containing the name of each language-catalog file to load. If APP_NAME is specified, it overrides any input to FILENAME. Each string is either a fully qualified path (e.g., C:\ITT\IDL*xx*\resource\langcat) to a location containing a file, or the name of a file in the current directory. You must provide either APP_NAME or FILENAME.

Version History

6.1	Introduced

IDLffLangCat::Cleanup

The IDLffLangCat::Cleanup procedure method performs all cleanup operations on the language catalog object, and should be called by the Cleanup method of a subclass.

Note

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffLangCat::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffLangCat::GetProperty

The IDLffLangCat::GetProperty procedure method retrieves a property or group of properties for an IDLffLangCat object.

Comparisons such as those done with IDLffLangCat::Query are case insensitive, but the values returned by GetProperty are exactly as the last encountered value. For example, if File 1 has LANGUAGE='English' and File 2 has LANGUAGE='engLISh', then 'engLISh' will be returned, although only one ENGLISH language exists in the current catalog.

Syntax

Obj->[IDLffLangCat::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffLangCat Properties" on page 3299 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.1	Introduced

IDLffLangCat::Init

The IDLffLangCat::Init function method initializes an IDLffLangCat object.

Note

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Any invalid input will result in a failure to create a valid object. Invalid input includes the following cases:

- The requested language is not found in any of the input files

- Any application in APP_NAME is not found

- Any file in FILENAME is not found

- Any directory in APP_PATH does not exist

- The requested default language is not found

You can set the VERBOSE keyword to view the output log for a detailed description of the creation (or failure) of the object. You can also set CONTINUE_ON_ERROR to override the failure behavior if you have the language specified, regardless of the language's existence.

Syntax

Obj = OBJ_NEW('IDLffLangCat', *Language* [, *PROPERTY=value*]
    [, /CONTINUE_ON_ERROR])

or

Result = *Obj*->[IDLffLangCat::]Init(*Language* [, *PROPERTY=value*]
    [, /CONTINUE_ON_ERROR])   *(In a lifecycle method only.)*

Return Value

Returns the new object if successful or a null object otherwise if initialized with OBJ_NEW, or returns 1 if successful or 0 otherwise if called from a subclass's Init method.

Arguments

Language

A string containing the name of the language to load from the catalog.

Keywords

Any property listed under "IDLffLangCat Properties" on page 3299 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

You must specify either APP_NAME or FILENAME for this method. If APP_NAME is specified, it overrides any input to FILENAME.

CONTINUE_ON_ERROR

If set, the object will be created as long as the language is specified, regardless of the validity of any of the input parameters. If not set, the object will not be created if any input is invalid. If a language is not specified or is specified incorrectly (e.g., as a multiple element array), the object will not be created, and an error will be thrown, regardless of the value of this keyword.

Version History

6.1	Introduced

IDLffLangCat::Query

The IDLffLangCat::Query function method returns the string or string array that corresponds to all supplied key values.

Syntax

Result = Obj->[IDLffLangCat::]Query(*Key* [, DEFAULT_STRING=*string*])

Return Value

Returns a string or string array that corresponds to all supplied key values. If no key can be found, then the default string or, if no default string is supplied, a null string is returned.

Arguments

Key

A string or string array used as the key or keys against which the query is performed. If a given key does not exist in the current language, the default language is queried (if one exists).

Keywords

DEFAULT_STRING

Set this keyword to a string or string array to be used if the key is not found in the catalog. If a scalar string is supplied, it will be returned for all keys not found. For example, if DEFAULT_STRING is "Key not found," this string is returned for each failed query on a key or keys. If a string array is supplied, only those values whose indices match the missing keys will be returned. That is, you can have different default strings for different cases of failed query matches (e.g., "No File key found" and "No Tools key found" returned, respectively, for failed queries on keys associated with a File menu and a Tools menu).

Version History

6.1	Introduced

IDLffLangCat::SetProperty

The IDLffLangCat::SetProperty procedure method sets the value of a property or group of properties for an IDLffLangCat object.

Syntax

Obj->[IDLffLangCat::]SetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffLangCat Properties" on page 3299 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.1	Introduced

IDLffMJPEG2000

The IDLffMJPEG2000 object provides the ability to read and write Motion JPEG2000 (MJ2) files. Motion JPEG2000, like JPEG2000, uses the Discrete Wavelet Transform (DWT) to compress files. This lossless compression option permits retrieval of the original data. With lossy compression, original data is lost during compression and cannot be recovered. DWT is an excellent compression scheme for continuous tone images such as geospatial and medical imagery.

A Motion JPEG2000 (MJ2) file contains a series of frames, each of which is an independent JPEG2000 image. An MJ2 animation displays a timed sequence of frames and uses *intra-frame* coding, which means each frame is an independent entity. In contrast, MPEG files typically use *inter-frame* encoding (motion estimation)—each frame is dependent on the previous frames. Because of the intra-frame encoding, MJ2 files can support lossless compression and permit random access to individual frames. These features make the Motion JPEG2000 file format ideal for scientific applications.

Each frame of an MJ2 file (like a JPEG2000 image) may consist of one or more components (color or data bands), tiles, or regions. Using the IDLffMJPEG2000 object, you can play an animation consisting of frames, components, tiles or regions and can create a file containing frames, components, and tiles. Additionally, you can specify the number of levels (image resolutions) and quality layers when creating or playing back an MJ2 file

An IDLffMJPEG2000 object permits reading or writing an MJ2 file (based on the WRITE property value). However, the same IDLffMJPEG2000 object cannot be used to both write and read an MJ2 file. You can write a file with one object (where WRITE=1), but you must create a separate object (where WRITE=0, the default) in order to read or play the new MJ2 file.

Note ——
The rate at which the IDLffMJPEG2000 object can compress or decompress frames is affected by the contents of the individual frames being compressed or decompressed and by the processing speed of your system. The amount of compression is dependent on the contents of the frames being compressed.
——

About Processing Threads

Internally, several IDLffMJPEG2000 methods make use of background processing threads that allow the user interface to stay more responsive while MJ2 file data is being compressed (written) or decompressed (read). On a dual processor or

multiprocessor machine the UI thread (of the main IDL process) and the background thread will typically run on separate processors allowing higher compression and decompression throughput. These threads are described in each method where appropriate.

Reading MJ2 Files

You can read or play a sequence of frames, components, tiles or regions contained in an existing MJ2 file or you can randomly access individual elements. Additionally, any element may be returned at a specified resolution (level) or quality (layer). For details on how to use the IDLffMJPEG2000 object to read MJ2 files see "Playing a Motion JPEG2000 Animation" (Chapter 6, *Using IDL*).

Tip ——————————————————————————————————

You can view monochrome and RGB animations in the pre-built IDL Motion JPEG2000 Player. This example code, `mj2_player.pro`, and a sample image, `idl_mjpeg2000_example.mj2`, are located in the `IDL_DIR\examples\mjpeg2000` directory where `IDL_DIR` is the directory where you have installed IDL. If you have an MJPEG2000 codec installed, you can also play animations in other media players including the Windows Media Player.

——

Playback will occur as fast as the frames can be decompressed unless you implement some type of timer mechanism. See "Controlling the Playback Rate" (Chapter 6, *Using IDL*) for details.

Writing MJ2 Files

You can write (create) an MJ2 file that consists of frames, components and tiles, which contain the desired number of quality levels. An MJ2 file can store multiple related or non-related images (frames) as long as each frame has the same dimensions and same number of components. Files can be written in a lossless or lossy format depending on the value of the REVERSIBLE property.

The source of frame data for the animation can be existing images, generated images, or snapshots of an IDLgrWindow display. Regardless of the source, use the SetData method to write the data to the file, and the Commit method to close the processing thread once all of the frames have been added to the animation.

For an example that adds a series of IDLgrWindow screen captures to an MJ2 file, see the `mj2_writer_rgb.pro` example described below.

Depending on how you pass in data, you may need to set several properties prior to the first call to SetData in order to create the expected MJ2 file. For details on how to

use the IDLffMJPEG2000 object to write MJ2 files, see "Creating a Motion JPEG2000 Animation" (Chapter 6, *Using IDL*).

Tip ───

You can use the example IDL Motion JPEG2000 Writer, `mj2_writer_rgb.pro`, as a template for creating an MJ2 animation. This example is located in the `IDL_DIR\examples\mjpeg2000` directory where `IDL_DIR` is the directory where you have installed IDL. Running the example creates a new MJ2 file, which is written to your application user directory, a subdirectory of your home directory.

───

Note ──

The IDLffMJPEG2000 object supports reading and writing Motion JPEG2000 files stored in a progressive format. See the SCAN_MODE property for details.

───

Superclasses

None

Creation

See IDLffMJPEG2000::Init.

Properties

Objects of this class have the following properties. See "IDLffMJPEG2000 Properties" on page 3317 for details on individual properties.

- BIT_DEPTH
- BIT_RATE
- COLOR_SPACE
- COMMENT
- CURRENT_FRAME
- DIMENSIONS
- DURATION
- FILENAME
- FRAME_BUFFER_LENGTH
- N_LEVELS
- N_TILES
- PALETTE
- PROGRESSION
- REVERSIBLE
- SCAN_MODE
- SIGNED
- STATE
- TILE_DIMENSIONS

- FRAMES_IN_BUFFER
- FRAME_PERIOD
- N_COMPONENTS
- N_FRAMES
- N_LAYERS

- TIMESCALE
- WRITE
- XML
- YCC

Methods

This class has the following methods:

IDLffMJPEG2000::Cleanup

IDLffMJPEG2000::Commit

IDLffMJPEG2000::GetData

IDLffMJPEG2000::GetProperty

IDLffMJPEG2000::GetSequentialData

IDLffMJPEG2000::Init

IDLffMJPEG2000::ReleaseSequentialData

IDLffMJPEG2000::SetData

IDLffMJPEG2000::SetProperty

IDLffMJPEG2000::StartSequentialReading

IDLffMJPEG2000::StopSequentialReading

Examples

The following simple example adds slices of data from an MRI of a human head to an MJ2 file to create a short animation. Each SetData call adds a single slice of data, resulting in an animation consisting of 57 frames.

Note

For additional examples, see "Animations" (Chapter 6, *Using IDL*).

```
PRO mj2_simple_write_read

; Read image data, which contains 57 slices.
nFrames = 57
head = READ_BINARY( FILEPATH('head.dat', $
```

```
      SUBDIRECTORY=['examples','data']), $
      DATA_DIMS=[80,100, 57])

   ; Enter new name for MJ2 file or select existing file
   ; to be overwritten.
   file = DIALOG_PICKFILE(DEFAULT_EXTENSION="mj2", $
      TITLE="Enter Name for File")

   ; Create an IDLffMJPEG2000 object.
   oMJ2write=OBJ_NEW('IDLffMJPEG2000', file, /WRITE, /REVERSIBLE)

   ; Write the data of each frame into the MJ2 file.
   FOR i=0, nFrames-1 DO BEGIN
      data = head[*,*,i]
      result = oMJ2write->SetData(data)
   ENDFOR

   ; Commit and close the IDLffMJPEG2000 object.
   return = oMJ2write->Commit(10000)
   OBJ_DESTROY, oMJ2write

   ; Create a new IDLffMJPEG2000 object to read the MJ2 file.
   oMJ2read=OBJ_NEW("IDLffMJPEG2000", file)
   oMJ2read->GetProperty,N_FRAMES=nFrames, DIMENSIONS=dims

   ; Create a window and display simple animation.
   WINDOW, 0, XSIZE=2*dims[0], YSIZE=2*dims[1]

   FOR i=0, nFrames-1 DO BEGIN
      ; Return data and display magnified version. Use WAIT to
      ; pause between each frame for visibility. Unless a timer
      ; is used in conjunction with the FRAME_PERIOD and
      ; TIMESCALE properties, the default playback rate will be
      ; as fast as the frames can be decompressed.
      data = oMJ2read->GetData(i)
      TVSCL, CONGRID(data, 2*dims[0], 2*dims[1])
      WAIT, 0.1
   ENDFOR

   ; Cleanup.
   OBJ_DESTROY, oMJ2read

   End
```

Version History

6.3	Introduced

See Also

"Animations" (Chapter 6, *Using IDL*), "Timer Events" (Chapter 3, *Widget Application Programming*), and IDLffJPEG2000

IDLffMJPEG2000 Properties

IDLffMJPEG2000 objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffMJPEG2000::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffMJPEG2000::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLffMJPEG2000::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties:

- BIT_DEPTH
- BIT_RATE
- COLOR_SPACE
- COMMENT
- CURRENT_FRAME
- DIMENSIONS
- DURATION
- FILENAME
- FRAME_BUFFER_LENGTH
- FRAMES_IN_BUFFER
- FRAME_PERIOD
- N_COMPONENTS
- N_FRAMES
- N_LAYERS
- N_LEVELS
- N_TILES
- PALETTE
- PROGRESSION
- REVERSIBLE
- SCAN_MODE
- SIGNED
- STATE
- TILE_DIMENSIONS
- TIMESCALE
- WRITE
- XML
- YCC

BIT_DEPTH

An integer value between 1 and 24 that indicates the bit depth of a file component. All components in the file must have the same bit depth. For example, RGB frames have a bit depth of 8 bits, so this property would be set to 8.

This property must be set prior to the first call to IDLffMJPEG2000::SetData. The
default value is 8 bits.

Note ───
When writing a MJPEG2000 file, the default BIT_DEPTH is 8 regardless of the
data type supplied to SetData. If you are writing out short or long integer data, you
must set BIT_DEPTH to the correct value for the data type.
───

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

Note ───
You can set this property only for an MJ2 file that is open for writing (WRITE=1).
───

BIT_RATE

A floating-point vector specifying the bit rate for each layer. The BIT_RATE vector,
if set, is used by the compression engine when writing files to control the size of each
layer. The compression engine will compress each layer into the number of bytes
calculated from the bit rate for the layer. If the bit rate is not set, the compression
engine automatically calculates the number of bytes that will be used to store a layer.

The number of vector elements must be equal to one of the following:

- The number of quality layers (the N_LAYERS property value) — each vector
  element applies to one quality layer. The values may be given in any order and
  will be automatically sorted into ascending order.

- Two elements — the bit rates applied to each quality layer will be
  approximately logarithmically spaced between the two vector values.

A value of -1 anywhere within the BIT_RATE vector indicates that the highest
quality layer should include all compressed bits. When the REVERSIBLE property is
true, the last rate will be automatically set to -1 to ensure that the last layer contains
the bits needed to recreate the original frame data.

An error will be thrown if the number of vector elements exceeds the number of
layers. The value in the N_LAYERS property must always be equal to or greater than

the number of vector elements in the BIT_RATE property (unless there are two elements).

Property Type	Integer		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR_SPACE

A string identifying the color space of the MJ2 file. Allowable values are:

Value	Description
sLUM	The luminance (monochrome) space.
sRGB	The red, green, blue color space — a reasonably good model for color imagery which has been corrected for display on a monitor.
sYCC	A three-component color space derived by applying the standard YCbCr color transform to RGB data — the YCbCr transform is identical to the irreversible color transform defined by JPEG2000 at the code stream level.
	This property can be set to sYCC when you are writing RGB data and the YCC property is set to 1 (true).
	Note - Some players and codecs expect this COLOR_SPACE property to be set to sRGB even when the frames were compressed using YCC.

When writing a file, this property must be set prior to the first call to IDLffMJPEG2000::SetData in order to take effect. A value set to this property before calling SetData is always honored. If you do not set this property before calling SetData, the property value will be automatically set based on the dimensions of the data passed to SetData as follows:

SetData Data Characteristics	Resulting COLOR_SPACE
Number of frame components equals 3	sRGB
PALETTE property has been set	
Number of frame components not equal to 3	sLUM

Note

If you are writing 3-band monochrome data, you must set COLOR_SPACE to sLUM prior to the first call to SetData.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COMMENT

A string providing a descriptive comment for the MJ2 file. When writing a file, this property must be set prior to the first call to IDLffMJPEG2000::SetData. The maximum length is 65,534 characters.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

CURRENT_FRAME

A long value that contains the frame number of the last frame compressed (in a file open for writing) or decompressed (in a file open for reading).

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DIMENSIONS

A two element array giving the dimensions [*width*, *height*] of a frame.

In a file that is open for writing (WRITE=1), this property must be set prior to the first call to IDLffMJPEG2000::SetData in order to take effect. If you call SetData

before specifying this property, the DIMENSIONS property value will be automatically set based on the dimensions of the data passed to SetData.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Regardless of whether the DIMENSIONS property is set before the first call to SetData or is set by default based on data dimensions, each subsequent data array must have dimensions identical to that which has been set in order to avoid a SetData error.

DURATION

A floating-point value that returns the length of a movie in seconds. When reading an MJ2 file, this property comes from the file. When writing an MJ2 file, this property is automatically calculated and set in the MJ2 file based on the number of frames written and the TIMESCALE property value.

Property Type	Float		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

FILENAME

A string that specifies the full path and name of the file associated with the MJ2 file being read or written. The property can only be set as the *Filename* argument during IDLffMJPEG2000 object creation. See the IDLffMJPEG2000::Init method for details.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

FRAME_BUFFER_LENGTH

A long value that specifies the number of frames that can be held in the frame buffer when doing a sequential playback or when writing an MJ2 file. This property is used by the background read or write processing thread. You can change this property

value to enable high speed MJ2 file playback and creation as described in "High Speed MJ2 Reading and Writing" (Chapter 6, *Using IDL*).

This property must be set prior to calling IDLffMJPEG2000::StartSequentialReading when reading a file, or prior to the first call to IDLffMJPEG2000::SetData when writing a file. If this property is not set then the default value of 3 is used.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FRAMES_IN_BUFFER

A long value that returns the number of frames in the read or write frame buffer. When sequentially reading an MJ2 file, this property indicates the number of decompressed frames currently available in the frame buffer. When writing an MJ2 file, this property indicates the number of frames in the write frame buffer waiting to be compressed by the processing thread.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

FRAME_PERIOD

A long value indicating the duration of a frame in ticks, which in conjunction with the TIMESCALE property, determines the playback rate. See "Computing Playback Rate" on page 3323 for details.

When this property is set, it is applied to the current frame and every subsequent frame in an MJ2 file unless it is overridden by the IDLffMJPEG2000::SetData FRAME_PERIOD keyword. When retrieving this property, it returns the frame period of the first frame in the file (when a file is first opened for reading) or the frame period of the current frame that is being read or written.

MJ2 players will typically attempt to playback the frames using the FRAME_PERIOD property. However, the actual playback rate may be slower than the desired rate if it exceeds the rate at which the MJ2 player can actually decompress and display frames.

The default FRAME_PERIOD value is 1000.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note ────────────────────────────────

You should always append the value you set with "L" to ensure it is interpreted as a long value. For example, use FRAME_PERIOD=2000L.

──

Computing Playback Rate

To compute the playback rate, divide the FRAME_PERIOD value by the TIMESCALE property value. Take 1 (frame) over this value (seconds per frame) to get the number of frames per second. For example, the default FRAME_PERIOD (1000) and TIMESCALE (30,000) translate into a playback rate of approximately 30 frames per second:

$$\frac{1000\text{ticks}}{1\text{frame}} \times \frac{1\text{s}}{30000\text{ticks}} = 0.033\text{s/frame}$$

$$\frac{1\text{frame}}{0.033\text{s/frame}} \approx 30\text{frames/s}$$

Leaving the TIMESCALE property value unchanged, you can change the FRAME_PERIOD rate to control playback speed. A smaller FRAME_PERIOD rate speeds up playback; a larger FRAME_PERIOD rate slows playback.

Note ────────────────────────────────

See "Controlling the Playback Rate" (Chapter 6, *Using IDL*) for details and examples.

──

N_COMPONENTS

A long value that indicates the number of components (also known as bands or channels) in a frame.

When writing a file, this property must be set prior to the first call to IDLffMJPEG2000::SetData in order to take effect. If you call SetData before

specifying this property, the N_COMPONENTS property value will be automatically set based on the number of components in the first frame of data passed to SetData.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_FRAMES

A long value that returns the number of frames in the file. This is either the total number of frames (in a file that is being read), or the number of frames added to the file prior to requesting this property (in a file that is being written).

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

N_LAYERS

A long value that indicates the number of quality layers used to build each frame. Possible values range from 1 to 244. Each layer contains the information required to represent the frame at a higher quality, given the information from all the previous layers. When a frame has more than one layer, the previous layers are used to build the frame at the requested layer value.

When writing an MJ2 file:

- If N_LAYERS is greater than one and the BIT_RATE property is not set, the layers will be assigned roughly logarithmically-spaced bit rates

- If N_LAYERS is greater than one and the BIT_RATE property has been set, the BIT_RATE property vector governs the number of bytes allocated to each layer

- If the REVERSIBLE property is true, then the last layer, in conjunction with the previous layers (if there are any), will produce a lossless frame

Suppose you have specified 3 layers. The first layer will undergo the greatest compression and be of the lowest quality. Successive layers will be less compressed and contain more clarity. If the REVERSIBLE property is set, the last layer will be equivalent to the original data.

This property must be set prior to the first call to IDLffMJPEG2000::SetData to take effect. If it is not set before calling SetData, the property will be set to the default value, 1. The largest possible value is 244.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note

When you are playing an MJ2 animation, you can set the MAX_LAYERS keyword to IDLffMJPEG2000::StartSequentialReading or IDLffMJPEG2000::GetData to control what quality layers will be displayed.

N_LEVELS

An integer that specifies the number of wavelet decomposition (resolution) levels, or stages, in the range of 0...15 where a value of zero indicates no wavelet transform (the full resolution image). For instance, if you have a 1024 by 1024 pixel image, the resolution of each successive level is half of the width and height of the preceding one:

level 0	1024 by 1024
level 1	512 by 512
level 2	256 by 256

Tip

This level/resolution scheme is similar to image pyramids. See "Image Pyramids" (Chapter 4, *Object Programming*) for a visual representation.

If this property is not set prior to the first call to IDLffMJPEG2000::SetData then this property will be automatically set to the default value. If the PALETTE property has been set, the default value is 0. Otherwise, the default value is 5.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note ──

When you are playing an MJ2 animation, you can set the DISCARD_LEVELS keyword to IDLffMJPEG2000::StartSequentialReading or IDLffMJPEG2000::GetData to control what level of data will be displayed.

──

N_TILES

A long value that returns the number of tiles in a component.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

PALETTE

A byte or integer array that specifies the red, green, and blue values of the color lookup table to be associated with the color indices found in the frame. An MJ2 file that contains a palette (also known as a color table) stores frames that have only a single component consisting of the color indices.

If reading a file that contains a palette, this property will return an *n*-by-*m* array of byte or integer values, where *n* is the number of intensity values, and *m* is the number of lookup tables (*m* is usually 3, indicating red, green, and blue). If the file does not have a palette, this property will return a scalar zero.

When writing an MJ2 file, set this property to a 3-by-*n* or an *n*-by-3 array of byte or integer values, where *n* is the number of intensity values for the three color channels of red, green, and blue. The value *n* must be a power of 2 and ≤ 256.

This property must be set prior to the first call to IDLffMJPEG2000::SetData if it is to be used.

Note ──

The default values of several properties depend upon the presence of a palette. When a palette is specified, N_LEVELS=0, REVERSIBLE=1, and YCC=0 are set by default.

──

Property Type	Byte or integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PROGRESSION

A string defining the progression order. Progression order may be LRCP, RLCP, RPCL, PCRL, or CPRL where the progression identifiers are L = layer, R = resolution, C = component, and P = position. The four progression identifiers have the following interpretations:

Value	Meaning
L	Layer — a series of one or more quality layers, each contributing a quality increment for the entire frame at full resolution. The quality layers may be interpreted as sub-bitplanes containing the frame data at a specified, possibly fractional, bit-rate.
R	Resolution — each resolution level of a frame, which corresponds to the N_LEVELS keyword used in encoding, and can be considered to contain the frame data at a given size or resolution. Each level adds another level of detail to the previous levels.
C	Component — each frame component of the above.
P	Position — each position (tile) within the frame component.

Data is written to the output file iteratively over the four progression identifiers in this property string—that is, the output is written in four nested iteration levels. The first character refers to the outermost level of the iteration, while the last refers to the innermost level. For example, "LRCP" means that an image is encoded as shown in the preceding table, with quality being the outermost loop.

In the following PCRL example, if a frame consists of 2 quality layers, 5 resolution levels, 3 components, and 16 positions or tiles, the frame would be encoded in a series of packets as follows:

```
P0C0R0L0, P1C0R0L0, P2C0R0L0, ..., P15C0R0L0
P0C1R0L0, P1C1R0L0, P2C1R0L0, ..., P15C1R0L0
P0C2R0L0, P1C2R0L0, P2C2R0L0, ..., P15C2R0L0
P0C0R1L0, P1C0R1L0, P2C0R1L0, ..., P15C0R1L0
P0C1R1L0, P1C1R1L0, P2C1R1L0, ..., P15C1R1L0
```

```
P0C2R1L0, P1C2R1L0, P2C2R1L0, ..., P15C2R1L0
... ... ...
... ... ...
... ... ...
P0C2R4L0, P1C2R4L0, P2C2R4L0, ..., P15C2R4L0

P0C0R0L1, P1C0R0L1, P2C0R0L1, ..., P15C0R0L1
P0C1R0L1, P1C1R0L1, P2C1R0L1, ..., P15C1R0L1
P0C2R0L1, P1C2R0L1, P2C2R0L1, ..., P15C2R0L1
```

This encodes all components over the entire frame at a given quality level before sending the next quality refinement.

Note

When encoding a large frame with a large number of components, memory requirements will be minimized by sending each component by means of a separate call to SetData, and by using a progression order of CPRL.

Note

When writing frames with multiple components and the number of layers is greater than one, the progression order can be set to RPCL, PCRL, CPRL. The LRCP and RLCP progression orders are not usable in this case.

This property is ignored when MJ2 files are being read. The default value is LRCP.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

REVERSIBLE

A Boolean value that specifies whether or not you can get the original JP2 data from an MJ2 frame as follows:

0	Frames are irreversible (lossy). The default.
1	Frames are reversible (lossless).

Typically, it will be faster to compress and decompress lossy frames, but this is dependent upon image content.

To create reversible (lossless) frames, you must set this property to 1 prior to the first call to IDLffMJPEG2000::SetData. If the PALETTE property is set, this property is

automatically set to 1 (reversible, lossless frames). If you have not set the PALETTE property, and you call SetData before setting this property, it will be set to the default value, 0 (irreversible, lossy frames).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SCAN_MODE

A long value that returns whether a frame is stored in a progressive format or in an interlaced format.

Note

The IDLffMJPEG2000 object only supports the progressive format—this object can only read and write MJ2 files in the progressive format.

In the progressive format, all the rows are returned or set in one call. In the interlaced format (not supported), the even rows are returned in one call and the odd rows are returned in the next call. Possible values are:

0	Progressive (supported)
1	Interlaced with the top row first (not supported)
2	Interlaced with the bottom row first (not supported)

The default value is 0 and cannot be set.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

SIGNED

A long value that indicates whether the frame data is signed or unsigned as follows:

0	Unsigned frame data (the default)
1	Signed frame data

If IDLffMJPEG2000::SetData is called before setting this property, it will be set to the default value, 0.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

STATE

A long value that returns whether or not a background read or write processing thread is currently running. Possible values are:

0	Background thread is idle
Non-zero	Background thread is running

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

TILE_DIMENSIONS

A two-element vector indicating the [*width*, *height*] of each tile. If a frame component contains only one tile, this property will be automatically set to the DIMENSIONS of the frame.

When writing frame component(s) with more than one tile, this property must be set prior to the first call to IDLffMJPEG2000::SetData.

Property Type	Long vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TIMESCALE

This property indicates the number of ticks in a second. This property, in conjunction with the FRAME_PERIOD period property, controls the playback rate. See "Computing Playback Rate" on page 3323 for details.

The default value is 30,000.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

WRITE

A Boolean value that indicates whether a file is open for reading or writing as follows:

0	File is read-only (the default)
1	File is open for writing

This property can only be set during initialization (see IDLffMJPEG2000::Init) or retrieved.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

XML

A string value containing XML data that is associated with an MJ2 file. When an MJ2 file is being created, call this property with a string value to add the corresponding XML to the MJ2 file. This property can be set multiple times. Each time it is set, the corresponding string will be added to a separate XML box.

When reading an MJ2 file, if the file does not contain any XML, the property will return an empty string. If the file contains a single XML box, the property will return a single string containing the entire contents of the XML box. If the file contains multiple XML boxes, the property will return an array of strings, each containing the contents of an entire XML box.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YCC

A Boolean value indicating whether a frame (that consists of 3 components) has or
should undergo conversion from the RGB to the YCC Luminance-Chrominance
color space as follows:

- **When reading a file**:

0 (false)	Data was not originally converted from the RGB color space to the YCC color space.
1 (true)	Data was converted from the RGB color space to the YCC color space. Consider returning all three frame components when calling IDLffMJPEG2000::GetData or IDLffMJPEG2000::StartSequentialReading so that the YCC data can be correctly transformed back to the RGB color space.

- **When writing a file**:

0 (false)	Data should not be converted from the RGB color space to the YCC color space. When a PALETTE has been specified, YCC is automatically set to 0.
1 (true)	Convert RGB data to YCrCb. This is the default for a frame that has 3 components. The RGB components are automatically converted to YCrCb, and then written. **Note -** For the RGB-to-YCC conversion to occur, all three components must be provided at the same time. If the components are provided in separate calls to IDLffMJPEG2000::SetData, the YCC conversion is not performed.

Note

The default action that converts RGB to YCC when writing a file may be
overridden by explicitly setting YCC to zero.

If the frame being written does not have three components, this property is ignored.

Transforming the color coordinates from RGB to YCC decorrelates the three color components and improves both compression and decompression performance for RGB frames. MJPEG2000 readers will then convert frame data back to RGB. The default value is 1 except as noted above.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLffMJPEG2000::Cleanup

The IDLffMJPEG2000::Cleanup procedure method performs all cleanup operations on the Motion JPEG2000 object, and should be called by the Cleanup method of a subclass.

Note —————————————————————————————————————

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffMJPEG2000::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLffMJPEG2000::Commit

The IDLffMJPEG2000::Commit method shuts down the background processing thread and closes the MJ2 file that is being written. Although the MJ2 file does exist on disk, it cannot be accessed until this method successfully returns.

Note

The same IDLffMJPEG2000 object cannot be used to both write and read an MJ2 file. You can write a file with one object (where WRITE=1), but you must create a separate object (where WRITE=0, the default) in order to play the new MJ2 file.

The *Wait* argument provides time for the processing thread to finish compressing any images queued in the write frame buffer. The Commit call will return when the frame buffer is empty or when the wait period expires.

Tip

The FRAMES_IN_BUFFER property can be used to determine the current number of frames in the frame buffer.

When writing frames on a component-by-component basis or tile-by-tile basis, the frame must be completed prior to calling Commit. If the last frame being written is not complete (does not have all the needed components and or tiles to make a complete frame) when Commit is called, the method will throw an error and the file will not be closed. This method will throw an error if the commit fails. A CATCH statement can be used to trap these errors.

Syntax

Result = Obj->[IDLffMJPEG2000::]Commit(*Wait*)

Return Value

The return value indicates the state of the MJ2 file when it was committed to disk:

0	Failure. The file is not usable.
1	Success. The file has been created with all available frames in the frame buffer.
2	Wait period expired before the frame buffer was empty. The file has been created but may not contain all the frames passed in via the IDLffMJPEG2000::SetData method.

Arguments

Wait

A long, positive value specifying the number of milliseconds to wait for the frame buffer to become empty. For example, set the *Wait* argument to 10,000 in order to wait up to 10 seconds for the background processing thread to finish compressing all the remaining frames in the frame buffer before the Commit method is called. Regardless of the *Wait* argument, the Commit method will return as soon as the frame buffer is empty. If the wait period expires before all of the frames in the frame buffer can be compressed, the return value will be 2.

Keywords

None

Version History

6.3	Introduced

IDLffMJPEG2000::GetData

The IDLffMJPEG::GetData function method returns data for a specified frame (or component, tile or region of a frame) from an MJ2 file. This method does not return until the requested data has been decompressed. It will throw an error if the decompression fails. A CATCH statement can be used to trap such an error.

To playback a large number of frames in a sequential manner, consider using the StartSequentialReading method, which includes a built-in background processing thread for file decompression. See "Sequential Motion JPEG2000 Playback" (Chapter 6, *Using IDL*), which describes using the StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading methods with a timer mechanism to create a sequential playback.

Note ──
You can use the WAIT procedure, a widget timer, or a IDLitWindow timer mechanism to control the rate at which random frames are retrieved if needed.
───

Note ──
If PERSISTENT = 0 (*the default*) when the IDLffMJPEG2000 object was created, only one GetData call can be made per frame when reading individual components, tiles or regions. PERSISTENT must be set on Init in order to access tiled data.
───

Syntax

Result = Obj->[IDLffMJPEG2000::]GetData(*FrameNumber*
   [, COMPONENT=*value*] [, DISCARD_LEVELS=*value*]
   [, MAX_LAYERS=*value*] [, N_COMPONENTS=*value*] [, /ORDER]
   [, REGION=*value*] [, /RGB] [, TILE_INDEX=*value*])

Return Value

Returns a two- or three-dimensional array containing the frame data that corresponds to the specified frame number. The exact dimensions are based on keyword values:

Keyword	Condition and Result
RGB	**Set**—array dimensions are [3, *width*, *height*].
	Not set—array dimensions are [*nComponents*, *width*, *height*] where *nComponents*, the number of bands or channels of data, depends on the COMPONENT and N_COMPONENTS keyword settings.
	If COMPONENT is not set, *nComponents* equals the number of components in the frame.
	If a starting COMPONENT is set, *nComponents* equals the number of components requested in N_COMPONENTS unless the frame has only one component. In this case the array dimensions are [*width*, *height*]. If a starting COMPONENT is set, but N_COMPONENTS is not set, *nComponents* equals all available components from the starting component.
REGION	If set, the array *width* and *height* are determined by the *width* and *height* values in the 4-element REGION vector [*startX*, *startY*, *width*, *height*].
TILE_INDEX	If set, the array *width* and *height* equal the dimensions of a single tile, defined in the TILE_DIMENSIONS property value.

The data type of the result is automatically determined using the BIT_DEPTH and SIGNED properties of the returned components as follows;

Data Properties	Result
BIT_DEPTH ≤ 8 or RGB is set	Byte
BIT_DEPTH ≥9 or ≤16	Integer or unsigned integer
BIT_DEPTH >16	Long or unsigned long

Note

All components in the MJ2 file must have the same bit depth and be either signed or unsigned. Components with different bit depths or a mixture of signed and unsigned data are not supported.

Arguments

FrameNumber

A long value specifying the number of the frame from which data is to be retrieved. Allowable values range from 0 to the total number of frames (the N_FRAMES property value) - 1.

Keywords

COMPONENT

An integer value indicating the zero-based index number of the first component to be returned. The total number of components returned depends upon this keyword and the value of N_COMPONENTS as follows:

- This keyword is set and N_COMPONENTS is not set — returns all the components from the starting COMPONENT

- This keyword is set and N_COMPONENTS is set — returns the number of components specified by N_COMPONENTS from the starting COMPONENT

If this keyword is not set, all the components are returned. The default is 0.

DISCARD_LEVELS

An integer value specifying the number of resolution levels to be excluded from the result starting with the highest resolution level. For example, given a full-resolution frame that is 1024 by 1024 pixels:

Value	Description
0	The default. No data is discarded.
1	Discard 1 level, the highest resolution data (e.g. discard the 1024 by 1024 level, leaving the 512 by 512 data).
2	Discard 2 levels of data (e.g. discard the 1024 by 1024 and 512 by 512 levels, leaving the 256 by 256 data).

Determine the number of resolution levels by checking the N_LEVELS property.

MAX_LAYERS

An integer value specifying the maximum number of quality layers to be read. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. A value of 0, the default, means all available layers should be returned. If MAX_LAYERS is 3, data from the first, second and third quality layers will be combined in the returned data. Determine the number of quality layers in a file by checking the value of the N_LAYERS property.

N_COMPONENTS

An integer value specifying the number of components to return from the starting component specified by the COMPONENT keyword. If this keyword is set, but COMPONENT is not set, the default COMPONENT value (0) will be used.

ORDER

An integer value specifying the order in which to return data. Motion JPEG2000 frames are assumed to be stored in top-to-bottom order, while IDL usually assumes frames are in bottom-to-top order. By default (ORDER= 0), this method will automatically flip the result to match IDL's bottom-to-top order. Setting ORDER to a nonzero value will return the Motion JPEG2000 frames without doing the vertical flip.

REGION

A four-element long vector containing the rectangular region of the frame to read. The region is specified as [*startX*, *startY*, *width*, *height*], where *startX* and *startY* must be in the range 0 ... 2^{32}-2, and *width* and *height* must be in the range 1 ... 2^{32}-1. The region must contain at least some portion of the frame, or an error will occur. If the region is larger than the frame, or extends beyond the frame, only the portion that lies within the frame will be returned.This keyword, in combination with the COMPONENT keyword, lets you access any region from a particular component.

RGB

If set, the resulting data stream will be interpreted as RGB frames. The returned array will always have three components (red, green, and blue) with the dimensions [3, *width*, *height*]. See the following table for information on what data will be read if fewer than or more than 3 components are specified, or if the keyword is not set.

Note

The Motion JPEG2000 standard allows a decorrelating color transformation to be applied to the first three image components. This transformation is identical or similar to the conventional YCbCr color transformation. To determine if this transform has been applied, examine the YCC property.

RGB Set?	Number of Components	Outcome
Yes	More than 3	Only the first three components are returned.
	Less than 3	An error is thrown.

RGB Set?	Number of Components	Outcome
No	3	If a color transformation has been applied to the input stream, the three components, which are encoded as YCC, will automatically be converted to RGB. To avoid this conversion you must transfer more than or fewer than three components when using GetData.
	Not equal to 3	Each component in the data stream will be placed in the result without interpretation. Result will have dimensions: [N_COMPONENTS, *width*, *height*].

You cannot specify RGB and COMPONENT or N_COMPONENTS at the same time. An error will be thrown in such cases.

TILE_INDEX

An integer value specifying the index of the tile to return. Tiles are numbered in raster scan fashion (from left to right starting at the top-left corner) starting with 0. This keyword, in combination with the COMPONENT keyword, lets you access any tile from a particular component. When this keyword is set, the REGION keyword is ignored.

Version History

6.3	Introduced

IDLffMJPEG2000::GetProperty

The IDLffMJPEG2000::GetProperty procedure method retrieves a property or group of properties for an IDLffMJPEG2000 object.

Syntax

Obj->[IDLffMJPEG2000::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffMJPEG2000 Properties" on page 3317 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.3	Introduced

IDLffMJPEG2000::GetSequentialData

The IDLffMPEG::GetSequentialData function method returns the frame index number and retrieves the associated frame data from the frame buffer. The StartSequentialReading method, which loads data into the frame buffer, must be called before calling this method.

The StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading methods are used with a timer mechanism to create a sequential playback as described in "Sequential Motion JPEG2000 Playback" (Chapter 6, *Using IDL*).

Note
Always use a widget timer or IDLitWindow timer mechanism to control the playback rate. Avoid using the WAIT procedure with sequential playback methods as the interaction between the procedure and the background processing thread will cause adverse side effects on UNIX platforms.

This method will throw an error if retrieval fails. A CATCH statement can be used to trap these errors.

Syntax

Result = Obj->[IDLffMJPEG2000::]GetSequentialData(*Data*
   [, FRAME_NUMBER=*variable*] [, FRAME_PERIOD=value] [, STEP=*value*])

Return Value

If frame data is available in the frame buffer, the method returns a long value indicating the frame buffer index value. This index value is then used by the ReleaseSequentialData call to release the frame.

If no frame data is available, the return index value is -1. This indicates data is being read faster than it is being decompressed. See "High Speed Sequential Playback" (Chapter 6, *Using IDL*) for ways to avoid this problem.

Arguments

Data

If data is available, the *Data* variable will contain a two- or three-dimensional array associated with the returned frame index value. This data is essentially a pointer to a

slot in the frame buffer, and *not* a copy of the frame data. You should not attempt to modify this data as it is automatically freed when the ReleaseSequentialData method is called.

The array dimensions depend upon IDLffMJPEG2000::StartSequentialReading method keywords as follows:

Keyword	Result
RGB	**RGB is set**—array dimensions are [3, *width*, *height*].
	RGB is not set—array dimensions are [*nComponents*, *width*, *height*] where *nComponents*, the number of bands or channels of data, depends on the COMPONENT and N_COMPONENTS keyword settings.
	If a starting COMPONENT is set, *nComponents* equals the value specified in N_COMPONENTS unless N_COMPONENTS=1. In this case the array dimensions are [*Width*, *Height*].
	If a starting COMPONENT is set, but N_COMPONENTS is not set, *nComponents* equals all available components from the starting component.
	If a starting COMPONENT is not set, then *nComponents* equals all available components.
REGION	**REGION is set**—the array *width* and *height* are determined by the *width* and *height* values in the 4-element REGION vector [*startX*, *startY*, *width*, *height*].
TILE_INDEX	**TILE_INDEX is set**—the array *width* and *height* values equal the dimensions of a single tile, as defined in the TILE_DIMENSIONS property.

The data type of the result is automatically determined using the BIT_DEPTH and SIGNED properties of the returned components as follows:

Data Properties	Result
BIT_DEPTH ≤ 8 or RGB is set	Byte
BIT_DEPTH ≥9 or ≤16	Integer or unsigned integer
BIT_DEPTH >16	Long or unsigned long

Note ───

All components in the MJ2 file must have the same bit depth and be either signed or unsigned. Components with different bit depths or a mixture of signed and unsigned data are not supported.

───

Keywords

FRAME_NUMBER

A variable that will contain the long frame number of the frame that GetSequentialData is currently accessing.

FRAME_PERIOD

A long value specifying the duration of a frame in ticks. Each frame in an MJ2 file can have a unique frame period, which lets you display individual frames for different lengths of time. The FRAME_PERIOD acts in conjunction with the TIMESCALE property to determine the playback rate. See "Computing Playback Rate" on page 3323 for details.

STEP

A long value indicating the number of frames to skip when retrieving frames from the frame buffer as follows:

Value	Description
0	Reads the next sequential frame (the default)
Positive value	Indicates the number of frames to skip when reading frames in the forward direction
Negative value	Indicates the number of frames to skip when reading frames in the reverse direction

Note

This keyword is intended to be used for manually stepping through frames when sequential playback is paused. This keyword should not be used to skip frames during continuous playback.

If the STEP value results in a frame request that is beyond the range of values defined by IDLffMJPEG2000::StartSequentialReading START_FRAME and STOP_FRAME keywords, the request will wrap to return the appropriate frame.

Examples

The following simple program uses the four sequential playback methods: StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading to display a sample MJ2 animation.

Note

In this example, the playback speed is equal to the frame rate calculated for the first frame. A more sophisticated example would handle varying frame rates. See "Controlling the Playback Rate" (Chapter 6, *Using IDL*) for more information and an additional example.

```
;---------------------------------------------------------------
PRO mj2_simple_sequential_doc_event, sEvent
;
; General widget event where WIDGET_TIMER events are accessed -
; used to control playback rate of frames (vFrameRate).

  COMPILE_OPT IDL2, HIDDEN

  ; Get the number of frames and the current frame number.
  WIDGET_CONTROL, sEvent.top, GET_UVALUE=pState

  ; If the widget had more than one event, the following line
  ; would find timer events.
  IF (TAG_NAMES(sEvent, /STRUCTURE_NAME) EQ 'WIDGET_TIMER') $
    THEN BEGIN

    ; Play all available frames (nFrames). Return the frame
    ; period of each frame to compute the playback rate.
    frameIndex = (*pstate).oMJPEG2000->GetSequentialData(Data)

    ; If request for data is too fast, handle return of -1.
    IF (frameIndex NE -1) THEN BEGIN
      ; If a frame is available, display RGB data.
      TV, Data, TRUE=1
```

```
          ; Release the frame and make buffer slot available.
          (*pState).oMJPEG2000->ReleaseSequentialData, frameIndex
      ENDIF

      ; Update timer with frame rate.
      WIDGET_CONTROL, (*pState).wBase, Timer=(*pState).vFrameRate
   ENDIF
END

;-----------------------------------------------------------------
;
PRO mj2_timer_doc_cleanup, id
;
; Release the frames from the frame buffer and
; shut down the background processing thread.
; Clean up object and pointer.

   WIDGET_CONTROL, id, GET_UVALUE=pState
   Status = (*pState).oMJPEG2000->StopSequentialReading()
   OBJ_DESTROY, (*pState).oMJPEG2000
   PTR_FREE, pState

END

;-----------------------------------------------------------------
;
PRO mj2_simple_sequential_doc
;
; Create a Motion JPEG2000 object that reads a sample MJ2 file. Use
; a timer mechanism to play back the files at the frame rate of the
; the first frame.

   ; Create a Motion JPEG2000 object and read in the
   ; idl_mjpeg2000_example.mj2 sample movie.
   oMJPEG2000 = Obj_New('IDLffMJPEG2000', $
      FILEPATH('idl_mjpeg2000_example.mj2', $
      SUBDIRECTORY=['examples','mjpeg2000']))

   ; Get the number of frames and frame dimensions.
   oMJPEG2000->GetProperty, N_FRAMES=nFrames, $
      DIMENSIONS=imageSize, FRAME_PERIOD=vFramePeriod, $
      TIMESCALE=vTimeScale

   ; Figure frames per second and print result.
   vFrameRate = FLOAT(vFramePeriod)/vTimeScale
   vFramePerSec =  STRING(1/(vFrameRate))
   PRINT, "Frames per second = " + vFramePerSec

   ; Create base and draw widgets.
```

```
wBase = WIDGET_BASE(/COLUMN, $
   TITLE="Simple Sequential Playback", $
   KILL_NOTIFY='mj2_timer_doc_cleanup', UVALUE='TIMER')
wDraw = WIDGET_DRAW(wBase, XSIZE =imageSize[0], $
   YSIZE=imageSIZE[1])

; Realize base and initialize timer.
WIDGET_CONTROL,/REALIZE, wBase
WIDGET_CONTROL, wBase, TIMER=vFrameRate

; Start reading the RGB frames into the frame buffer.
Status = oMJPEG2000->StartSequentialReading(/RGB)

; Create state structure.
state = {oMJPEG2000:oMJPEG2000, wBase:wBase, $
   vFrameRate:vFrameRate}
pState = PTR_NEW(state)
WIDGET_CONTROL, wBase, set_UVALUE=pstate

XMANAGER, 'mj2_simple_sequential_doc', wBase, /NO_BLOCK

END
```

Example Code

This example mj2_simple_sequential_doc.pro, is located in the examples/doc/objects subdirectory of the IDL distribution. Run the example procedure by entering mj2_simple_sequential_doc at the IDL command prompt or view the file in an IDL Editor window by entering .EDIT mj2_simple_sequential_doc.pro.

Version History

6.3	Introduced

IDLffMJPEG2000::Init

The IDLffMJPEG::Init method initializes an IDLffMJPEG2000 object. When WRITE is not set or set equal to 0 (the default), the newly created Motion JPEG2000 object can be used to read (decode) frame data from a Motion JPEG2000 (MJ2) frame file. When WRITE is set or equal to one, the object can be used to create (encode) frame data to a Motion JPEG2000 file.

Note ──

When reading an MJ2 file that contains tiled data, you must set the PERSISTENT keyword to true in order to access tiles of data from an MJ2 file.

──

Syntax

Obj = OBJ_NEW('IDLffMJPEG2000', *Filename* [, /PERSISTENT]
   [, *PROPERTY=value*])

or

Result = Obj->[IDLffMJPEG2000::]Init(*Filename* [, /PERSISTENT]
   [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

A string value that specifies the full path and name of the file associated with the MJ2 file being read or written, based on the WRITE property value as follows:

WRITE = 0	The file is opened for reading and cannot be modified.
WRITE = 1	The file is opened for writing. If an existing filename is given, the file contents will be overwritten without prompting.

Motion JPEG2000 files typically have a .mj2 extension, which is recognized by Motion JPEG2000 players. However, this object does not restrict or set the file extension, so it will reflect the value set in this *Filename* argument.

Keywords

In addition to the following keyword, any property listed under "IDLffMJPEG2000 Properties" on page 3317 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

PERSISTENT

A Boolean value that specifies whether or not data can be accessed more than a single time as follows:

0	Do not persist data. Minimize memory usage and limit certain types of data access to a single time. The default.
1	Persist data. Allow access to data multiple times and do not minimize memory usage. **Note -** You must set PERSISTENT to 1 if you want to access tiles from an MJ2 file.

The default value is 0.

Version History

6.3	Introduced

IDLffMJPEG2000::ReleaseSequentialData

The IDLffMJPEG2000::ReleaseSequentialData procedure method releases a frame from the frame buffer during animation playback. After calling GetSequentialData, which reads the frame from the frame buffer, call this method to release the frame and make the frame buffer slot available to the next frame being decompressed.

The StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading methods are typically used with a timer mechanism to create a sequential playback as described in "Sequential Motion JPEG2000 Playback" (Chapter 6, *Using IDL*).

Note
Always use a widget timer or IDLitWindow timer mechanism to control the playback rate. Avoid using the WAIT procedure with sequential playback methods as the interaction between the procedure and the background processing thread will cause adverse side effects on UNIX platforms.

This method will throw an error if the release fails. A CATCH statement can be used to trap these errors.

Syntax

Obj->[IDLffMJPEG2000::]ReleaseSequentialData, *Frame_Index*

Arguments

Frame_Index

This long value is typically returned by the IDLffMJPEG2000::GetSequentialData method. If the *Frame_Index* is -1, it is ignored. If the *Frame_Index* is less than 0 or greater than the FRAME_BUFFER_LENGTH property, it is ignored.

Keywords

None

Examples

See the section of IDLffMJPEG2000::GetSequentialData for a simple example that uses the four sequential playback methods.

Version History

6.3	Introduced

IDLffMJPEG2000::SetData

The IDLffMJPEG::SetData function method starts a background processing thread and adds frame data to an MJ2 file that is being created. Each call to SetData call adds a frame to the frame buffer, which will be compressed by the processing thread. The length of the frame buffer is determined by the FRAME_BUFFER_LENGTH property.

If SetData is called faster than the background processing thread can compress the frame data, SetData will wait for an available frame buffer slot before returning. To avoid such delays, see "High Speed MJ2 Reading and Writing" (Chapter 6, *Using IDL*) for options.

The SetData and IDLffMJPEG2000::Commit methods are used together to create a new file. After adding all of the data to the MJ2 file using SetData, call Commit to close the file and shut down the processing thread. For a full description of creating a new file see "Creating a Motion JPEG2000 Animation" (Chapter 6, *Using IDL*). You can playback the new MJ2 file by creating a new Motion JPEG2000 object that opens the file for reading. See "Playing a Motion JPEG2000 Animation" in the same chapter for details.

This method will throw an error if the compression fails. A CATCH statement can be used to trap these errors.

Syntax

Result = Obj->[IDLffMJPEG2000::]SetData ($A_1 ...A_n$ [, COMPONENT=*value*]
   [, FRAME_PERIOD=*value*] [, /ORDER] [, TILE_INDEX=*value*])

Return Value

Returns a byte value indicating success (1) or failure (0).

Arguments

$A_1 ...A_n$

One or more arrays of data representing the component(s) or tile(s) of data associated with the single frame being written (see "Writing Frames, Components and Tiles" on page 3355). The arrays may be 2- or 3-dimensional. A 2-dimensional array contains one frame component or tile component, and has the dimensions [*width*, *height*]. A 3-dimensional array has the dimensions [*nComponents*, *width*, *height*]. All arrays must have the same *width*, *height* dimensions.

The data type of the array arguments are converted based the BIT_DEPTH and SIGNED property values as follows:

BIT_DEPTH	Converted to Data Type
≤8	Byte
≥9 or ≤16	Integer, signed or unsigned based on SIGNED property
>16	Long, signed or unsigned based on SIGNED property

Note

The data type of the input array has no effect on how the data is converted. If BIT_DEPTH and SIGNED are not set before the first call to SetData, data will be written as unsigned byte data. To write short or long integer data, or signed data, you must set the BIT_DEPTH and SIGNED properties before calling SetData.

Writing Frames, Components and Tiles

Frames may be written using multiple calls to SetData with each call transferring one or more components (channels or bands of data) or tile components. A tile component contains one frame component for a given tile and is the smallest unit of data that can be supplied to SetData.

The frame dimensions, tile dimensions and the number of components per frame are typically set prior to the first call to SetData. If they are not explicitly specified, they are inferred from the array parameters supplied in the first call to SetData. Once these properties (DIMENSIONS, TILE_DIMENSIONS, and N_COMPONENTS) are either explicitly set through Init or SetProperty, or set though the default action of SetData, they may not be changed. For example, if you pass in data arrays A_1, A_2, A_3, A_4 and A_5 in a single call to SetData, this will be interpreted as a single frame with 5 components. All subsequent frames will be expected to have the same number of components.

The frame will advance when all data for the current frame has been passed in. For example, if you pass in one frame of data at a time, each SetData call advances the frame (the N_FRAMES property value increases by 1). If you pass in individual components or tiles, multiple SetData calls may be needed to advance the frame. Suppose your frame consists of 4 components, which you are passing in one at a time. You will need to call SetData four times before the frame will advance. If you have a frame that consists of 2 components and 4 tiles, and you are passing in a single tile component in each SetData call, the frame will only advance after 8 calls.

Note ───

If you are writing individual components, you must set the N_COMPONENTS
property for the MJ2 file before the first call to SetData. If you are writing tiled
data, you must set the TILE_DIMENSIONS and DIMENSIONS properties for the
file before the first call to SetData.

───

If a file does not contain the expected number of tiles or components, an error will be
generated when you call IDLffMJPEG2000::Commit to store the data and close the
file. If you do not complete writing all of the tiles or components, or if your array
dimensions are not the same as the overall frame dimensions, the file storage process
will not be completed. In such a case, reading the data back may result in unexpected
or incorrect values.

Note ───

If transferring a frame with multiple calls to SetData, try to supply the data to
SetData in a manner consistent with the progression setting of PROGRESSION
property to ensure optimum performance and minimize memory requirements.

───

Color Space and Components

If not set prior to the first call to SetData, the COLOR_SPACE property will be
automatically set based on the number of components passed in during the first call to
SetData as follows:

Number of Components	**Color Space**
3	RGB
> 3 <	LUM

Note ───

If the YCC property is set (indicating that you want the library to convert from RGB
to YCC before compressing the data), then you must supply all three frame
components in the same call to SetData (either the entire frame or one tile at a time).
If the components are provided in separate calls to SetData, the YCC conversion is
not performed.

───

Keywords

COMPONENT

An integer value specifying the index of the component to be written in the current call to SetData. The default is 0. For example, suppose a frame consists of 4 components (N_COMPONENTS equals 4). If you pass in the first three components in one SetData call, you can pass in the fourth component in the next SetData call by setting COMPONENT equal to 3 (the zero-based index value of the fourth component). COMPONENT can only be used to write components sequentially.

You must set the N_COMPONENTS property before the first call to SetData if you are setting this keyword.

FRAME_PERIOD

A long value that indicates the duration of a frame in ticks. Each frame in an MJ2 file can be displayed a different period of time as defined by the FRAME_PERIOD. This value, in conjunction with the TIMESCALE property, determines the playback rate. See "Computing Playback Rate" on page 3323 for details.

The frame period of this frame and all subsequent frames will reflect the value set using the FRAME_PERIOD property, or set using this FRAME_PERIOD keyword.

ORDER

An integer value specifying the order in which to store data. Motion JPEG2000 frames are assumed to be stored in top-to-bottom order, while IDL usually assumes frames are in bottom-to-top order. By default (ORDER= 0), this method will automatically flip the result to match Motion JPEG2000's top-to-bottom order. Setting ORDER to a nonzero value will save the frame directly to the file without doing the vertical flip.

TILE_INDEX

An integer value that specifies the index of the tile to be written in the current SetData call. Frame tiles are numbered in raster scan fashion (from left to right starting at the upper left corner) beginning with an index value of 0. The default value for this keyword is 0. This keyword, like the COMPONENT keyword, lets you add data sequentially in separate SetData calls.

The tile indices must range from 0 to one less than the number of tiles in the frame, which is determined by the tile dimensions (TILE_DIMENSIONS property) and

frame dimensions (DIMENSIONS property). These properties must be set prior to
the first call to SetData if you are setting this keyword.

Examples

Write frame components in separate SetData calls using the COMPONENT
keyword. For a frame with 12 components, write the first five components in the first
SetData call. Set COMPONENT to 5 (the zero-based index value of the sixth
component) to add the remaining components in the next SetData call.

```
oMJ2write->SetProperty, N_COMPONENTS=12
result = oMJ2write->SetData(data0, data1, data2, data3, data4, $
   COMPONENT=0)
result = oMJ2write->SetData(data5, data6, data7, data8, data9, $
   data10, data11,COMPONENT=5)
```

Note ───

For additional examples using SetData, see "Adding Data to MJ2 Animations"
(Chapter 6, *Using IDL*).

───

Version History

6.3	Introduced

IDLffMJPEG2000::SetProperty

The IDLffMJPEG::SetProperty procedure method sets the value of properties of an IDLffMJPEG2000 object. You can only set object properties for an associated file that is open for writing (WRITE=1).

Syntax

Obj->[IDLffMJPEG2000::]SetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffMJPEG2000 Properties" on page 3317 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.3	Introduced

IDLffMJPEG2000::StartSequentialReading

The IDLffMJPEG2000::StartSequentialReading function method initiates a sequential playback of a large number of frames. This method lets you configure what data is to be decompressed from each frame of the MJ2 file (the entire frame or a component, tile or region of the frame).

Internally, this method starts a background processing thread that decompresses frames into a frame buffer. This background thread allows the UI to remain active as described in "About Processing Threads" on page 3311).

The StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading methods are used with a timer mechanism to create a sequential playback as described in "Sequential Motion JPEG2000 Playback" (Chapter 6, *Using IDL*).

Note ───

Always use a widget timer or IDLitWindow timer mechanism to control the playback rate. Avoid using the WAIT procedure with sequential playback methods as the interaction between the procedure and the background processing thread will cause adverse side effects on UNIX platforms.

───

This method will throw an error if the decompression fails. A CATCH statement can be used to trap these errors.

Syntax

Result = Obj->[IDLffMJPEG2000::]StartSequentialReading
   ([, COMPONENT=*value*] [, DISCARD_LEVELS=*value*]
   [, MAX_LAYERS=*value*] [, N_COMPONENTS=*value*] [, /ORDER]
   [, REGION=*vector*] [, /RGB] [, START_FRAME_NUMBER=*value*]
   [, STOP_FRAME_NUMBER=*value*] [, TILE_INDEX=*value*])

Return Value

Returns an integer value indicating success (1) or failure (0).

Arguments

None

Keywords

COMPONENT

An integer value indicating the zero-based index number of the first component to be returned as follows:

- This keyword is set and N_COMPONENTS is not set — returns all the components from the starting COMPONENT

- This keyword is set and N_COMPONENTS is set — returns the number of components specified by N_COMPONENTS from the starting compontent specified by COMPONENT

If this keyword is not set, all the components are returned. The default is 0.

DISCARD_LEVELS

An integer value specifying the number of resolution levels to be excluded from the result starting with the highest resolution level. For example, given a full-resolution frame that is 1024 by 1024 pixels:

Value	Description
0	The default. No data is discarded.
1	Discard 1 level, the highest resolution data (e.g. discard the 1024 by 1024 level, leaving the 512 by 512 data)
2	Discard 2 levels of data (e.g. discard the 1024 by 1024 and 512 by 512 levels, leaving the 256 by 256 data)

Determine the number of resolution levels by checking the N_LEVELS property.

MAX_LAYERS

An integer value specifying the maximum number of quality layers to be read. Each layer contains the information required to represent the image at a higher quality, given the information from all the previous layers. A value of 0, the default, means all available layers should be returned. If MAX_LAYERS is 3, data from the first, second and third quality layers will be combined in the returned data. Determine the number of quality layers in a file by checking the value of the N_LAYERS property.

N_COMPONENTS

An integer value specifying the number of components to return from the starting component specified by the COMPONENT keyword. If this keyword is set, but COMPONENT is not set, the default COMPONENT value (0) will be used.

ORDER

An integer value specifying the order in which to return data. Motion JPEG2000 frames are assumed to be stored in top-to-bottom order, while IDL usually assumes frames are in bottom-to-top order. By default (ORDER= 0), this method will automatically flip the result to match IDL's bottom-to-top order. Setting ORDER to a nonzero value will return the Motion JPEG2000 frames without doing the vertical flip.

REGION

A four-element long vector containing the rectangular region of the frame to read. The region is specified as [*startX*, *startY*, *width*, *height*], where *startX* and *startY* must be in the range 0 ... 2^{32}-2, and *width* and *height* must be in the range 1 ... 2^{32}-1. The region must contain at least some portion of the frame, or an error will occur. If the region is larger than the frame, or extends beyond the frame, only that portion that lies within the frame will be returned. This keyword, in combination with the COMPONENT keyword, lets you access any region from a particular component.

RGB

If set, the resulting data stream will be interpreted as RGB frames. The returned array will always have three components (red, green, and blue) with the dimensions [3, *width*, *height*]. See the following table for information on what data will be read if fewer than or more than 3 components are specified, or if the keyword is not set.

Note
The Motion JPEG2000 standard allows a decorrelating color transformation to be applied to the first three image components. This transformation is identical or similar to the conventional YCbCr color transformation. To determine if this transform has been applied, examine the YCC property.

RGB Set?	Number of Components	Outcome
Yes	More than 3	Only the first three components are returned.
	Less than 3	An error is thrown.
No	3	If a color transformation has been applied to the input stream, the three components which are encoded as YCC will automatically be converted to RGB. To avoid this conversion you must transfer more than or fewer than three components when using StartSequentialReading.
	Not equal to 3	Each component in the data stream will be placed in the result without interpretation. Result will have dimensions: [N_COMPONENTS, *width*, *height*].

You cannot specify RGB and COMPONENT or N_COMPONENTS at the same time. An error will be thrown in such cases.

START_FRAME_NUMBER

A long value specifying the frame index with which to start the sequential playback. If not set, the default value, 0, will be used.

STOP_FRAME_NUMBER

A long value specifying the frame index with which to stop the sequential playback. If not set, the stop frame will be the last frame in the file.

TILE_INDEX

An integer value specifying the index of the tile to return. Tiles are numbered in raster scan fashion (from left to right starting at the top-left corner) starting with an index value of 0. This keyword, in combination with the COMPONENT keyword, lets you access any tile from a particular component. When this keyword is set, the REGION keyword is ignored.

Examples

See the section of IDLffMJPEG2000::GetSequentialData for a simple example that uses the four sequential playback methods.

Version History

6.3	Introduced

IDLffMJPEG2000::StopSequentialReading

The IDLffMJPEG2000::StopSequentialReading function method releases the frame buffer memory and shuts down the background processing thread, if it is still running. Call this method when a sequential playback has been completed. Until StopSequentialReading is called, the decompressed frames will remain in the frame buffer.

The StartSequentialReading, GetSequentialData, ReleaseSequentialData and StopSequentialReading methods are used with a timer mechanism to create a sequential playback as described in "Sequential Motion JPEG2000 Playback" (Chapter 6, *Using IDL*).

Note

Always use a widget timer or IDLitWindow timer mechanism to control the playback rate. Avoid using the WAIT procedure with sequential playback as the interaction between the procedure and the background processing thread will cause adverse side effects on UNIX platforms.

This method will throw an error if the decompression fails. A CATCH statement can be used to trap these errors.

Syntax

Result = Obj->[IDLffMJPEG2000::]StopSequentialReading( )

Return Value

Returns an integer indicating success (1) or failure (0).

Arguments

None

Keywords

None

Examples

See the section of IDLffMJPEG2000::GetSequentialData for a simple example that uses the four sequential playback methods.

Version History

6.3	Introduced

IDLffMrSID

An IDLffMrSID object class is used to query information about and load image data from a MrSID (.sid) image file.

Note

The IDLffMrSID object is available only under Microsoft Windows. See "Feature Support by Operating System" (*What's New in IDL 6.4*) for details.

Superclasses

None

Creation

See IDLffMrSID::Init

Properties

Objects of this class have the following properties. See "IDLffMrSID Properties" on page 3368 for details on individual properties.

- QUIET

Methods

This class has the following methods:

- IDLffMrSID::Cleanup
- IDLffMrSID::GetDimsAtLevel
- IDLffMrSID::GetImageData
- IDLffMrSID::GetProperty
- IDLffMrSID::Init

Version History

5.5	Introduced

IDLffMrSID Properties

IDLffMrSID objects have the following properties. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffMrSID::Init.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- QUIET

QUIET

A Boolean value to indicate whether error messages are suppressed while constructing the IDLffMrSID object. If this value is true, the errors messages are suppressed. Otherwise, the messages are printed to the Output Log.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

IDLffMrSID::Cleanup

The IDLffMrSID::Cleanup procedure method deletes all MrSID objects, closing the MrSID file in the process. It also deletes the IDL objects used to communicate with the MrSID library.

Note ——————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffMrSID::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.5	Introduced

IDLffMrSID::GetDimsAtLevel

The IDLffMrSID::GetDimsAtLevel function method is used to retrieve the dimensions of the image at a given level. This can be used, for example, to determine what level is required to fit the image into a certain area.

Syntax

Result = Obj->[IDLffMrSID::]GetDimsAtLevel (*Level*)

Return Value

Returns a floating-point two-element vector containing the dimensions of the image at a given level.

Arguments

Level

A scalar integer specifying the level at which the dimensions are to be determined. This level must be in the range returned by the LEVELS keyword of IDLffMrSID::GetProperty.

Keywords

None

Examples

Initialize the MrSID file object.

```
oFile = OBJ_NEW('IDLffMrSID', FILEPATH('test_gs.sid', $
    SUBDIRECTORY = ['examples', 'data']))
```

Get the range of levels of resolution contained within the file.

```
oFile->GetProperty, LEVELS = lvls
PRINT, lvls
```

IDL prints,

```
-9    4
```

Print the image dimensions at the lowest image resolution where image level = 4.

```
imgLevelA = MAX(lvls)
dimsAtA = oFile->GetDimsAtLevel(imgLevelA)
PRINT, 'Dimensions of lowest resolution image is', dimsAtA
```

IDL prints,

```
32    32
```

Print the image dimensions at full resolution where image level = 0

```
dimsAtFull = oFile->GetDimsAtLevel(0)
PRINT, 'Dimensions of full resolution image is', dimsAtFull
```

IDL prints,

```
512    512
```

Print the image dimensions at the highest resolution where image level = -9

```
highestLvl = MIN(lvls)
dimsAtHighest = oFile->GetDimsAtLevel(highestLvl)
PRINT, 'Dimensions of highest resolution image is', dimsAtHighest
```

IDL prints,

```
262144    262144
```

Clean up object references.

```
OBJ_DESTROY, [oFile]
```

Version History

5.5	Introduced

IDLffMrSID::GetImageData

The IDLffMrSID::GetImageData function method extracts and returns the image data from the MrSID file at the specified level and location.

Syntax

Result = Obj->[IDLffMrSID::]GetImageData ([, LEVEL = *lvl*]
   [, SUB_RECT = *rect*])

Return Value

Returns an *n*-by-*w*-by-*h* array containing the image data where *n* is 1 for grayscale or 3 for RGB images, *w* is the width and *h* is the height.

Note ──

The returned image is ordered bottom-up, the first pixel returned is located at the bottom-left corner of the image. This differs from how data is stored in the MrSID file where the image is top-down, meaning the pixel at the start of the file is located at the top-left corner of the image.

──

Arguments

None

Keywords

LEVEL

Set this keyword to an integer that specifies the level at which to read the image.

If this keyword is not set, the maximum level is used which returns the minimum resolution (see the LEVELS keyword to IDLffMrSID::GetProperty).

SUB_RECT

Set this keyword to a four-element vector [*x*, *y*, *xdim*, *ydim*] specifying the position of the lower left-hand corner and the dimensions of the sub-rectangle of the MrSID image to return. This is useful for displaying portions of a high-resolution image.

If this keyword is not set, the whole image will be returned. This may require significant memory if a high-resolution image level is selected.

If the sub-rectangle is greater than the bounds of the image at the selected level the area outside the image bounds will be set to black.

Note ───

The elements of SUB_RECT are measured in pixels at the current level. This means the point x = 10, y = 10 at level 1 will be located at x = 20, y = 20 at level 0 and x = 5, y = 5 at level 2.

───

Examples

```
PRO MrSID_GetImageData

; Initialize the MrSID file object.
oFile = OBJ_NEW('IDLffMrSID', FILEPATH('test_gs.sid', $
   SUBDIRECTORY = ['examples', 'data']))

; Get the range of levels of resolution contained within the file.
oFile->GetProperty, LEVELS = lvls
PRINT, lvls
; IDL prints, -9, 4

; Get the image data at level 0.
imgDataA = oFile->GetImageData(LEVEL = 0)
HELP, 'image array data at full resolution', imgDataA
;IDL prints, Array[1, 512, 512] indicating a grayscale 512 x 512
array.

; Display the full resolution image.
oImgA = OBJ_NEW('IDLgrImage', imgDataA)
oModelA = OBJ_NEW('IDLgrModel')
oModelA->Add, oImgA
XOBJVIEW, oModelA, BACKGROUND = [0,0,0], $
   TITLE = 'Full Resolution Image', /BLOCK

; Get the image data of a higher resolution image,
imgDataB = oFile->GetImageData(LEVEL = -2)
HELP, imgDataB
; IDL returns [1,2048,2048] indicating a grayscale 2048 x 2048
array.
```

```
; To save processing time, display only a 1024 x 1024 portion of
; the high resolution, using 512,512 as the origin.
imgDataSelect = oFile->GetImageData(LEVEL = -2,$
   SUB_RECT = [512, 512, 1024, 1024])
oImgSelect = OBJ_NEW('IDLgrImage', imgDataSelect)
oModel = OBJ_NEW('IDLgrModel')
oModel->Add, oImgSelect

XOBJVIEW, oModel, BACKGROUND = [0,0,0], $
   TITLE = 'Detail of High Resolution Image', /BLOCK

; Clean up object references.
OBJ_DESTROY, [oFile, oImgA, oModelA, oImgSelect, oModel]

END
```

Version History

5.5	Introduced

IDLffMrSID::GetProperty

The IDLffMrSID::GetProperty function method is used to query properties associated with the MrSID image.

Syntax

Obj->[IDLffMrSID::]GetProperty [, CHANNELS=*nChannels*]
   [, DIMENSIONS=*Dims*] [, LEVELS=*Levels*] [, PIXEL_TYPE=*pixelType*]
   [, TYPE=*strType*] [, GEO_VALID=*geoValid*] [, GEO_PROJTYPE=*geoProjType*]
   [, GEO_ORIGIN=*geoOrigin*] [, GEO_RESOLUTION=*geoRes*]

Arguments

None

Keywords

CHANNELS

Set this keyword to a named variable that will contain the number of image bands. For RGB images this is 3, for grayscale it is 1.

DIMENSIONS

Set this keyword equal to a named variable that will contain a two-element long integer array of the form [*width*, *height*] that specifies the dimensions of the MrSID image at level 0 (full resolution).

GEO_ORIGIN

Set this keyword to a named variable that will contain a two-element double precision array of the form [*x*, *y*] that specifies the location of the center of the upper-left pixel.

GEO_PROJTYPE

Set this keyword to a named variable that will contain an unsigned integer that specifies the geoTIFF projected coordinate system type code. For example, type code 32613 corresponds to PCS_WGS84_UTM_zone_13N.

For more information on the geoTIFF file type and available type codes see:

   http://www.remotesensing.org/geotiff/geotiff.html

GEO_RESOLUTION

Set this keyword to a named variable that will contain a two-element double precision array of the form [*xres*, *yres*] that specifies the pixel resolution.

GEO_VALID

Set this keyword to a named variable that will contain a long integer that is set to:

- 1 - If the MrSID image contains valid georeferencing data.

- 0 - If the MrSID image does not contain georeferencing data or the data is in an unsupported format.

Note

Always verify that this keyword returns 1 before using the data returned by any other GEO_* keyword.

LEVELS

Set this keyword equal to a named variable that will contain a two-element long integer array of the form [*minlvl*, *maxlvl*] that specifies the range of levels within the current image. Higher levels are lower resolution. A level of 0 equals full resolution. Negative values specify higher levels of resolution.

PIXEL_TYPE

Set this keyword to a named variable that will contain the IDL basic type code for a pixel sample. For a list of the data types indicated by each type code, see the "IDL Type Codes" section of the SIZE function.

TYPE

Set this keyword to a named variable that will contain a string identifying the file format. This should always be MrSID.

Examples

```
PRO MrSID_GetProperty

; Initialize the MrSID object.
oFile = OBJ_NEW('IDLffMrSID', FILEPATH('test_gs.sid', $
   SUBDIRECTORY = ['examples', 'data']))
```

```
; Get the property information of the MrSID file.
oFile->GetProperty, CHANNELS = chan, LEVELS = $
   lvls, Pixel_Type = pType, TYPE = fileType, GEO_VALID = geoQuery

; Print MrSID file information.
PRINT, 'Number of image channels = ', chan
; IDL returns 1 indicating one image band.

PRINT, 'Range of image levels = ', lvls
; IDL returns -9, 4, the minimum and maximum level values.

PRINT, 'Type code of image pixels = ', pType
; IDL returns 1 indicating byte data type.

PRINT, 'Image file type = ', FileType
; IDL returns "MrSID"

PRINT, 'Result of georeferencing data query = ', geoQuery
; IDL returns 0 indicating that the image does not contain
; georeferencing data.

; Destroy object references.
OBJ_DESTROY, [oFile]

END
```

Version History

5.5	Introduced

IDLffMrSID::Init

The IDLffMrSID::Init function method initializes an IDLffMrSID object containing the image data from a MrSID image file.

Note ——————————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Result = OBJ_NEW('IDLffMrSID', *Filename* [, *PROPERTY=value*])

or

Result = *Obj*->[IDLffMrSID::]Init(*Filename* [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

A scalar string argument containing the full path and filename of a MrSID file to be accessed through this IDLffMrSID object.

Note ——————————————————————————————

This is a required argument; it is not possible to create an IDLffMrSID object without specifying a valid MrSID file.

Keywords

Any property listed under "IDLffMrSID Properties" on page 3368 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Examples

```
oMrSID = OBJ_NEW('IDLffMrSID', FILEPATH('test_gs.sid', $
   SUBDIRECTORY = ['examples', 'data']))
```

Version History

5.5	Introduced

IDLffShape

An IDLffShape object contains geometry, connectivity and attributes for graphics primitives accessed from ESRI Shapefiles. See "Overview of ESRI Shapefiles" on page 3382 for more details on Shapefiles.

Superclasses

None

Creation

See IDLffShape::Init

Properties

Objects of this class have the following properties. See "IDLffShape Properties" on page 3394 for details on individual properties.

- ATTRIBUTE_INFO
- ATTRIBUTE_NAMES
- DBF_ONLY
- ENTITY_TYPE
- FILENAME
- IS_OPEN
- N_ATTRIBUTES
- N_ENTITIES
- N_RECORDS
- UPDATE

Methods

This class has the following methods:

- IDLffShape::AddAttribute
- IDLffShape::Cleanup

- IDLffShape::Close
- IDLffShape::DestroyEntity
- IDLffShape::GetAttributes
- IDLffShape::GetEntity
- IDLffShape::GetProperty
- IDLffShape::Init
- IDLffShape::Open
- IDLffShape::PutEntity
- IDLffShape::SetAttributes

Version History

5.4	Introduced
5.6	Added N_RECORDS, DBF_ONLY properties

Overview of ESRI Shapefiles

An ESRI Shapefile stores nontopological geometry and attribute information for the spatial features in a data set.

A Shapefile consists of a main file (.shp), an index file (.shx), and a dBASE table (.dbf). For example, the Shapefile "states" would have the following files:

- states.shp

- states.shx

- states.dbf

Naming Conventions for a Shapefile

All the files that comprise an ESRI Shapefile must adhere to the 8.3 filename convention and must be lower case. The main file, index file, and dBASE file must all have the same prefix. The prefix must start with an alphanumeric character and can contain any alphanumeric, underscore (_), or hyphen (-). The main file suffix must use the .shp extension, the index file the .shx extension, and the dBASE table the .dbf extension.

Major Elements of a Shapefile

A Shapefile consists of the following elements that you can access through the IDLffShape class:

- Entities

- Attributes

Entities

The geometry for a feature is stored as a shape comprising a set of vector coordinates (referred to as 'entities'). The (non-null) entities in a Shapefile must all be of the same type. The following are the possible types for entities in a Shapefile:

Shape Type	Type Code
Point	1
PolyLine	3
Polygon	5

Table 30-16: Entity Types

Shape Type	Type Code
MultiPoint	8
PointZ	11
PolyLineZ	13
PolygonZ	15
MultiPointZ	18
PointM	21
PolyLineM	23
PolygonM	25
MultiPointM	28
MultiPatch	31

Table 30-16: Entity Types (Continued)

When retrieving entities using the IDLffShape::GetEntity method, an IDL structure is returned. This structure has the following fields:

Field	Data Type
SHAPE_TYPE	IDL_LONG
ISHAPE	IDL_LONG
BOUNDS	Double[8]
N_VERTICES	IDL_LONG
VERTICES	Pointer (to Vertices array)
MEASURE	Pointer (to Measure array)
N_PARTS	IDL_LONG
PARTS	Pointer (to Parts array).
PART_TYPES	Pointer (to part types)
ATTRIBUTES	Pointer to attribute array.

Table 30-17: Entity Structure Field Data Types

The following table describes each field in the structure:

Field	Description
SHAPE_TYPE	The entity type.
ISHAPE	A read-only field containing the index of the specific entity within the shape object. This value is set automatically when the shape file is written.
BOUNDS	A bounding box that specifies the range limits of the entity. This eight element array contains the following information: • Index 0 — X minimum value • Index 1 — Y minimum value • Index 2 — Z minimum value (if Z is supported by type) • Index 3 — Measure minimum value (if measure is supported by entity type) • Index4 — X maximum value • Index5 — Y maximum value • Index6 — Z maximum value (if Z is supported by the entity type) • Index7 — Measure maximum value (if measure is supported by entity type) **Note -** If the entity is a point type, the values contained in the bounds array are also the values of the entity.
N_VERTICES	The number of vertices in the entity. If this value is one and the entity is a POINT type (POINT, POINTM, POINTZ), the vertices pointer will be set to NULL and the entity value will be maintained in the BOUNDS field.

Table 30-18: Entity Structure Field Descriptions

Field	Description
VERTICES	An IDL pointer that contains the vertices of the entity. This pointer contains a double array that has one of the following formats: • [2, *N*] - If Z data is not present • [3, *N*] - If Z data is present where *N* is the number of vertices. These array formats can be passed to the polygon and polyline objects of IDL Object Graphics. **Note -** This pointer will be null if the entity is a point type, with the values maintained in the BOUNDS array.
MEASURE	If the entity has a measure value (this is dependent on the entity type), this IDL pointer will contain a vector array of measure values. The length of this vector is N_VERTICES. **Note -** This pointer will be null if the entity is of type POINTM, with the values contained in the BOUNDS array.
N_PARTS	If the values of the entity are separated into parts, the break points are enumerated in the parts array. This field lists the number of parts in this entity. If this value is 0, the entity is one part and the PARTS pointer will be NULL.
PARTS	An IDL pointer that contains an array of indices into the vertex/measure arrays. These values represent the start of each part of the entity. The index range of each entity part is defined by the following: • Start = Parts[I] • End = Parts[I+1]-1 or the end of the array

Table 30-18: Entity Structure Field Descriptions (Continued)

Field	Description
PART_TYPES	This IDL pointer is only valid for entities of type MultiPatch and defines the type of the particular part. If the entity type is not MultiPatch, part types are assumed to be type RING (SHPP_RING). **Note -** This pointer is NULL if the entity is not type MultiPatch.
ATTRIBUTES	If the attributes for an entity were requested, this field contains an IDL pointer that contains a structure of attributes for the entity. For more information on this structure, see "Attributes" on page 3386.

Table 30-18: Entity Structure Field Descriptions (Continued)

Attributes

A Shapefile provides the ability to associate information describing each entity (a geometric element) contained in the file. This descriptive information, called attributes, consists of a set of named data elements for each geometric entity contained in the file. The set of available attributes is the same for every entity contained in a Shapefile, with each entity having its own set of attribute values.

An attribute consist of two components:

- A name
- A data value

The name consists of an 11 character string that is used to identify the data value. The data value is not limited to any specific format.

The two components that form an attribute are accessed differently using the shape object. To get the name of attributes for the specific file, the ATTRIBUTE_NAMES keyword to the IDLffShape::GetProperty method is used. This returns a string array that contains the names for the attributes defined for the file.

To get the attribute values for an entity, the IDLffShape::GetAttributes method is called or the ATTRIBUTES keyword of the IDLffShape::GetEntity method is set. In each case, the attribute values for the specified entity is returned as an anonymous IDL structure. The numeric order of the fields in the returned structure map to the numeric order of the attributes defined for the file. The actual format of the returned structure is:

> ATTRIBUTE_0 : VALUE,
>
> ATTRIBUTE_1 : VALUE,
>
> ATTRIBUTE_2 : VALUE,
>
> ...
>
> ATTRIBUTE_<N-1> : VALUE

To access the values in the returned structure, you can either hard code the structure field names or use the structure indexing feature of IDL.

Accessing Shapefiles

The following example shows how to access data in a Shapefile. This example sets up a map to display parts of a Shapefile, opens a Shapefile, reads the entities from the Shapefile, and then plots only the state of Colorado:

```
PRO ex_shapefile

DEVICE, RETAIN=2, DECOMPOSED=0

!P.BACKGROUND=255

;Define a color table
r=BYTARR(256) & g=BYTARR(256) & b=BYTARR(256)
r[0]=0 & g[0]=0 & b[0]=0              ;Definition of black
r[1]=100 & g[1]=100 & b[1]=255        ;Definition of blue
r[2]=0 & g[2]=255 & b[2]=0            ;Definition of green
r[3]=255 & g[3]=255 & b[3]=0          ;Definition of yellow
r[255]=255 & g[255]=255 & b[255]=255 ;Definition of white

TVLCT, r, g, b
black=0 & blue=1 & green=2 & yellow=3 & white=255

; Set up map to plot Shapefile on
MAP_SET, /ORTHO,45, -120,  /ISOTROPIC, $
/HORIZON, E_HORIZON={FILL:1, COLOR:blue}, $
/GRID, COLOR=black, /NOBORDER

; Fill the continent boundaries:
```

```
          MAP_CONTINENTS, /FILL_CONTINENTS, COLOR=green

          ; Overplot coastline data:
          MAP_CONTINENTS, /COASTS, COLOR=black

          ; Show national borders:
          MAP_CONTINENTS, /COUNTRIES, COLOR=black

          ;Open the states Shapefile in the examples directory
          myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
             SUBDIR=['examples', 'data']))

          ;Get the number of entities so we can parse through them
          myshape->IDLffShape::GetProperty, N_ENTITIES=num_ent

          ;Parsing through the entities and only plotting the state of
          ;Colorado
          FOR x=1, (num_ent-1) DO BEGIN
             ;Get the Attributes for entity x
             attr = myshape->IDLffShape::GetAttributes(x)
             ;See if 'Colorado' is in ATTRIBUTE_1 of the attributes for
             ;entity x
             IF attr.ATTRIBUTE_1 EQ 'Colorado' THEN BEGIN
                ;Get entity
                ent=myshape->IDLffShape::GetEntity(x)
                ;Plot entity
                POLYFILL, (*ent.vertices)[0,*], (*ent.vertices)[1,*], $
                   COLOR=yellow
                ;Clean-up of pointers
                myshape->IDLffShape::DestroyEntity, ent
             ENDIF
          ENDFOR

          ;Close the Shapefile
          OBJ_DESTROY, myshape

          END
```

This results in the following:

Figure 30-2: Example Use of Shapefiles

Creating New Shapefiles

To create a Shapefile, you need to create a new Shapefile object, define the entity and attributes definitions, and then add your data to the file. For example, the following program creates a new Shapefile (cities.shp), defines the entity type to be "Point", defines 2 attributes (CITY_NAME and STATE_NAME), and then adds an entity to the new file:

```
PRO ex_shapefile_newfile

;Create the new shapefile and define the entity type to Point
mynewshape=OBJ_NEW('IDLffShape', FILEPATH('cities.shp', $
   SUBDIR=['examples', 'data']), /UPDATE, ENTITY_TYPE=1)

;Set the attribute definitions for the new Shapefile
mynewshape->AddAttribute, 'CITY_NAME', 7, 25, $
   PRECISION=0
mynewshape->AddAttribute, 'STAT_NAME', 7, 25, $
   PRECISION=0
```

```
;Create structure for new entity
entNew = {IDL_SHAPE_ENTITY}

; Define the values for the new entity
entNew.SHAPE_TYPE = 1
entNew.ISHAPE = 1458
entNew.BOUNDS[0] = -104.87270
entNew.BOUNDS[1] = 39.768040
entNew.BOUNDS[2] = 0.00000000
entNew.BOUNDS[3] = 0.00000000
entNew.BOUNDS[4] = -104.87270
entNew.BOUNDS[5] = 39.768040
entNew.BOUNDS[6] = 0.00000000
entNew.BOUNDS[7] = 0.00000000
entNew.N_VERTICES = 1 ; take out of example, need as workaround

;Create structure for new attributes
attrNew = mynewshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)

;Define the values for the new attributes
attrNew.ATTRIBUTE_0 = 'Denver'
attrNew.ATTRIBUTE_1 = 'Colorado'

;Add the new entity to new shapefile
mynewshape -> PutEntity, entNew

;Add the Colorado attributes to new shapefile
mynewshape -> SetAttributes, 0, attrNew

;Close the shapefile
OBJ_DESTROY, mynewshape

END
```

Updating Existing Shapefiles

You can modify existing Shapefiles with the following:

- Adding new entities

- Adding new attributes (only to Shapefiles without any existing values in any attributes)

- Modifying existing attributes

Note ──

You cannot modify existing entities.

──

For example, the following program adds an entity and attributes for the city of
Boulder to the cities.shp file created in the previous example:

```
PRO ex_shapefile_modify

;Open the cities Shapefile
myshape=OBJ_NEW('IDLffShape', FILEPATH('cities.shp', $
    SUBDIR=['examples', 'data']), /UPDATE)

;Create structure for new entity
entNew = {IDL_SHAPE_ENTITY}

; Define the values for the new entity
entNew.SHAPE_TYPE = 1
entNew.ISHAPE = 200
entNew.BOUNDS[0] = -105.25100
entNew.BOUNDS[1] = 40.026878
entNew.BOUNDS[2] = 0.00000000
entNew.BOUNDS[3] = 0.00000000
entNew.BOUNDS[4] = -105.25100
entNew.BOUNDS[5] = 40.026878
entNew.BOUNDS[6] = 0.00000000
entNew.BOUNDS[7] = 0.00000000
entNew.N_VERTICES = 1 ; take out of example, need as workaround

;Create structure for new attributes
attrNew = myshape ->GetAttributes(/ATTRIBUTE_STRUCTURE)

;Define the values for the new attributes
attrNew.ATTRIBUTE_0 = 'Boulder'
attrNew.ATTRIBUTE_1 = 'Colorado'

;Add the new entity to new shapefile
myshape -> PutEntity, entNew

;Add the Colorado attributes to new shapefile
myshape -> SetAttributes, 0, attrNew

;Close the shapefile
OBJ_DESTROY, myshape

END
```

Graphing an Updated Shapefile

The following program graphs the `cities.shp` file that was created and updated in the previous examples:

```
pro plot_cities

DEVICE, RETAIN=2, DECOMPOSED=0

!P.BACKGROUND=255

;Define a color table
r=BYTARR(256) & g=BYTARR(256) & b=BYTARR(256)
r[0]=0 & g[0]=0 & b[0]=0                 ;Definition of black
r[1]=100 & g[1]=100 & b[1]=255           ;Definition of blue
r[2]=0 & g[2]=255 & b[2]=0               ;Definition of green
r[3]=255 & g[3]=255 & b[3]=0             ;Definition of yellow
r[255]=255 & g[255]=255 & b[255]=255 ;Definition of white

TVLCT, r, g, b
black=0 & blue=1 & green=2 & yellow=3 & white=255

; Set up map to plot Shapefile on
MAP_SET, /ORTHO,39, -104, SCALE=9e6, /ISOTROPIC, $
   /HORIZON, E_HORIZON={FILL:1, COLOR:green}, $
   COLOR=yellow

; Show state borders:
MAP_CONTINENTS, /USA, COLOR=black

;Open the states Shapefile in the examples directory
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
   SUBDIR=['examples', 'data']))

;Get the number of entities so we can parse through them
myshape->IDLffShape::GetProperty, N_ENTITIES=num_ent

;Parsing through the entities and only plotting the state of
;Colorado
FOR x=1, (num_ent-1) DO BEGIN
   ;Get the Attributes for entity x
   attr = myshape->IDLffShape::GetAttributes(x)
   ;See if 'Colorado' is in ATTRIBUTE_1 of the attributes for
   ;entity x
   IF attr.ATTRIBUTE_1 EQ 'Colorado' THEN BEGIN
      ;Get entity
      ent=myshape->IDLffShape::GetEntity(x)
      ;Plot entity
```

```
         POLYFILL, (*ent.vertices)[0,*], (*ent.vertices)[1,*], $
            COLOR=yellow
         ;Clean-up of pointers
         myshape->IDLffShape::DestroyEntity, ent
      ENDIF

ENDFOR

;Close the states Shapefile
OBJ_DESTROY, myshape

;Open the cities Shapefile
myshape=OBJ_NEW('IDLffShape', FILEPATH('cities.shp', $
   SUBDIR=['examples', 'data']))

;Get the number of entities so we can parse through them
myshape->IDLffShape::GetProperty, N_ENTITIES=num_ent

;Plot the cities on the map of Colorado

FOR x=0, (num_ent-1) DO BEGIN
   ;Get entity
   ent=myshape->IDLffShape::GetEntity(x)

   ;Get city attribute
   attr = myshape ->IDLffShape::GetAttributes(x)

   ;Plot the cities with a symbol, as well as the city name
   plots, ent.BOUNDS[0], ent.BOUNDS[1], psym=5, color=black
   xyouts, ent.BOUNDS[0] + 0.3, ent.BOUNDS[1], $
   attr.ATTRIBUTE_0, color=black

   ;Clean-up of pointers
   myshape->IDLffShape::DestroyEntity, ent

ENDFOR

;Close the Shapefile
OBJ_DESTROY, myshape

end
```

IDLffShape Properties

IDLffShape objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffShape::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffShape::Init.

Note ──
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
───

Objects of this class have the following properties.

- ATTRIBUTE_INFO
- ATTRIBUTE_NAMES
- DBF_ONLY
- ENTITY_TYPE
- FILENAME
- IS_OPEN
- N_ATTRIBUTES
- N_ENTITIES
- N_RECORDS
- UPDATE

ATTRIBUTE_INFO

A array of structures containing the attribute information for each attribute. The attribute information structures have the following fields:

Field	Description
NAME	A string that contains the name of the attribute
TYPE	The IDL type code of the attribute

Table 30-19: Attribute Information Fields

Field	Description
WIDTH	The width of the attribute
PRECISION	The precision of the attribute

Table 30-19: Attribute Information Fields (Continued)

The file must be open to obtain this information.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ATTRIBUTE_NAMES

A string array containing the names of each attribute in the Shapefile object.

Property Type	String array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DBF_ONLY

A non-zero, positive integer value indicating whether the underlying dBASE table (.dbf) component of the shapefile is opened while all other entity related files are left closed. The following two values are accepted for this property:

- 1 - Open an existing .dbf file,

- Greater than 1 - Create a new .dbf file

Note ————

The UPDATE keyword is required to open the .dbf file for updating.

—————————————————————————————————————

Property Type	Integer		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

ENTITY_TYPE

If retrieving this property, its value is an integer representing the type code for the entities contained in the Shapefile object. If the value is unknown, this method returns -1. For more information on entity type codes, see "Entities" on page 3382.

If setting this property, its value is an integer representing the entity type of a new Shapefile. Use this setting only when creating a new Shapefile. For more information on entity types, see "Entities" on page 3382.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

FILENAME

A string representing the fully qualified path name of the Shapefile in the current Shapefile object.

Note ———

FILENAME can only be set via an argument to the IDLffShape::Init method.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IS_OPEN

An integer value representing information about the status of a Shapefile. The following values can be returned:

0	File is not open
1	File is open in read-only mode
3	File is open in update mode

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

N_ATTRIBUTES

A longword integer representing the number of attributes associated with a Shapefile object. If the number of attributes is unknown, this property returns 0.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

N_ENTITIES

A longword integer representing the number of entities contained in Shapefile object. If the number of entities is unknown, this property returns 0.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

N_RECORDS

A longword integer representing the number of records in the dBASE table (.dbf) component of the Shapefile. In a normal operating mode, this process is accomplished by getting the number of entities. However, in DBF_ONLY mode, no entity file exits.

Property Type	Long		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

UPDATE

A Boolean value indicating whether the file opened for writing. The file is opened for writing if this property is set to true. The default is read-only.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

IDLffShape::AddAttribute

The IDLffShape::AddAttribute method adds an attribute definition to a Shapefile. Adding the attribute definition is required before adding the actual attribute data to a file. For more information on attributes, see "Attributes" on page 3386.

Note ──

You can only define new attributes to Shapefiles that do not have any existing values in any attributes.

──

Syntax

Obj->[IDLffShape::]AddAttribute, *Name*, *Type*, *Width* [, PRECISION=*integer*]

Arguments

Name

Set to a string that contains the attribute name. Name values are limited to 11 characters. Arguments longer than 11 characters will be truncated.

Type

Set to the IDL type code that corresponds to the data type that will be stored in the attribute. The valid types are:

3	Longword integer
5	Double-precision floating-point
7	String

Width

Set to the user-defined width of the field for the data value of the attribute. The
following table describes the possible values depending on the defined *Type*:

Longword Integer	Establishes the number of digits of the largest number that can be represented
Double-precision floating-point	Establishes the total number of digits, including the decimal point and the number of positions after the decimal point (see the PRECISION keyword)
String	Establishes the maximum length of the string that can be stored

Keywords

PRECISION

Set this keyword to the number of positions to be included after the decimal point.
The default is 8. This keyword is only valid for fields defined as double-precision
floating-point.

Examples

For an example of AddAttribute, see "Creating New Shapefiles" on page 3389.

Note
If cities.shp already contains data in an attribute for any of the entities defined
in the file, this operation will fail.

Version History

5.4	Introduced

IDLffShape::Cleanup

The IDLffShape::Cleanup procedure method performs all cleanup on a Shapefile object. If the Shapefile being accessed by the object is open and the file has been modified, the new information is written to the file if one of the following conditions is met:

- The file was opened with write permissions using the UPDATE keyword to the IDLffShape::Open method

- It is a newly created file that has not been written previously.

Note ———

Cleanup methods are special lifecycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffShape::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.4	Introduced

IDLffShape::Close

The IDLffShape::Close procedure method closes a Shapefile. If the file has been modified, it is also written to the disk if neither of the following conditions is met:

- The file was opened with write permissions using the UPDATE keyword to the IDLffShape::Open method

- It is a newly created file that has not been written previously.

If the file has been modified and one of the previous conditions is not met, the file is closed and the changes are not written to disk.

Syntax

Obj->[IDLffShape::]Close

Arguments

None

Keywords

None

Version History

5.4	Introduced

IDLffShape::DestroyEntity

The IDLffShape::DestroyEntity procedure method frees memory associated with the entity structure. For more information on the entity structure, see "Entities" on page 3382.

Syntax

Obj->[IDLffShape::]DestroyEntity, *Entity*

Arguments

Entity

A scalar or array of entities to be destroyed.

Keywords

None

Examples

In the following example, all of the entities from the states.shp Shapefile are read and then the DestroyEntity method is called to clean up all pointers:

```
PRO ex_shapefile

; Open the states Shapefile in the examples directory.
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
   SUBDIR=['examples', 'data']))

; Get the number of entities so we can parse through them.
myshape->GetProperty, N_ENTITIES=num_ent

; Read all the entities.
FOR x=1, (num_ent-1) DO BEGIN
   ;Read the entity x
   ent = myshape->GetEntity(x)
   ;Clean-up of pointers
   myshape->DestroyEntity, ent
ENDFOR

; Close the Shapefile.
OBJ_DESTROY, myshape
END
```

Version History

5.4	Introduced

IDLffShape::GetAttributes

The IDLffShape::GetAttributes function method retrieves the attributes for the entities you specify from a Shapefile.

Syntax

Result = Obj->[IDLffShape::]GetAttributes([*Index*] [, /ALL]
   [, /ATTRIBUTE_STUCTURE])

Return Value

Returns an anonymous structure array. For more information on the structure, see "Attributes" on page 3386.

Arguments

Index

A scalar or array of longs specifying the entities for which you want to retrieve the attributes, with 0 being the first entity in the Shapefile.

Note

If you do not specify *Index* and the ALL keyword is not set, the attributes for the first entity (0) are returned.

Keywords

ALL

Set this keyword to retrieve the attributes for all entities in a Shapefile. If you set this keyword, the *Index* argument is not required.

ATTRIBUTE_STUCTURE

Set this keyword to return an empty attribute structure that can then be used with the IDLffShape::SetAttributes method to add attributes to a Shapefile.

Examples

In the first example, we retrieve the attributes associated with entity at location 0 (the first entity in the file):

```
attr = myShape->getAttributes( 0)
```

In the next example, we retrieve the attributes associated with entities 10 through 20:

```
attr = myShape->getAttributes( 10+indgen(11) )
```

In the next example, we retrieve the attributes for entities 1,4, 9 and 70:

```
attr = myShape->getAttributes( [1, 4, 9, 70] )
```

In the next example, we retrieve all the attributes for a Shapefile:

```
attr = myShape->getAttributes( /ALL )
```

Version History

5.4	Introduced

IDLffShape::GetEntity

The IDLffShape::GetEntity function method returns the entities you specify from a Shapefile.

Syntax

Result = Obj->[IDLffShape::]GetEntity([*Index*] [, /ALL] [, /ATTRIBUTES])

Return Value

Returns a type {IDL_SHAPE_ENTITY} structure array. For more information on the structure, see "Entities" on page 3382.

Note ───

Since an entity structure contains IDL pointers, you must free all the pointers returned in these structures when the entity is no longer needed using the IDLffShape::DestroyEntity method.

───

Note ───

Since entities cannot be modified in a Shapefile, an entity is read directly from the Shapefile each time you use the IDLffShape::GetEntity method even if you have already read that entity. If you modify the structure array returned by this method for a given entity and then use IDLffShape::GetEntity on that same entity, the modified data will NOT be returned, the data that is actually written in the file is returned.

───

Arguments

Index

A scalar or array of longs specifying the entities for which you want to retrieve with 0 being the first entity in the Shapefile. If the ALL keyword is set, this argument is not required. If you do not specify any entities and the ALL keyword is not set, the first entity (0) is returned.

Keywords

ALL

Set this keyword to retrieve all entities from the Shapefile. If this keyword is set, the Index argument is not required.

ATTRIBUTES

Set this keyword to return the attributes in the entity structure. If not set, the ATTRIBUTES tag in the entity structure will be a null IDL pointer.

Examples

In the following example, all of the entities from the states.shp Shapefile are read:

```
PRO ex_shapefile

; Open the states Shapefile in the examples directory.
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
   SUBDIR=['examples', 'data']))

; Get the number of entities so we can parse through them.
myshape->GetProperty, N_ENTITIES=num_ent

; Read all the entities. The entity array in a Shapefile
; starts with index zero (0).
FOR x=0, (num_ent-1) DO BEGIN
   ;Read the entity x
   ent = myshape->GetEntity(x)
   ;Clean-up of pointers
   myshape->DestroyEntity, ent
ENDFOR

; Close the Shapefile.
OBJ_DESTROY, myshape

END
```

Version History

5.4	Introduced

IDLffShape::GetProperty

The IDLffShape::GetProperty procedure method returns the values of properties associated with a Shapefile object. These properties are:

- Number of entities

- The type of the entities

- The number of attributes associated with each entity

- The names of the attributes

- The name, type, width, and precision of the attributes

- The status of a Shapefile

- The filename of the Shapefile object

Syntax

Obj->[IDLffShape::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffShape Properties" on page 3394 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Examples

In the following example, the number of entities and the entity type is returned:

```
PRO entity_info

; Open the states Shapefile in the examples directory.
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
   SUBDIR=['examples', 'data']))

; Get the number of entities and the entity type.
myshape->GetProperty, N_ENTITIES=num_ent, $
   ENTITY_TYPE=ent_type
```

```
; Print the number of entities and the type.
PRINT, 'Number of Entities: ', num_ent
PRINT, 'Entity Type: ', ent_type

; Close the Shapefile.
OBJ_DESTROY, myshape

END
```

This results in the following:

```
Number of Entities:        51
Entity Type:                5
```

In the next example, the definitions for attribute 1 are returned:

```
PRO attribute_info

; Open the states Shapefile in the examples directory.
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
   SUBDIR=['examples', 'data']))

; Get the info for all attribute.
myshape->GetProperty, ATTRIBUTE_INFO=attr_info

; Print Attribute Info.
PRINT, 'Attribute Number: ', '1'
PRINT, 'Attribute Name: ', attr_info[1].name
PRINT, 'Attribute Type: ', attr_info[1].type
PRINT, 'Attribute Width: ', attr_info[1].width
PRINT, 'Attribute Precision: ', attr_info[1].precision

; Close the Shapefile.
OBJ_DESTROY, myshape

END
```

This results in the following:

```
Attribute Number:          1
Attribute Name:    STATE_NAME
Attribute Type:            7
Attribute Width:          25
Attribute Precision:       0
```

Version History

5.4	Introduced

IDLffShape::Init

The IDLffShape::Init function method initializes or constructs a Shapefile object.

Note ────────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Result = OBJ_NEW('IDLffShape' [, *Filename*] [, *PROPERTY=value*])

or

Result = *Obj*->[IDLffShape::]Init([, *Filename*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Filename

A scalar string containing the full path and filename of a Shapefile (.shp) to open. If this file exists, it is opened. If the file does not exist, a new Shapefile object is constructed. You do not need to use IDLffShape::Open to open an existing file when specifying this argument.

Note ────────────────────────────────────

The .shp, .shx, and .dbx files must exist in the same directory for you to be able to open and access the file unless the UPDATE keyword is set.

──

Note ——

The value specified by the *Filename* argument is used to initialize the value of the FILENAME property of the IDLffShape object.

——

Keywords

Any property listed under "IDLffShape Properties" on page 3394 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Examples

In the following example, we create a new Shapefile object and open the examples/data/states.shp file:

```
myshape=OBJ_NEW('IDLffShape', FILEPATH('states.shp', $
    SUBDIR=['examples', 'data']))
```

Version History

5.4	Introduced

IDLffShape::Open

The IDLffShape::Open function method opens a specified Shapefile.

Syntax

Result = Obj->[IDLffShape::]Open(*'Filename'* [, /DBF_ONLY]
   [, ENTITY_TYPE=*'value'*] [, /UPDATE])

Return Value

Returns 1 if the file can be read successfully. If not able to open the file, it returns 0.

Arguments

Filename

A scalar string containing the full path and filename of a Shapefile (.shp) to open.
Note that the .shp, .shx, and .dbx files must exist in the same directory for you to
be able to open and access the file unless the UPDATE keyword is set.

Keywords

DBF_ONLY

If this keyword is set to a positive value, only the underlying dBASE table (.dbf)
component of the shapefile is opened. All entity related files are left closed. Two
values to this keyword are accepted: 1 - Open an existing .dbf file, > 1 - Create a new
.dbf file

The UPDATE keyword is required to open the .dbf file for updating.

ENTITY_TYPE

Set this keyword to the entity type of a new Shapefile. Use this keyword only when
creating a new Shapefile. For more information on entity types, see "Entities" on
page 3382.

UPDATE

Set this keyword to have the file opened for writing. The default is read-only.

Examples

In the following example, the file `examples/data/states.shp` is opened for reading and writing:

```
status = myShape->Open(FILEPATH('states.shp', $
    SUBDIR=['examples', 'data']), /UPDATE)
```

Version History

5.4	Introduced

IDLffShape::PutEntity

The IDLffShape::PutEntity procedure method inserts an entity into the Shapefile object. The entity must be in the proper structure. For more information on the structure, see "Entities" on page 3382.

Note ──

The shape type of the new entity must be the same as the shape type defined for the Shapefile. If the shape type has not been defined for the Shapefile using the ENTITY_TYPE keyword for the IDLffShape::Open or IDLffShape::Init methods, the first entity that is inserted into the Shapefile defines the type.

──

Note ──

Only new entities can be inserted into a Shapefile. Existing entities cannot be updated.

──

Syntax

Obj->[IDLffShape::]PutEntity, *Data*

Arguments

Data

A scalar or an array of entity structures.

Keywords

None

Examples

In the following example, we create a new shapefile, define a new entity, and then use the PutEntity method to insert it into the new file:

```
PRO ex_shapefile_putentity

; Create the new shapefile and define the entity type to Point.
mynewshape=OBJ_NEW('IDLffShape',
DIALOG_PICKFILE(FILE='shape_entity.shp', /WRITE), $
    /UPDATE, ENTITY_TYPE=1)
```

```
; Create structure for new entity.
entNew = {IDL_SHAPE_ENTITY}

; Define the values for the new entity.
entNew.SHAPE_TYPE = 1
entNew.BOUNDS[0] = -104.87270
entNew.BOUNDS[1] = 39.768040
entNew.BOUNDS[2] = 0.00000000
entNew.BOUNDS[3] = 0.00000000
entNew.BOUNDS[4] = -104.87270
entNew.BOUNDS[5] = 39.768040
entNew.BOUNDS[6] = 0.00000000
entNew.BOUNDS[7] = 0.00000000

; Add the new entity to new shapefile.
mynewshape->PutEntity, entNew

; Close the shapefile
mynewshape->Close

; Close the shapefile.
OBJ_DESTROY, mynewshape

END
```

Version History

5.4	Introduced

IDLffShape::SetAttributes

The IDLffShape::SetAttributes procedure method sets the attributes for a specified entity in a Shapefile object.

Syntax

Obj->[IDLffShape::]SetAttributes, *Index*, *Attribute_Num*, *Value*

or

Obj->[IDLffShape::]SetAttributes, *Index*, *Value*

Arguments

Attribute_Num

The field number in the attribute structure for the attribute whose value is being set. This value is 0-based.

Attributes

An Attribute structure whose fields match the fields in the attribute table. If *Attributes* is an array, the entities specified in *Index*, up to the size of the Attributes array, are set. Using this feature, all the attribute values of a set of entities can be set for a Shapefile.

The type of this Attribute structure must match the type that is generated internally for Attribute table. To get a copy of this structure, either get the attribute set for an entity or get the definition using the ATTRIBUTE_STRUCTURE keyword of the IDLffShape::GetProperty method.

Index

A scalar or array of integers specifying the entity in which you want to set the attributes. If *Index* is a scalar, then it specifies the starting point at which to start writing the attributes as given by the *Value* argument. If *Index* is an array with the same number of elements as *Value*, then *Index* specifies the indices of the attributes to write. When writing new attributes, the attributes must be written in order, starting at index 0, with no gaps. When overwriting existing attributes, the attributes may be written in any order.

Value

If *Attribute_Num* is present, then *Value* is the value (or array of values) of the field within the attribute. If the value is not of the correct type, type conversion is attempted.

If *Attribute_Num* is not present, then *Value* is an *Attribute* structure (or array of structures) whose fields match the fields in the attribute table. The type of this *Attribute* structure must match the type that is generated internally for *Attribute* table. To get a copy of this structure, either get the attribute set for an entity or get the definition using the ATTRIBUTE_STRUCTURE keyword of the IDLffShape::GetProperty method. If *Value* is an array, the attributes specified in *Index* are set. Using this feature, all the attribute values of a set of entities can be set for a Shapefile.

Keywords

None

Examples

For an example of SetAttributes, see "Creating New Shapefiles" on page 3389. In this example you will create a new shapefile, define the attributes for the new file, define a new entity, define some attributes, insert the new entity, and then use the SetAttributes method to insert the attributes into the new file.

Version History

5.4	Introduced

IDLffXMLDOM Classes

IDL's XML Document Object Model (DOM) support comprises the following IDL object classes. For more information on using the XML DOM classes, see Chapter 21, "Using the XML DOM Object Classes" (*Application Programming*). For more information on XML, see "About XML" (Chapter 20, *Application Programming*).

- "IDLffXMLDOMAttr" on page 3421
- "IDLffXMLDOMCDATASection" on page 3430
- "IDLffXMLDOMCharacterData" on page 3434
- "IDLffXMLDOMComment" on page 3447
- "IDLffXMLDOMDocument" on page 3451
- "IDLffXMLDOMDocumentFragment" on page 3489
- "IDLffXMLDOMDocumentType" on page 3494
- "IDLffXMLDOMElement" on page 3501
- "IDLffXMLDOMEntity" on page 3514
- "IDLffXMLDOMEntityReference" on page 3521
- "IDLffXMLDOMNamedNodeMap" on page 3525
- "IDLffXMLDOMNode" on page 3536
- "IDLffXMLDOMNodeIterator" on page 3564
- "IDLffXMLDOMNodeList" on page 3571
- "IDLffXMLDOMNotation" on page 3577
- "IDLffXMLDOMProcessingInstruction" on page 3583
- "IDLffXMLDOMText" on page 3590
- "IDLffXMLDOMTreeWalker" on page 3596

IDLffXMLDOMAttr

The IDLffXMLDOMAttr object represents an attribute that is part of an element object. Typically, the allowable values for the attribute are defined in a DTD.

Attribute objects are subclasses of the IDLffXMLDOMNode abstract superclass, but are not actually child nodes of the elements they describe and are not considered as part of the DOM tree. Therefore, an attribute object does not have a parent or siblings, and so the ParentNode(), NextSibling(), and PreviousSibling() methods always return a null object reference. The DOM takes the view that attributes are properties of elements, rather than having a separate identity.

An attribute's value may be explicitly assigned or may take on a default value as described by a DTD. If neither of these alternatives is true, the attribute does not exist in the element. Use the IDLffXMLDOMAttr::GetSpecified method to determine if the value was explicitly specified or has taken on the default value.

If the value of an attribute may contain entity references, then the attribute node may have either text or entity-reference child nodes.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMAttr::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMAttr::Cleanup
- IDLffXMLDOMAttr::GetName
- IDLffXMLDOMAttr::GetSpecified
- IDLffXMLDOMAttr::GetValue

- IDLffXMLDOMAttr::Init
- IDLffXMLDOMAttr::SetValue

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMAttr Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMAttr::Cleanup

The IDLffXMLDOMAttr::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMAttr::GetName

The IDLffXMLDOMAttr::GetName function method returns the name of the attribute node.

Syntax

Result = Obj->[IDLffXMLDOMAttr::]GetName()

Return Value

Returns a scalar string containing the name of the attribute node.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMAttr::GetSpecified

The IDLffXMLDOMAttr::GetSpecified function method returns a scalar integer indicating how the value of the attribute node was set.

Syntax

Result = Obj->[IDLffXMLDOMAttr::]GetSpecified()

Return Value

Returns 1 if the value of the attribute node was explicitly set in the XML document or was set programmatically with the IDLffXMLDOMAttr::SetValue method. Returns 0 if the attribute's value was established from the default value declared in the document's DTD.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMAttr::GetValue

The IDLffXMLDOMAttr::GetValue function method returns the value of the attribute node.

Syntax

Result = Obj->[IDLffXMLDOMAttr::]GetValue()

Return Value

Returns a scalar string containing the value of the attribute node.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMAttr::Init

The IDLffXMLDOMAttr::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetAttributes are used to create objects of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMAttr::SetValue

The IDLffXMLDOMAttr::SetValue procedure method sets the value of the attribute node, using the *Value* argument.

Syntax

Obj->[IDLffXMLDOMAttr::]SetValue, *Value*

Arguments

Value

A scalar string used to set the value of the attribute node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCDATASection

The IDLffXMLDOMCDATASection object is used to escape blocks of text containing characters that would otherwise be regarded as markup. The only delimiter that is recognized in a CDATA section is the "]]>" string that ends the CDATA section. CDATA sections cannot be nested. The primary purpose is for including material such as XML fragments without needing to escape all the delimiters.

There are no methods specific to this class except Cleanup and Init.

Superclasses

IDLffXMLDOMNode

IDLffXMLDOMCharacterData

IDLffXMLDOMText

Creation

See IDLffXMLDOMCDATASection::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMCDATASection::Cleanup
- IDLffXMLDOMCDATASection::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMCDATASection Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode
- IDLffXMLDOMCharacterData
- IDLffXMLDOMText

IDLffXMLDOMCDATASection::Cleanup

The IDLffXMLDOMCDATASection::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCDATASection::Init

The IDLffXMLDOMCDATASection::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMCharacterData

The IDLffXMLDOMCharacterData class extends the IDLffXMLDOMNode class with a set of methods for accessing character data in the DOM tree. This is an abstract class in the sense that there will never be an instance of this class, but its methods are available to its subclasses.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMCharacterData::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMCharacterData::AppendData
- IDLffXMLDOMCharacterData::Cleanup
- IDLffXMLDOMCharacterData::DeleteData
- IDLffXMLDOMCharacterData::GetData
- IDLffXMLDOMCharacterData::GetLength
- IDLffXMLDOMCharacterData::Init
- IDLffXMLDOMCharacterData::InsertData
- IDLffXMLDOMCharacterData::ReplaceData
- IDLffXMLDOMCharacterData::SetData
- IDLffXMLDOMCharacterData::SubstringData

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMCharacterData Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMCharacterData::AppendData

The IDLffXMLDOMCharacterData::AppendData procedure method appends a string to the character data in the node.

Syntax

Obj->[IDLffXMLDOMCharacterData::]AppendData, *String*

Arguments

String

A scalar string to be added at the end of the character data.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::Cleanup

The IDLffXMLDOMCharacterData::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::DeleteData

The IDLffXMLDOMCharacterData::DeleteData procedure method deletes a number of characters from the character data in the node, starting at an offset.

Syntax

Obj->[IDLffXMLDOMCharacterData::]DeleteData, *Offset*, *Count*

Arguments

Offset

A scalar value that indicates where to begin deleting characters.

Count

A scalar number of characters to delete.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::GetData

The IDLffXMLDOMCharacterData::GetData function method returns the character data in the node.

Syntax

Result = Obj->[IDLffXMLDOMCharacterData::]GetData()

Return Value

Returns a scalar string containing the character data in the node.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::GetLength

The IDLffXMLDOMCharacterData::GetLength function method returns the number of characters in the node.

Syntax

Result = Obj->[IDLffXMLDOMCharacterData::]GetLength()

Return Value

Returns a scalar string containing the number of characters in the node. This value may be zero.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::Init

The IDLffXMLDOMCharacterData::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMCharacterData::InsertData

The IDLffXMLDOMCharacterData::InsertData procedure method inserts a string in the node's character data at a specified offset.

Syntax

Obj->[IDLffXMLDOMCharacterData::]InsertData, *Offset*, *String*

Arguments

Offset

A scalar value that indicates where in the character data to begin inserting the string contained in *String*.

String

A scalar string to be inserted in the character data at the point indicated by *Offset*.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::ReplaceData

The IDLffXMLDOMCharacterData::ReplaceData procedure method replaces a number of characters, starting at an offset in the node's character data, with a string.

Syntax

Obj->[IDLffXMLDOMCharacterData::]ReplaceData, *Offset*, *Count*, *String*

Arguments

Offset

A scalar value that indicates where in the character data to begin replacement.

Count

A scalar number of characters in the character data to replace.

String

A scalar string to be inserted in the character data at the point indicated by *Offset*.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::SetData

The IDLffXMLDOMCharacterData::SetData procedure method sets the node's character data to a string.

Syntax

Obj->[IDLffXMLDOMCharacterData::]SetData, *String*

Arguments

String

A scalar string to be set in the node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMCharacterData::SubstringData

The IDLffXMLDOMCharacterData::SubstringData function method returns a string composed of a substring of the node's character data.

Syntax

Result = Obj->[IDLffXMLDOMCharacterData::]SubstringData(*Offset, Count)*

Return Value

Returns a string containing a substring of the node's character data that starts at *Offset* and has a length specified by *Count*.

Arguments

Offset

A scalar value that indicates where in the character data to begin the substring.

Count

A scalar length of the substring.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMComment

The IDLffXMLDOMComment class represents the content of a comment, the characters between the starting "<!--" and the ending "-->".

There are no methods specific to this class except Cleanup and Init.

Superclasses

IDLffXMLDOMNode

IDLffXMLDOMCharacterData

Creation

See IDLffXMLDOMComment::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from its superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMComment::Cleanup
- IDLffXMLDOMComment::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMComment Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode
- IDLffXMLDOMCharacterData

IDLffXMLDOMComment::Cleanup

The IDLffXMLDOMComment::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMComment::Init

The IDLffXMLDOMComment::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMDocument

The IDLffXMLDOMDocument class represents the entire XML document as the root of the document tree and by providing the primary access to the document's data.

This class is also the class factory for DOM tree nodes such as IDLffXMLDOMText since all DOM tree nodes must belong to a specific document. To this end, this class includes methods that create DOM tree nodes of all the various types.

Note that nodes created with these factory methods belong to the document, but are not part of the DOM tree structure until they are inserted into the DOM tree. See the relevant methods in the IDLffXMLDOMNode class for details on inserting nodes into the DOM tree.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMDocument::Init.

Properties

Objects of this class have the following properties. See "IDLffXMLDOMDocument Properties" on page 3453 for details on individual properties.

- NODE_DESTRUCTION_POLICY

Methods

This class has the following methods:

- IDLffXMLDOMDocument::Cleanup
- IDLffXMLDOMDocument::CreateAttribute
- IDLffXMLDOMDocument::CreateCDATASection
- IDLffXMLDOMDocument::CreateComment
- IDLffXMLDOMDocument::CreateElement
- IDLffXMLDOMDocument::CreateDocumentFragment

- IDLffXMLDOMDocument::CreateEntityReference
- IDLffXMLDOMDocument::CreateNodeIterator
- IDLffXMLDOMDocument::CreateProcessingInstruction
- IDLffXMLDOMDocument::CreateTextNode
- IDLffXMLDOMDocument::CreateTreeWalker
- IDLffXMLDOMDocument::GetDoctype
- IDLffXMLDOMDocument::GetDocumentElement
- IDLffXMLDOMDocument::GetElementsByTagName
- IDLffXMLDOMDocument::GetProperty
- IDLffXMLDOMDocument::Init
- IDLffXMLDOMDocument::Load
- IDLffXMLDOMDocument::Save
- IDLffXMLDOMDocument::SetProperty

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced
6.2	Added NODE_DESTRUCTION_POLICY property.
	Added CreateNodeIterator, CreateTreeWalker, GetProperty and SetProperty methods.

IDLffXMLDOMDocument Properties

IDLffXMLDOMDocument objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffXMLDOMDocument::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffXMLDOMDocument::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLffXMLDOMDocument::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties.

• NODE_DESTRUCTION_POLICY

In addition, objects of this class inherit properties from the following superclass:

• IDLffXMLDOMNode

NODE_DESTRUCTION_POLICY

A scalar integer that specifies the node destruction policy for all node objects created directly or indirectly by a document object. The property value is not changed if you attempt to set it to other than one of the supported values:

0	When OBJ_DESTROY destroys a node object, it also destroys all node objects that the node created. These nodes, in turn, destroy all the nodes that they created, and so on. This is the default property value.
1	OBJ_DESTROY destroys only the node object for which it is called.

The destruction policy used for node destruction is obtained from the document object's property at the time a node object is destroyed. Thus, the document object's node destruction policy property can be changed between node destructions to use a specific destruction policy for certain nodes.

For all values of this property, all of the nodes created directly or indirectly by the document object are destroyed when the document object itself is destroyed.

For example, consider the following code:

```
oChild = oElement->getFirstChild()
oParent = oElement->getParentNode()
OBJ_DESTROY, oElement
```

If NODE_DESTRUCTION_POLICY has a value of 0 when OBJ_DESTROY is called, all three nodes, `oChild`, `oParent`, and `oElement`, are destroyed. If the property has a value of 1 when OBJ_DESTROY is called, only `oElement` is destroyed.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLffXMLDOMDocument::Cleanup

The IDLffXMLDOMDocument::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffXMLDOMDocument::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateAttribute

The IDLffXMLDOMDocument::CreateAttribute function method creates and names an attribute node that is owned by the document. The new attribute can be set in an Element node with the IDLffXMLDOMElement::SetAttributeNode method.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateAttribute(*Name*)

Return Value

Returns an object reference to the new IDLffXMLDOMAttr node.

Arguments

Name

A scalar string containing the attribute name.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateCDATASection

The IDLffXMLDOMDocument::CreateCDATASection function method creates a CDATASection node that is owned by the document and stores a string in the CDATASection node.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateCDATASection(*String*)

Return Value

Returns an object reference to the new IDLffXMLDOMCDATASection node.

Arguments

String

A scalar string to put in the new CDATASection node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateComment

The IDLffXMLDOMDocument::CreateComment function method creates a comment node that is owned by the document and stores a string in the comment node.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateComment(*String*)

Return Value

Returns an object reference to the new IDLffXMLDOMComment node.

Arguments

String

A scalar string to put in the new comment node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateDocumentFragment

The IDLffXMLDOMDocument::CreateDocumentFragment function method creates a document-fragment node that is owned by the document.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateDocumentFragment()

Return Value

Returns an object reference to the new IDLffXMLDOMDocumentFragment node.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateElement

The IDLffXMLDOMDocument::CreateElement function method creates an element node that is owned by the document and sets the element's name to a tag name.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateElement(*TagName*)

Return Value

Returns an object reference to the new IDLffXMLDOMElement node.

Arguments

TagName

A scalar string that contains the name of the element.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateEntityReference

The IDLffXMLDOMDocument::CreateEntityReference function method creates and names an entity reference node that is owned by the document.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateEntityReference(*Name*)

Return Value

Returns an object reference to the new IDLffXMLDOMEntityReference node.

Arguments

Name

A scalar string that contains the entity reference name.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateNodeIterator

The IDLffXMLDOMDocument::CreateNodeIterator function method is used to create an instance of an IDLffXMLDOMNodeIterator object. This function returns an object reference to that instance.

Please note the following exceptions in node iteration:

- Attributes are never children of DOM nodes, so they are not visited by the node iterator. Showing attributes is only meaningful when the iterator root node is an attribute.

- Entities are not part of the DOM tree, so they are not visited by the node iterator. Showing entities is only meaningful when the iterator root node is an entity.

- Notations are not part of the DOM tree, so they are not visited by the node iterator. Showing notations is only meaningful when the iterator root node is a notation.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateNodeIterator(*RootNode*
   [, FILTER_NAME=*string*] [, FILTER_USERDATA=*variable*]
   [, WHAT_TO_SHOW=*value*])

Arguments

RootNode

An object reference to an object that is a subclass of IDLffXMLDOMNode that refers to a node in the DOM tree. The iterator's current position is set immediately before this node. If this object reference is NULL, the iterator's current position is set immediately before the document node.

Keywords

FILTER_NAME

Set this keyword to a scalar string containing the name of an IDL function that is called each time the iterator is about to visit a node. The purpose of this function is to allow the iterator to ask the IDL application if it should visit a particular node, and hence return it in response to an IDLffXMLDOMNodeIterator::NextNode or

IDLffXMLDOMNodeIterator::PreviousNode method call. The code in this function should analyze the incoming node and then return a value that instructs the iterator to accept or reject the node.

If this keyword is not specified, the node iterator visits every node.

Nodes that are accepted are returned by IDLffXMLDOMNodeIterator::NextNode and IDLffXMLDOMNodeIterator::PreviousNode. Nodes that are rejected are not returned by these methods.

The filter function is called by the iterator for the given node after the determinations are made with respect to the WHAT_TO_SHOW setting. Therefore, the filter function is not called for nodes that are rejected by the WHAT_TO_SHOW property.

The filter function specified by FILTER_NAME must have the following parameters:

- **Node Object** — an object reference to an instance of an IDLffXMLDOMNode subclass. This parameter is required and is supplied by the iterator on every call.

- **USERDATA** — an optional keyword parameter set by the iterator to a variable containing a copy of the data provided in the FILTER_USERDATA keyword. If FILTER_USERDATA is not specified, USERDATA is not passed by the iterator.

The function must return one of three scalar integer values:

Value	Function
1	ACCEPT: this node is visited by the node iterator
2	REJECT: this node is not visited by the node iterator
3	SKIP: this node is not visited by the node iterator (same as REJECT)

Table 30-20: Return Values for CreateNodeIterator's Filter Function

SKIP and REJECT have the same meanings for a node iterator, but have different meanings for a tree walker. This makes it possible for a single filter function to be used with either a node iterator or tree walker. If the function returns a value that is not supported, the iterator visits the node, as if the return value was 1 (ACCEPT). If the function returns a value that cannot be converted to a scalar, IDL throws an error.

The function should not destroy the node object passed as the first parameter.

FILTER_USERDATA

Set this keyword to an IDL variable containing data to pass to the filter function each time the iterator calls the filter function. The iterator creates a copy of this variable to pass on each call.

Supplying this keyword without FILTER_NAME produces no effect on the iterator.

WHAT_TO_SHOW

Set this keyword to a scalar unsigned integer containing a bitmask, where each bit indicates types of nodes that the iterator visits. If this keyword is not specified, the node iterator visits every node.

Type	Value (Hex)	Value (Decimal)
ALL	'ffff'xu	65535U
Element	'0001'xu	1U
Attribute	'0002'xu	2U
Text	'0004'xu	4U
CDATA Section	'0008'xu	8U
Entity Reference	'0010'xu	16U
Entity	'0020'xu	32U
Processing Instruction	'0040'xu	64U
Comment	'0080'xu	128U
Document	'0100'xu	256U
Document Type	'0200'xu	512U
Document Fragment	'0400'xu	1024U
Notation	'0800'xu	2048U

Table 30-21: Bitmasks for CreateNodeIterator's WHAT_TO_SHOW Keyword

The node iterator performs the WHAT_TO_SHOW test for a node before calling any user-provided filter function.

Version History

6.2	Introduced

IDLffXMLDOMDocument::CreateProcessingInstruction

The IDLffXMLDOMDocument::CreateProcessingInstruction function method creates a processing-instruction node that is owned by the document and stores two strings in the processing-instruction node.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateProcessingInstruction(*Target*, *Data*)

Return Value

Returns an object reference to the new IDLffXMLDOMProcessingInstruction node.

Arguments

Target

A scalar string to store in the processing-instruction target.

Data

A scalar string to store in the processing-instruction data.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateTextNode

The IDLffXMLDOMDocument::CreateTextNode function method creates a text node that is owned by the document and stores a string in the text node.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateTextNode(*String)*

Return Value

Returns an object reference to the new IDLffXMLDOMText node.

Arguments

String

A scalar string to put in the new text node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::CreateTreeWalker

The IDLffXMLDOMDocument::CreateTreeWalker function method is used to create an instance of an IDLffXMLDOMTreeWalker object. This function returns an object reference to that instance.

Please note the following exceptions in tree-walking:

- Attributes are never children of DOM nodes, so they are not visited by the tree walker. Showing attributes is only meaningful when the walker root node is an attribute.

- Entities are not part of the DOM tree, so they are not visited by the tree walker. Showing entities is only meaningful when the walker root node is an entity.

- Notations are not part of the DOM tree, so they are not visited by the tree walker. Showing notations is only meaningful when the walker root node is a notation.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]CreateTreeWalker(*RootNode*
    [, FILTER_NAME=*string*] [, FILTER_USERDATA=*variable*]
    [, WHAT_TO_SHOW=*value*])

Arguments

RootNode

An object reference to an object that is a subclass of IDLffXMLDOMNode that refers to a node in the DOM tree. The tree walkers's current position is set at this node. If the object reference is NULL, the walker's current position is set to the document node.

Keywords

FILTER_NAME

Set this keyword to a scalar string containing the name of an IDL function that is called each time the tree walker is about to visit a node. The purpose of this function is to allow the walker to ask the IDL application if it should visit a particular node, and hence return it in response to a call to one of the tree walker's navigation methods (e.g., IDLffXMLDOMTreeWalker::NextNode). The code in this function

should analyze the incoming node and then return a value that instructs the walker to accept or reject the node.

If this keyword is not specified, the tree walker visits every node.

The various tree-walker movement methods return nodes that are accepted by the filter function. The movement methods do not return nodes that are rejected or skipped by the filter function. The walker does not consider nodes that are children of a rejected node, but does consider children of nodes that are skipped.

The tree walker calls the filter function for the given node after making determinations with respect to the WHAT_TO_SHOW setting. However, unlike the node iterator, the walker still calls the filter function for nodes not meeting the WHAT_TO_SHOW criteria. This is required so that the filter function can direct the walker to either REJECT or SKIP a node whose type is not in the WHAT_TO_SHOW list. If the filter function returns ACCEPT for a node not meeting the WHAT_TO_SHOW criteria, the walker SKIPs the node. That is, a filter function cannot override the rejection of a node because of the WHAT_TO_SHOW setting; it can only direct the walker to REJECT or SKIP such a node.

The filter function specified by FILTER_NAME must have the following parameters:

- **Node Object** — an object reference to an instance of an IDLffXMLDOMNode subclass. This parameter is required and is supplied by the tree walker on every call.

- **USERDATA** — an optional keyword parameter set by the tree walker to a variable containing a copy of the data provided in the FILTER_USERDATA keyword. If FILTER_USERDATA is not specified, USERDATA is not passed by the walker.

The function must return one of three scalar integer values:

Value	Function
1	ACCEPT: the tree walker visits this node
2	REJECT: the tree walker does not visit this node or its children
3	SKIP: the tree walker does not visit this node, but considers the node's children for visiting

Table 30-22: Return Values for CreateTreeWalker's Filter Function

If the function returns a value that is not supported, the tree walker visits the node, as if the return value were 1 (ACCEPT). If the function returns a value that cannot be converted to a scalar, IDL throws an error.

The function should not destroy the node object passed as the first parameter.

FILTER_USERDATA

Set this keyword to an IDL variable containing data to pass to the filter function each time the tree walker calls the filter function.

Supplying this keyword without FILTER_NAME produces no effect on the tree walker.

WHAT_TO_SHOW

Set this keyword to a scalar unsigned integer containing a bitmask, where each bit indicates types of nodes that the tree walker visits. If this keyword is not specified, the walker visits every node.

Type	Value (Hex)	Value (Decimal)
ALL	'ffff'xu	65535U
Element	'0001'xu	1U
Attribute	'0002'xu	2U
Text	'0004'xu	4U
CDATA Section	'0008'xu	8U
Entity Reference	'0010'xu	16U
Entity	'0020'xu	32U
Processing Instruction	'0040'xu	64U
Comment	'0080'xu	128U
Document	'0100'xu	256U
Document Type	'0200'xu	512U
Document Fragment	'0400'xu	1024U
Notation	'0800'xu	2048U

Table 30-23: Bitmasks for CreateTreeWalker's WHAT_TO_SHOW Keyword

The tree walker performs the WHAT_TO_SHOW test for a node before calling any user-provided filter function.

Version History

6.2	Introduced

IDLffXMLDOMDocument::GetDoctype

The IDLffXMLDOMDocument::GetDoctype function method creates an instance of IDLffXMLDOMDocumentType and returns its object reference.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]GetDoctype()

Return Value

Returns an object reference to the new instance of IDLffXMLDOMDocumentType, or a null object reference if a document does not have a DTD.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::GetDocumentElement

The IDLffXMLDOMDocument::GetDocumentElement function method creates an instance of an IDLffXMLDOMElement and returns its object reference. The IDLffXMLDOMElement object refers to the node that is the root element of the document.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]GetDocumentElement()

Return Value

Returns an object reference to the new instance of IDLffXMLDOMElement.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::GetElementsByTagName

The IDLffXMLDOMDocument::GetElementsByTagName function method creates an IDLffXMLDOMNodeList object containing all element nodes in the document tree with the specified tag name and returns an object reference to the IDLffXMLDOMNodeList object. The nodes are placed in the node list in the order that they are encountered during a preorder traversal of the tree.

Syntax

Result = Obj->[IDLffXMLDOMDocument::]GetElementsByTagName(*TagName*)

Return Value

Returns an object reference to the IDLffXMLDOMNodeList object.

The returned node list is "live," in that any changes made to the document tree after the node list was returned will be immediately reflected in the node list.

If no nodes matching the specified tag name are found, an IDLffXMLDOMNodeList object is still returned, but contains no nodes.

Arguments

TagName

A scalar string containing the tag name that is used to match the elements. The value "*" matches all tags only; it is not a wildcard expression, and you cannot use it to make partial matches.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocument::GetProperty

The IDLffXMLDOMDocument::GetProperty procedure method is used to get the values of various properties of the document object.

Syntax

Obj->[IDLffXMLDOMDocument::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffXMLDOMDocument Properties" on page 3453 that contains the word "Yes" in the "Get" column of the property table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.2	Introduced

IDLffXMLDOMDocument::Init

The IDLffXMLDOMDocument::Init function method initializes the object. It can also load and parse an XML document, using the same keywords that IDLffXMLDOMDocument::Load does. (For more information on loading, see that method's description.)

Syntax

Obj = OBJ_NEW('IDLffXMLDOMDocument'
   [, /EXCLUDE_IGNORABLE_WHITESPACE]
   [, /EXPAND_ENTITY_REFERENCES]
   [, FILENAME=*string* / STRING=*string*] [, MSG_ERROR=*string*]
   [, MSG_FATAL=*string*] [, MSG_WARNING=*string*] [, /QUIET]
   [, SCHEMA_CHECKING=*value*] [, VALIDATION_MODE=*value*])

or

Result = *Obj*->[IDLffXMLDOMDocument::]Init(
   [, /EXCLUDE_IGNORABLE_WHITESPACE]
   [, /EXPAND_ENTITY_REFERENCES]
   [, FILENAME=*string* / STRING=*string*] [, MSG_ERROR=*string*]
   [, MSG_FATAL=*string*] [, MSG_WARNING=*string*] [, /QUIET]
   [, SCHEMA_CHECKING=*value*] [, VALIDATION_MODE=*value*])   *(In a lifecycle method only.)*

Return Value

Returns an object reference to the newly created object when this method is called indirectly, as part of the call to the OBJ_NEW function.

Returns 1 if initialization was successful or 0 otherwise, when this method is called directly within a subclass Init method.

Arguments

None

Keywords

Note

> Any property listed under "IDLffXMLDOMDocument Properties" on page 3453 that contains the word "Yes" in the "Init" column of the property table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

EXCLUDE_IGNORABLE_WHITESPACE

Set this keyword to prevent text nodes containing ignorable white space from being inserted into the DOM tree. The default action is to include these nodes in the DOM tree. Note that in order for the parser to distinguish between ignorable and non-ignorable white space, validation must be turned on with the VALIDATION_MODE keyword and there must be a DTD. This keyword has no effect if VALIDATION_MODE is 0 or if there is no DTD for the XML document.

EXPAND_ENTITY_REFERENCES

Set this keyword to cause the parser to replace entity references with their fully expanded substitution text. If entity references are not expanded, the DOM parser creates entity-reference nodes in the DOM tree. The children of the entity-reference nodes are read-only and are elements containing the entity values. If entity references are expanded, the DOM parser creates no entity-reference nodes in the DOM tree and instead creates read-write nodes that correspond to the fully expanded substitution text.

FILENAME

Set this keyword to a scalar string containing the name of the XML file to load and parse.

The FILENAME keyword can also specify a URL. In this case, the object reads the XML data from the specified URL over the network and builds the document tree without the XML data needing to be present in a local file.

Setting both the FILENAME and STRING keywords causes an error.

The following example reads XML from an RSS feed containing weather information for Denver, Colorado:

```
FUNCTION filter, oNode
   name = oNode->getNodeName()
```

```
       IF name EQ 'title' OR name EQ 'description' THEN $
          RETURN, 1 ; accept
       RETURN, 3 ;; skip
   END

   PRO weather
      oDoc = OBJ_NEW( 'IDLffXMLDOMDocument', $
         FILENAME='http://weather.gov/data/current_obs/KDEN.rss' )
      oNodeIterator = oDoc->createNodeIterator( OBJ_NEW(), $
         FILTER_NAME='filter' )

      oNode = oNodeIterator->nextNode()
      WHILE OBJ_VALID( oNode ) DO BEGIN
         ; Assuming only one text node per element
         PRINT, (oNode->GetFirstChild())->getNodeValue()
         oNode = oNodeIterator->nextNode()
      ENDWHILE
      PRINT
      OBJ_DESTROY, oDoc
   END
```

MSG_ERROR

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates an error message. The following procedure parameters are required:

- Filename – A scalar string containing the name of the file being parsed

- Line number – A scalar integer containing the line number in the file where the parsing error occurred

- Column number – A scalar integer containing the column number in the file where the parsing error occurred

- Message – A scalar string containing the parser error message

MSG_FATAL

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates a fatal error message. The required procedure parameters are the same as for MSG_ERROR.

MSG_WARNING

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates a warning message. The required procedure parameters are the same as for MSG_ERROR.

QUIET

Set this keyword to prevent IDL from printing out informational parser warnings and error messages. The default action is to report all parser warnings and errors with messages. If an error more severe than a warning is encountered, IDL issues an additional single message after parsing is complete and returns to the interpreter, regardless of this keyword's setting.

SCHEMA_CHECKING

Set this keyword to an integer value to indicate the type of validation the parser should perform. XML schemas describe the structure and allowed contents of an XML document. Schemas are more robust than, and are envisioned as a replacement for, DTDs. By default, the parser will validate the parsed XML file against the specified schema, if one is provided. If no schema is provided, no validation occurs. Possible values are:

0	No schema checking is performed.
1	Schema checking is performed only if a schema is provided. This is the default value.
2	Full schema constraint checking is performed if a schema is provided. This feature checks the schema grammar itself for additional errors.

STRING

Set this keyword equal to a scalar string containing the XML Document text. Setting the STRING keyword avoids the need for file input/output operations. As a result, setting both the FILENAME and STRING keywords causes an error.

If the XML Document text contains references to local files, IDL's current working directory should be set to the directory containing those files. To avoid the need to manage the current working directory, use this keyword with self-contained XML documents. For example, placing DTD information in a DOCTYPE element in the document text avoids the need for an external file reference.

VALIDATION_MODE

Set this keyword to one of the following values:

0	The parser does not report validation errors.
1	The parser reports validation errors only if a DTD is specified. This is the default value.
2	The parser always reports validation errors.

This keyword ignores all other values.

Version History

6.1	Introduced
6.2	Added SCHEMA_CHECKING keyword
6.4	Added STRING keyword

IDLffXMLDOMDocument::Load

The IDLffXMLDOMDocument::Load procedure method loads XML data from the source specified by the FILENAME keyword. The XML parser then parses the data, using any related DTD or schema specifications. The results of the parse are used to construct a DOM document tree that can then be accessed through this document object.

If the FILENAME keyword is not specified, the other keywords have no effect and the DOM document tree is unchanged. If it is specified, then any existing DOM document tree is destroyed, and the results of the parsing operation are used to create a new DOM document tree.

Note —————————————————————————————————————

This method invalidates all object references to node objects created with the previous document.

———

IDL issues messages for any parser warnings or errors unless the QUIET keyword is set. If a parsing error that is more severe than a warning is encountered during parsing, IDL issues a single additional message after parsing and returns to the interpreter, even if QUIET is set. The IDL CATCH facility can intercept this message. If this message is issued, the document tree is empty, containing no nodes.

Syntax

Obj->[IDLffXMLDOMDocument::]Load
   [, /EXCLUDE_IGNORABLE_WHITESPACE]
   [, /EXPAND_ENTITY_REFERENCES]
   [, FILENAME=*string* / STRING=*string*] [, MSG_ERROR=*string*]
   [, MSG_FATAL=*string*] [, MSG_WARNING=*string*] [, /QUIET]
   [, SCHEMA_CHECKING=*value*] [, VALIDATION_MODE=*value*]

Arguments

None

Keywords

EXCLUDE_IGNORABLE_WHITESPACE

Set this keyword to prevent text nodes containing ignorable white space from being inserted into the DOM tree. The default action is to include these nodes in the DOM

tree. Note that in order for the parser to distinguish between ignorable and non-ignorable white space, validation must be turned on with the VALIDATION_MODE keyword and there must be a DTD. This keyword has no effect if VALIDATION_MODE is 0 or if there is no DTD for the XML document.

EXPAND_ENTITY_REFERENCES

Set this keyword to cause the parser to replace entity references with their fully expanded substitution text. If entity references are not expanded, the DOM parser creates entity-reference nodes in the DOM tree. The children of the entity-reference nodes are read-only and are elements containing the entity values. If entity references are expanded, the DOM parser creates no entity-reference nodes in the DOM tree and instead creates read-write nodes that correspond to the fully expanded substitution text.

FILENAME

Set this keyword equal to a scalar string containing the name of the XML file to load and parse. If this keyword is not specified, the other keywords have no effect and the DOM document tree is unchanged. If it is specified, then any existing DOM document tree is destroyed, and the results of the parsing operation are used to create a new DOM document tree.

The keyword string can also specify a URL. In this case, the object reads the XML data from the specified URL over the network and builds the document tree without the XML data needing to be present in a local file.

Setting both the FILENAME and STRING keywords causes an error.

The following example reads XML from an RSS feed containing weather information for Denver, Colorado:

```
FUNCTION filter, oNode
   name = oNode->getNodeName()
   IF name EQ 'title' OR name EQ 'description' THEN $
      RETURN, 1 ; accept
   RETURN, 3 ;; skip
END

PRO weather
   oDoc = OBJ_NEW( 'IDLffXMLDOMDocument', $
      FILENAME='http://weather.gov/data/current_obs/KDEN.rss' )
   oNodeIterator = oDoc->createNodeIterator( OBJ_NEW(), $
      FILTER_NAME='filter' )

   oNode = oNodeIterator->nextNode()
   WHILE OBJ_VALID( oNode ) DO BEGIN
```

```
      ; Assuming only one text node per element
      PRINT, (oNode->GetFirstChild())->getNodeValue()
      oNode = oNodeIterator->nextNode()
  ENDWHILE
  PRINT
  OBJ_DESTROY, oDoc
END
```

MSG_ERROR

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates an error message. The following procedure parameters are required:

- **Filename** – A scalar string containing the name of the file being parsed
- **Line number** – A scalar integer containing the line number in the file where the parsing error occurred
- **Column number** – A scalar integer containing the column number in the file where the parsing error occurred
- **Message** – A scalar string containing the parser error message

MSG_FATAL

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates a fatal error message. The required procedure parameters are the same as for MSG_ERROR.

MSG_WARNING

Set this keyword to a scalar string that contains the name of an IDL procedure that will be called when the parser generates a warning message. The required procedure parameters are the same as for MSG_ERROR.

QUIET

Set this keyword to prevent IDL from printing out informational parser warnings and error messages. The default action is to report all parser warnings and errors with messages. If an error more severe than a warning is encountered, IDL issues an additional single message after parsing is complete and returns to the interpreter, regardless of this keyword's setting.

SCHEMA_CHECKING

Set this keyword to an integer value to indicate the type of validation the parser should perform. XML schemas describe the structure and allowed contents of an XML document. Schemas are more robust than, and are envisioned as a replacement for, DTDs. By default, the parser will validate the parsed XML file against the specified schema, if one is provided. If no schema is provided, no validation occurs.

Possible values are:

0	No schema checking is performed.
1	Schema checking is performed only if a schema is provided. This is the default value.
2	Full schema constraint checking is performed if a schema is provided. This feature checks the schema grammar itself for additional errors.

STRING

Set this keyword equal to a scalar string containing the XML Document text. Setting the STRING keyword avoids the need for file input/output operations. As a result, setting both the FILENAME and STRING keywords causes an error.

If the XML Document text contains references to local files, IDL's current working directory should be set to the directory containing those files. To avoid the need to manage the current working directory, use this keyword with self-contained XML documents. For example, placing DTD information in a DOCTYPE element in the document text avoids the need for an external file reference.

VALIDATION_MODE

Set this keyword to one of the following values:

0	The parser does not report validation errors.
1	The parser reports validation errors only if a DTD is specified. This is the default value.
2	The parser always reports validation errors.

This keyword ignores all other values.

Version History

6.1	Introduced
6.2	Added SCHEMA_CHECKING keyword
6.4	Added STRING keyword

IDLffXMLDOMDocument::Save

The IDLffXMLDOMDocument::Save procedure method serializes the current DOM document belonging to this document object and writes it to the output source specified by the FILENAME keyword.

Syntax

Obj->[IDLffXMLDOMDocument::]Save [, ENCODING=*string*]
   [, /EXPAND_ENTITY_REFERENCES]
   [, FILENAME=*string* / STRING=*variable*] [, /PRETTY_PRINT]

Arguments

None

Keywords

ENCODING

Set this keyword to a scalar string specifying the encoding to be used when the XML DOM document is written to a file. If this keyword is not specified and the document was loaded with the IDLffXMLDOMDocument::Init or IDLffXMLDOMDocument::Load methods from a file, the document is written to a file using the same encoding used to load the file. If this keyword is not specified and the document was created programatically, the document is written to the file using UTF-8 encoding.

Note ──

For the list of supported XML encodings, see "About XML" (Chapter 20, *Application Programming*).

──

If an encoding is specified that is not supported, no error is reported and this method writes an empty file.

EXPAND_ENTITY_REFERENCES

Set this keyword to cause the parser to replace entity references with their fully expanded substitution text as the DOM tree is written to the output file. The DOM tree itself is not changed. The default behavior is to write the entity references to the output file.

FILENAME

Set this keyword to the name of the XML file in which to store the XML data. If FILENAME is not set or is set to "" (null string), this method will return without storing any data on the file system.

FILENAME can contain a directory path (e.g., `'C:\ITT\test.xml'`). IDL throws an error and stops if any of the following conditions are true:

- The directory does not exist
- The directory exists, but is not writable
- The file exists, but is not writable

Setting both the FILENAME and STRING keywords causes an error.

PRETTY_PRINT

Set this keyword to format the output by adding white space to produce a pretty-printed, indented, reader-friendly form.

STRING

Set this keyword to a named variable that will contain the string data representing the XML DOM document currently represented in this object. Setting the STRING keyword avoids the need for file input/output operations. As a result, setting the FILENAME and STRING keywords causes an error.

Version History

6.1	Introduced
6.2	Added ENCODING keyword
6.4	Added STRING keyword

IDLffXMLDOMDocument::SetProperty

The IDLffXMLDOMDocument::SetProperty procedure method is used to set the values of various properties of the parser.

Syntax

Obj->[IDLffXMLDOMDocument::]SetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffXMLDOMDocument Properties" on page 3453 that contains the word "Yes" in the "Set" column of the property table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.2	Introduced

IDLffXMLDOMDocumentFragment

The IDLffXMLDOMDocumentFragment class references a document-fragment node.

It is very common to want to be able to extract a portion of a document's tree or to create a new fragment of a document. Imagine implementing a user command such as "cut" or rearranging a document by moving fragments around. It is desirable to have an object that can hold such fragments, and it is quite natural to use a node for this purpose. While it is true that a document object could fill this role, it can potentially be a heavyweight object, depending on the underlying implementation. What you need for this purpose, instead, is a very lightweight object, and the document-fragment node is such an object.

Furthermore, various operations such as inserting nodes as children of another node may take document-fragment objects as arguments; this results in all the child nodes of the document-fragment node being moved to the child list of this node.

The children of a document-fragment node are zero or more nodes representing the roots of any sub-trees defining the structure of the document. Document-fragment nodes do not need to be well-formed XML documents (although they do need to follow the rules imposed upon well-formed XML parsed entities, which can have multiple root nodes). For example, a document-fragment node might have only one child, and that child node could be a text node. Such a structure model represents neither an HTML document nor a well-formed XML document.

When a document-fragment node is inserted into a document tree (or, indeed, any other node that may take children), the children of the document-fragment node and not the document-fragment node itself are inserted into the node. This insertion process makes the document-fragment node very useful when you want to create nodes that are siblings. Because the document-fragment node acts as the parent of these nodes, you use the standard methods from the node object, such as InsertBefore() and AppendChild().

There are no methods specific to this class except Cleanup and Init.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMDocumentFragment::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMDocumentFragment::Cleanup
- IDLffXMLDOMDocumentFragment::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMDocumentFragment Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

• IDLffXMLDOMNode

IDLffXMLDOMDocumentFragment::Cleanup

The IDLffXMLDOMDocumentFragment::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocumentFragment::Init

The IDLffXMLDOMDocumentFragment::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMDocument::CreateDocumentFragment are used to create objects of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMDocumentType

The IDLffXMLDOMDocumentType class references a document-type node. Each document has a `doctype` attribute whose value is stored in a document-type object or is null.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMDocumentType::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMDocumentType::Cleanup
- IDLffXMLDOMDocumentType::GetEntities
- IDLffXMLDOMDocumentType::GetName
- IDLffXMLDOMDocumentType::GetNotations
- IDLffXMLDOMDocumentType::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMDocumentType Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

• IDLffXMLDOMNode

IDLffXMLDOMDocumentType::Cleanup

The IDLffXMLDOMDocumentType::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocumentType::GetEntities

The IDLffXMLDOMDocumentType::GetEntities function method returns the general entities, both external and internal, declared in the DTD.

Syntax

Result = Obj->[IDLffXMLDOMDocumentType::]GetEntities()

Return Value

Returns an object reference to a named node map (IDLffXMLDOMNamedNodeMap) containing the general entities declared in the DTD. If there are no entities, this method returns an empty named node map.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocumentType::GetName

The IDLffXMLDOMDocumentType::GetName function method returns the name of the DTD.

Syntax

Result = Obj->[IDLffXMLDOMDocumentType::]GetName()

Return Value

Returns a scalar string containing the name of the DTD (i.e., the name immediately following the DOCTYPE keyword).

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocumentType::GetNotations

The IDLffXMLDOMDocumentType::GetNotations function method returns the notations declared in the DTD.

Syntax

Result = Obj->[IDLffXMLDOMDocumentType::]GetNotations()

Return Value

Returns an object reference to a named node map (IDLffXMLDOMNamedNodeMap) containing the notations declared in the DTD. If there are no notations, this method returns an empty named node map.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMDocumentType::Init

The IDLffXMLDOMDocumentType::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMElement

The IDLffXMLDOMElement class references an element node, which is one of the most common node types in an XML document.

Elements can have attributes associated with them, which can be obtained with the IDLffXMLDOMNode::GetAttributes method. The IDLffXMLDOMElement class also has methods for getting an attribute object or an attribute value by its name.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMElement::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMElement::Cleanup
- IDLffXMLDOMElement::GetAttribute
- IDLffXMLDOMElement::GetAttributeNode
- IDLffXMLDOMElement::GetElementsByTagName
- IDLffXMLDOMElement::GetTagName
- IDLffXMLDOMElement::Init
- IDLffXMLDOMElement::RemoveAttribute
- IDLffXMLDOMElement::RemoveAttributeNode
- IDLffXMLDOMElement::SetAttribute
- IDLffXMLDOMElement::SetAttributeNode

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMElement Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

• IDLffXMLDOMNode

IDLffXMLDOMElement::Cleanup

The IDLffXMLDOMElement::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::GetAttribute

The IDLffXMLDOMElement::GetAttribute function method returns the value of the attribute specified by *Name*.

Syntax

Result = Obj->[IDLffXMLDOMElement::]GetAttribute(*Name*)

Return Value

Returns a scalar string containing the value of the attribute specified by *Name*.

Arguments

Name

A scalar string used to specify the name of the attribute for which to get the value.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::GetAttributeNode

The IDLffXMLDOMElement::GetAttributeNode function method creates an IDLffXMLDOMAttr object and returns its object reference.

Syntax

Result = Obj->[IDLffXMLDOMElement::]GetAttributeNode(*Name*)

Return Value

Returns an object reference to the IDLffXMLDOMAttr object. The object refers to the attribute node specified by name. If this node does not exist, this function returns a null object reference.

Arguments

Name

A scalar string used to specify the attribute node to get.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::GetElementsByTagName

The IDLffXMLDOMElement::GetElementsByTagName function method creates an IDLffXMLDOMNodeList object containing all descendant element nodes in the document tree with the specified tag name and returns an object reference to the IDLffXMLDOMNodeList object. The nodes are placed in the node list in the order that they are encountered during a preorder traversal of the tree.

Syntax

Result = Obj->[IDLffXMLDOMElement::]GetElementsByTagName(*TagName*)

Return Value

Returns an object reference to the IDLffXMLDOMNodeList object.

The returned node list is "live," in that any changes made to the document tree after the node list was returned will be immediately reflected in the node list.

If no nodes matching the specified tag name are found, an IDLffXMLDOMNodeList is still returned, but contains no nodes.

Arguments

TagName

A scalar string containing the tag name that is used to match the elements. The value "*" matches all tags only; it is not a wildcard expression, and you cannot use it to make partial matches.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::GetTagName

The IDLffXMLDOMElement::GetTagName function method returns the name of the element.

Syntax

Result = Obj->[IDLffXMLDOMElement::]GetTagName()

Return Value

Returns a scalar string containing the name of the element.

Argument

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::Init

The IDLffXMLDOMElement::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMElement::RemoveAttribute

The IDLffXMLDOMElement::RemoveAttribute procedure method removes a specified attribute from the element node.

Syntax

Result = Obj->[IDLffXMLDOMElement::]RemoveAttribute(*Name*)

Arguments

Name

A scalar string that contains the name of the attribute to remove from the element.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::RemoveAttributeNode

The IDLffXMLDOMElement::RemoveAttributeNode function method removes a specified attribute node from the element node.

Syntax

Result = Obj->[IDLffXMLDOMElement::]RemoveAttributeNode(*OldAttr*)

Return Value

Returns an object reference to an IDLffXMLDOMAttr node referring to the attribute node that was removed.

Arguments

OldAttr

An object reference to an IDLffXMLDOMAttr object that refers to an attribute node to be removed from the element node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::SetAttribute

The IDLffXMLDOMElement::SetAttribute procedure method adds a new attribute to the element node.

Syntax

Obj->[IDLffXMLDOMElement::]SetAttribute, *Name*, *Value*

Arguments

Name

A scalar string that contains the name of the attribute.

Value

A scalar string that contains the value of the attribute.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMElement::SetAttributeNode

The IDLffXMLDOMElement::SetAttributeNode function method adds an attribute node to the element node.

Syntax

Result = Obj->[IDLffXMLDOMElement::]SetAttributeNode(*NewAttr*)

Return Value

Returns an object reference to an IDLffXMLDOMAttr node, if an old attribute is replaced by the new. This method returns a null object reference if no attribute was replaced by this method.

Arguments

NewAttr

An object reference to an IDLffXMLDOMAttr object that refers to an attribute node that is to be set in the element node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntity

The IDLffXMLDOMEntity class references an entity, either parsed or unparsed, in an XML document. Entities are placeholders in XML and are inserted into documents by entity references. Entity nodes have no parents. Entity nodes and their descendants are read-only.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMEntity::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMEntity::Cleanup
- IDLffXMLDOMEntity::GetNotationName
- IDLffXMLDOMEntity::GetPublicId
- IDLffXMLDOMEntity::GetSystemId
- IDLffXMLDOMEntity::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMEntity Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMEntity::Cleanup

The IDLffXMLDOMEntity::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntity::GetNotationName

The IDLffXMLDOMEntity::GetNotationName function method returns the name of the notation for the entity.

Syntax

Result = Obj->[IDLffXMLDOMEntity::]GetNotationName()

Return Value

Returns a scalar string containing the name of the notation for the unparsed entity, or an empty string if the entity is parsed.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntity::GetPublicId

The IDLffXMLDOMEntity::GetPublicId function method returns the public ID of the entity, if it is specified.

Syntax

Result = Obj->[IDLffXMLDOMEntity::]GetPublicId()

Return Value

Returns a scalar string containing the public ID of the entity, or an empty string if the public ID is not specified.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntity::GetSystemId

The IDLffXMLDOMEntity::GetSystemId function method returns the system ID of the entity, if it is specified.

Syntax

Result = Obj->[IDLffXMLDOMEntity::]GetSystemId()

Return Value

Returns a scalar string containing the system ID of the entity, or an empty string if the system ID is not specified.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntity::Init

The IDLffXMLDOMEntity::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMDocumentType::GetEntities coupled with IDLffXMLDOMNamedNodeMap::GetNamedItem are used to create objects of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMEntityReference

The IDLffXMLDOMEntityReference class references entity reference nodes. Entity references in the source XML file are meant to be substituted by the entity contents upon parsing. Any entity reference nodes left in the document tree may exist because the entity was not found, or the parser was instructed to not expand entity references.

Entity references are read-only.

There are no methods specific to this class except Cleanup and Init.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMEntityReference::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMEntityReference::Cleanup
- IDLffXMLDOMEntityReference::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMEntityReference Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMEntityReference::Cleanup

The IDLffXMLDOMEntityReference::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMEntityReference::Init

The IDLffXMLDOMEntityReference::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMNamedNodeMap

The IDLffXMLDOMNamedNodeMap class is a container for nodes (see IDLffXMLDOMNode and its subclasses) and uses the node's name to access the nodes in the container.

For example, consider this XML:

```
<show title="My Title" date="Nov 12, 1999" author="Me">
```

The entire line is a DOM element node. A GetAttributes call returns a NamedNodeMap that contains three attribute node objects. The attribute node object containing the date, for example, has a node name of 'date' and a node value of 'Nov 12, 1999'.

The benefit of the named node map is that the nodes are accessed by their node names. Thus, to access the date node, you would use the string 'date' and would not have to worry about its position in the list.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMNamedNodeMap::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMNamedNodeMap::Cleanup
- IDLffXMLDOMNamedNodeMap::GetLength
- IDLffXMLDOMNamedNodeMap::GetNamedItem
- IDLffXMLDOMNamedNodeMap::Init
- IDLffXMLDOMNamedNodeMap::Item

- IDLffXMLDOMNamedNodeMap::RemoveNamedItem

- IDLffXMLDOMNamedNodeMap::SetNamedItem

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

• IDLffXMLDOMNode

IDLffXMLDOMNamedNodeMap::Cleanup

The IDLffXMLDOMNamedNodeMap::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap::GetLength

The IDLffXMLDOMNamedNodeMap::GetLength function method returns the number of nodes in the named node map.

Syntax

Result = Obj->[IDLffXMLDOMNamedNodeMap::]GetLength()

Return Value

Returns an integer containing the number of nodes in the named node map.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap::GetNamedItem

The IDLffXMLDOMNamedNodeMap::GetNamedItem function method returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node from the named node map that corresponds to the supplied name.

Syntax

Result = Obj->[IDLffXMLDOMNamedNodeMap::]GetNamedItem(*Name*)

Return Value

Returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node from the named node map that corresponds to the supplied name. If the node is not found, this function returns a null object reference.

Arguments

Name

A scalar string that contains the name used to locate the node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap::Init

The IDLffXMLDOMNamedNodeMap::Init function method initializes the object, but this class should not be instantiated directly. Instead, the IDLffXMLDOMNode::GetAttributes method is used to create objects of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMNamedNodeMap::Item

The IDLffXMLDOMNamedNodeMap::Item function method returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node from the named node map that corresponds to an index.

Syntax

Result = Obj->[IDLffXMLDOMNamedNodeMap::]Item(*Index*)

Return Value

Returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node from the named node map that corresponds to the supplied index. If the node at the specified index does not exist, a null object reference is returned.

Arguments

Index

An integer that contains the index into the named node map.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap::RemoveNamedItem

The IDLffXMLDOMNamedNodeMap::RemoveNamedItem function method removes the node from the named node map that corresponds to a name.

Syntax

Result = Obj->[IDLffXMLDOMNamedNodeMap::]RemoveNamedItem(*Name*)

Return Value

Returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the removed node if it exists. If the node does not exist, this function returns a null object reference.

Arguments

Name

A scalar string that contains the name used to locate the node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNamedNodeMap::SetNamedItem

The IDLffXMLDOMNamedNodeMap::SetNamedItem function method adds a node to the named node map. After adding the node, the node can be accessed using the node's name attribute. If a node with the same name is already present in the map, then the node in the map is replaced by this new node.

Some node types have fixed name tags due to the nature of the node type. For example, an IDLffXMLDOMText node's name tag always has the value "#text" because it always contains text in its value tag. For a list of other nodes with fixed name tags see "IDLffXMLDOMNode::GetNodeName Return Values" on page 3547. (The fixed names are the names in quotation marks.)

Note ──

You cannot place nodes with fixed name tags into a named node map because it uses the nodes' name tags to search for a requested node.

──

Syntax

Result = Obj->[IDLffXMLDOMNamedNodeMap::]SetNamedItem(*Node*)

Return Value

Returns an object reference to an instance of a subclass of IDLffXMLDOMNode that references the node that was replaced, if the method replaces a node in the map. Otherwise, the method returns a null object reference.

Arguments

Node

An object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node to add to the map.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode

The IDLffXMLDOMNode class is an abstract class used as a superclass for other IDLffXMLDOM node classes.

Because this class is an abstract class, there will never be an instance of this class. Rather, this class's functionality described here is accessed through an instance of one of its subclasses.

An object instance of this class is a reference to a corresponding node in the DOM document tree. Use the appropriate methods for this class, defined below, to access and manipulate the DOM data.

This class keeps track of any objects it creates (e.g., via the IDLffXMLDOMNode::GetFirstChild method) and destroys these objects when it is destroyed.

Superclasses

None

Creation

See IDLffXMLDOMNode::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMNode::AppendChild
- IDLffXMLDOMNode::Cleanup
- IDLffXMLDOMNode::CloneNode
- IDLffXMLDOMNode::GetAttributes
- IDLffXMLDOMNode::GetChildNodes
- IDLffXMLDOMNode::GetFirstChild

- IDLffXMLDOMNode::GetLastChild
- IDLffXMLDOMNode::GetNextSibling
- IDLffXMLDOMNode::GetNodeName
- IDLffXMLDOMNode::GetNodeType
- IDLffXMLDOMNode::GetNodeValue
- IDLffXMLDOMNode::GetOwnerDocument
- IDLffXMLDOMNode::GetParentNode
- IDLffXMLDOMNode::GetPreviousSibling
- IDLffXMLDOMNode::HasChildNodes
- IDLffXMLDOMNode::Init
- IDLffXMLDOMNode::InsertBefore
- IDLffXMLDOMNode::RemoveChild
- IDLffXMLDOMNode::ReplaceChild
- IDLffXMLDOMNode::SetNodeValue

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMNode Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

IDLffXMLDOMNode::AppendChild

The IDLffXMLDOMNode::AppendChild function method adds a new node to the end of the calling node's children list.

If the new child node is already in the tree, it is first removed.

The ownership of the IDL object to which the *NewChild* object reference refers is changed so that it is no longer owned by its previous owner and becomes owned by the calling object. Therefore, destroying the calling object destroys the new child as well.

Syntax

Result = Obj->[IDLffXMLDOMNode::]AppendChild(*NewChild*)

Return Value

Returns an object reference to the new child node.

Arguments

NewChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the node that is being added.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::Cleanup

The IDLffXMLDOMNode::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::CloneNode

The IDLffXMLDOMNode::CloneNode function method creates a copy of the calling node (i.e., an instance of an IDLffXMLDOMNode subclass) and returns the object reference to the cloned node. The class of the cloned node is the same as the class of the calling node. The cloned node has no parent.

Cloning an element node copies all attributes and their values and does not copy child nodes unless the DEEP keyword is set. Cloning any other type of node simply copies the node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]CloneNode([, /DEEP])

Return Value

Returns an object reference to the cloned node.

Arguments

None

Keywords

DEEP

Set this keyword to cause all of a node's children to be cloned along with the calling node. By default, only the calling node is cloned.

Version History

6.1	Introduced

IDLffXMLDOMNode::GetAttributes

The IDLffXMLDOMNode::GetAttributes function method creates an instance of an IDLffXMLDOMNamedNodeMap and returns an object reference to that object. The named node map can then be used to access the attributes of an element object.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetAttributes()

Return Value

Returns an object reference to the new IDLffXMLDOMNamedNodeMap object. If the calling object is not an IDLffXMLDOMElement, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetChildNodes

The IDLffXMLDOMNode::GetChildNodes function method creates an instance of an IDLffXMLDOMNodeList object, which can then be used to access the child nodes. If there are no children, the node list object contains no nodes.

The contents of the node list object are updated as changes are made to the tree, such as children being added or removed from the calling node's children list.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetChildNodes()

Return Value

Returns an object reference to the new IDLffXMLDOMNodeList object.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetFirstChild

The IDLffXMLDOMNode::GetFirstChild function method creates an instance of one of the IDLffXMLDOMNode subclasses and returns an object reference to that object, which refers to the first child of the calling node in the DOM tree. The type of the object corresponds to the type of the first child node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetFirstChild()

Return Value

Returns an object reference to the new IDLffXMLDOMNode subclass object if there is a child in the DOM tree. If there are no children, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetLastChild

The IDLffXMLDOMNode::GetLastChild function method creates an instance of one of the IDLffXMLDOMNode subclasses and returns an object reference to that object, which refers to the last child of the calling node in the DOM tree. The type of the object corresponds to the type of the last child node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetLastChild()

Return Value

Returns an object reference to the new IDLffXMLDOMNode subclass object if there is a child in the DOM tree. If there are no children, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetNextSibling

The IDLffXMLDOMNode::GetNextSibling function method creates an instance of one of the IDLffXMLDOMNode subclasses and returns an object reference to that object, which refers to the next sibling of the calling node in the DOM tree. The type of the object corresponds to the type of the next sibling node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetNextSibling()

Return Value

Returns an object reference to the new IDLffXMLDOMNode subclass object if there is a next sibling in the DOM tree. If there is no sibling, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetNodeName

The IDLffXMLDOMNode::GetNodeName function method returns the name of the node, depending on the calling node's subclass type.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetNodeName()

Return Value

Returns a scalar string whose value depends on the subclass type:

Subclass	Return Value
IDLffXMLDOMAttr	attribute name
IDLffXMLDOMCDATASection	"#cdata-section"
IDLffXMLDOMComment	"#comment"
IDLffXMLDOMDocument	"#document"
IDLffXMLDOMDocumentFragment	"#document-fragment"
IDLffXMLDOMDocumentType	document type name
IDLffXMLDOMElement	tag name
IDLffXMLDOMEntity	entity name
IDLffXMLDOMEntityReference	name of entity reference
IDLffXMLDOMNotation	notation name
IDLffXMLDOMProcessingInstruction	target
IDLffXMLDOMText	"#text"

Table 30-24: IDLffXMLDOMNode::GetNodeName Return Values

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetNodeType

The IDLffXMLDOMNode::GetNodeType function method returns the subclass type of the calling node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetNodeType()

Return Value

Returns an integer whose value depends on the subclass type:

Subclass	Return Value
IDLffXMLDOMAttr	2
IDLffXMLDOMCDATASection	4
IDLffXMLDOMComment	8
IDLffXMLDOMDocument	9
IDLffXMLDOMDocumentFragment	11
IDLffXMLDOMDocumentType	10
IDLffXMLDOMElement	1
IDLffXMLDOMEntity	6
IDLffXMLDOMEntityReference	5
IDLffXMLDOMNotation	12
IDLffXMLDOMProcessingInstruction	7
IDLffXMLDOMText	3

Table 30-25: IDLffXMLDOMNode::GetNodeType Return Values

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetNodeValue

The IDLffXMLDOMNode::GetNodeValue function method returns the value of the calling node, depending on its subclass type.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetNodeValue()

Return Value

Returns a scalar string whose value depends on the subclass type:

Subclass	Return Value
IDLffXMLDOMAttr	attribute value
IDLffXMLDOMCDATASection	content of the CDATA section
IDLffXMLDOMComment	content of the comment
IDLffXMLDOMDocument	empty string
IDLffXMLDOMDocumentFragment	empty string
IDLffXMLDOMDocumentType	empty string
IDLffXMLDOMElement	empty string
IDLffXMLDOMEntity	empty string
IDLffXMLDOMEntityReference	empty string
IDLffXMLDOMNotation	empty string
IDLffXMLDOMProcessingInstruction	entire content excluding the target
IDLffXMLDOMText	content of the text node

Table 30-26: IDLffXMLDOMNode::GetNodeValue Return Values

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetOwnerDocument

The IDLffXMLDOMNode::GetOwnerDocument function method returns an object reference to the IDLffXMLDOMDocument used to create the node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetOwnerDocument()

Return Value

Returns an object reference to the IDLffXMLDOMDocument used to create the node. If the calling node is an IDLffXMLDOMDocument, the method returns a null object reference.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetParentNode

The IDLffXMLDOMNode::GetParentNode function method creates an instance of one of the IDLffXMLDOMNode subclasses and returns an object reference to that object, which refers to the parent node in the DOM tree. The type of the created object corresponds to the type of the parent node.

All node classes except IDLffXMLDOMAttr, IDLffXMLDOMDocument, IDLffXMLDOMDocumentFragment, and IDLffXMLDOMEntity may have parents.

A node that has just been created and not yet added to the tree does not have a parent.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetParentNode()

Return Value

Returns an object reference to the new object, which refers to the calling node's parent in the DOM tree. The type of the new object corresponds to the type of the parent node. If there is no parent, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::GetPreviousSibling

The IDLffXMLDOMNode::GetPreviousSibling function method creates an instance of one of the IDLffXMLDOMNode subclasses and returns an object reference to that object, which refers to the previous sibling of the calling node in the DOM tree. The type of the object corresponds to the type of the previous sibling node.

Syntax

Result = Obj->[IDLffXMLDOMNode::]GetPreviousSibling()

Return Value

Returns an object reference to the new IDLffXMLDOMNode subclass object if there is a previous sibling in the DOM tree. If there is no sibling, a null object reference is returned.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::HasChildNodes

The IDLffXMLDOMNode::HasChildNodes returns a value indicating whether the calling node has children.

Syntax

Result = Obj->[IDLffXMLDOMNode::]HasChildNodes()

Return Value

Returns 1 if the calling node has children, or 0 otherwise.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::Init

The IDLffXMLDOMNode::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMNode::InsertBefore

The IDLffXMLDOMNode::InsertBefore function method inserts a new node into the calling node's children list at the location before a reference node.

If the reference node is not specified or is a null object reference, the new node is inserted at the end of the list of children.

If the new node is an IDLffXMLDOMDocumentFragment, all of its children are inserted in the same order before the reference node.

If the new node is already in the tree, it is first removed.

The ownership of the IDL object to which the *NewChild* object reference refers is changed so that it is no longer owned by its previous owner and becomes owned by the calling object. Therefore, destroying the calling object destroys the new child as well.

Syntax

Result = *Obj*->[IDLffXMLDOMNode::]InsertBefore(*NewChild* [, *RefChild*])

Return Value

Returns an object reference to the new child node.

Arguments

NewChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the node to insert.

RefChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the reference node. The new child node is inserted before the reference node. The reference node must be a child of the calling node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::RemoveChild

The IDLffXMLDOMNode::RemoveChild function method removes an existing child node from the calling node's child list.

The ownership of the IDL object to which the *OldChild* object reference refers is transferred from this calling object to the document object. The old child node has no parent after it is replaced. The document object becomes the new owner of the old child node, which is destroyed when the document object is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMNode::]RemoveChild(*OldChild*)

Return Value

Returns an object reference to the old child node.

Arguments

OldChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the node that is being removed. The old child node must be a child of the calling node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::ReplaceChild

The IDLffXMLDOMNode::ReplaceChild function method replaces an existing child node with a new child node into the calling node's child list.

If the new child node is an IDLffXMLDOMDocumentFragment, the old child node is replaced by all the IDLffXMLDOMDocumentFragment children, which are inserted in the same order.

If the new child node is already in the tree, it is first removed.

The ownership of the IDL object to which the *NewChild* object reference refers is changed so that it is no longer owned by its previous owner and becomes owned by the calling object. Therefore, destroying the calling object destroys the new child as well.

The ownership of the IDL object to which the *OldChild* object reference refers is transferred from this calling object to the document object. The old child node has no parent after it is replaced. The document object becomes the new owner of the old child node, which is destroyed when the document object is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMNode::]ReplaceChild(*NewChild*, *OldChild*)

Return Value

Returns an object reference to the old child node.

Arguments

NewChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the node to put into the tree, replacing the old child node.

OldChild

An object reference to an instance of an IDLffXMLDOMNode subclass that refers to the node that is being replaced. The old child node must be a child of the calling node.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNode::SetNodeValue

The IDLffXMLDOMNode::SetNodeValue procedure method sets the node's value to the contents of a string.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

This method is applicable only to the following node types: Attribute, Text, CDATA, Comment, and ProcessingInstruction. For all other node types, the method does nothing. For more information, see "IDLffXMLDOMNode::GetNodeValue Return Values" on page 3551.

Syntax

Obj->[IDLffXMLDOMNode::]SetNodeValue, *NodeValue*

Arguments

NodeValue

A scalar string value used to set the node's value.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNodeIterator

The IDLffXMLDOMNodeIterator class is used to navigate a DOM tree by creating a node object for accessing a DOM node and then destroying that node object as the iterator moves to another DOM node. The iterator creates an object and returns an object reference to that object each time the iterator moves, destroying the object that it last returned when the iterator last moved. This process lets the application visit the nodes in a DOM tree efficiently and easily.

The iterator moves back and forth through a document in a depth-first document-order traversal that corresponds to the order of the starting tags in an XML document. The node iterator is conceptually a "current" node pointer into the DOM tree. The pointer is positioned between nodes, so there is no concept of a current node. Instead, nodes on either side of the iterator's current position are referred to as the next and previous nodes. When the iterator moves, it returns either the next node or the previous node, depending on the direction it moves. The iterator is then positioned after the next node or before the previous node, again depending on the direction.

When the iterator is positioned at the start of a list of nodes, it has a next node, but no previous node. When the iterator is positioned at the end of a list of nodes, it has a previous node, but no next node.

The node specified when the iterator is created is the root node for the iterator. The iterator is positioned before the root node when the iterator is created. The nodes following the root node are the root node's children, if any. The iterator cannot move to siblings or to the parent of the root node. The root node therefore represents the top node of the subtree visible to the iterator.

The iterator never destroys the IDLffXMLDOMDocument objects that it might return. The iterator can only return an IDLffXMLDOMDocument object if an IDLffXMLDOMDocument object is the root node.

Objects of this class are created with the IDLffXMLDOMDocument::CreateNodeIterator method.

Superclasses

None

Creation

See IDLffXMLDOMNodeIterator::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMNodeIterator::Cleanup
- IDLffXMLDOMNodeIterator::Init
- IDLffXMLDOMNodeIterator::NextNode
- IDLffXMLDOMNodeIterator::PreviousNode

In addition, this class inherits the methods of any superclasses.

Version History

6.2	Introduced

IDLffXLMDOMNodeIterator Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

IDLffXMLDOMNodeIterator::Cleanup

The IDLffXMLDOMNodeIterator::Cleanup procedure method performs cleanup on the node-iterator object. As part of this cleanup, the method destroys any other objects that were created by the iterator object. In particular, the node object returned when the iterator was last moved is destroyed. The destruction of the iterator object does not affect any corresponding nodes in the DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMNodeIterator::Init

The IDLffXMLDOMNodeIterator::Init function method initializes the object, but this class should not be instantiated directly. Instead, use the IDLffXMLDOMDocument::CreateNodeIterator method to create instances of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMNodeIterator::NextNode

The IDLffXMLDOMNodeIterator::NextNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that appears after the iterator's current position in document-order traversal. The iterator's current position is then updated to the position immediately after the node returned by this method.

This method destroys the object returned by the most recent previous invocation of IDLffXMLDOMNodeIterator::NextNode or IDLffXMLDOMNodeIterator::PreviousNode.

Syntax

Result = Obj->[IDLffXMLDOMNodeIterator::]NextNode()

Return Value

Returns the object reference to the object that refers to the next node in the DOM tree.

If the iterator is positioned after the last node in the subtree under the iterator's root node, this method returns a null object reference, and the iterator's position does not change.

The first time this method is called after the iterator is created, the return value is the iterator's root node.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMNodeIterator::PreviousNode

The IDLffXMLDOMNodeIterator::PreviousNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that appears before the iterator's current position in document-order traversal. The iterator's current position is then updated to the position immediately before the node returned by this method.

This method destroys the object returned by the most recent previous invocation of IDLffXMLDOMNodeIterator::NextNode or IDLffXMLDOMNodeIterator::PreviousNode.

Syntax

Result = Obj->[IDLffXMLDOMNodeIterator::]PreviousNode()

Return Value

Returns the object reference to the object that refers to the previous node in the DOM tree.

If the iterator is positioned before the iterator's root node, this method returns a null object reference, and the iterator's position does not change. This is the situation immediately after an iterator's creation.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMNodeList

The IDLffXMLDOMNodeList class is a container for nodes (see IDLffXMLDOMNode and its subclasses).

Superclasses

None

Creation

See IDLffXMLDOMNodeList::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMNodeList::Cleanup
- IDLffXMLDOMNodeList::GetLength
- IDLffXMLDOMNodeList::Init
- IDLffXMLDOMNodeList::Item

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMNodeList Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

IDLffXMLDOMNodeList::Cleanup

The IDLffXMLDOMNodeList::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNodeList::GetLength

The IDLffXMLDOMNodeList::GetLength returns the number of nodes in the node list.

Syntax

Result = *Obj*->[IDLffXMLDOMNodeList::]GetLength()

Return Value

Returns an integer containing the number of nodes in the node list.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNodeList::Init

The IDLffXMLDOMNodeList::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMNodeList::Item

The IDLffXMLDOMNodeList::Item returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to an indexed node from the node list.

Syntax

Result = Obj->[IDLffXMLDOMNodeList::]Item(*Index*)

Return Value

Returns an object reference to an instance of a subclass of IDLffXMLDOMNode that refers to the node from the node list that corresponds to the supplied index. If the node at the specified index does not exist, a null object reference is returned.

Arguments

Index

An integer that contains the index into the node list.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNotation

The IDLffXMLDOMNotation class represents a notation in the DTD. Notations are obtained from the IDLffXMLDOMDocumentType class.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMNotation::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMNotation::Cleanup
- IDLffXMLDOMNotation::GetPublicID
- IDLffXMLDOMNotation::GetSystemID
- IDLffXMLDOMNotation::Init

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMNotation Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMNotation::Cleanup

The IDLffXMLDOMNotation::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNotation::GetPublicID

The IDLffXMLDOMNotation::GetPublicID returns the public ID of the notation.

Syntax

Result = Obj->[IDLffXMLDOMNotation::]GetPublicID()

Return Value

Returns a scalar string containing the public ID of the notation.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNotation::GetSystemID

The IDLffXMLDOMNotation::GetSystemID returns the system ID of the notation.

Syntax

Result = Obj->[IDLffXMLDOMNotation::]GetSystemID()

Return Value

Returns a scalar string containing the system ID of the notation.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMNotation::Init

The IDLffXMLDOMNotation::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMProcessingInstruction

The IDLffXMLDOMProcessingInstruction class represents a processing instruction node in an XML document.

Superclasses

IDLffXMLDOMNode

Creation

See IDLffXMLDOMProcessingInstruction::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMProcessingInstruction::Cleanup
- IDLffXMLDOMProcessingInstruction::GetData
- IDLffXMLDOMProcessingInstruction::GetTarget
- IDLffXMLDOMProcessingInstruction::Init
- IDLffXMLDOMProcessingInstruction::SetData

In addition, this class inherits the methods of its superclasses (if any).

Version History

6.1	Introduced

IDLffXMLDOMProcessingInstruction Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode

IDLffXMLDOMProcessingInstruction::Cleanup

The IDLffXMLDOMProcessingInstruction::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMProcessingInstruction::GetData

The IDLffXMLDOMProcessingInstruction::GetData returns the content of the processing instruction.

Syntax

Result = Obj->[IDLffXMLDOMProcessingInstruction::]GetData()

Return Value

Returns a scalar string containing the content of the processing instruction.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMProcessingInstruction::GetTarget

The IDLffXMLDOMProcessingInstruction::GetTarget returns the target of the processing instruction.

Syntax

Result = Obj->[IDLffXMLDOMProcessingInstruction::]GetTarget()

Return Value

Returns a scalar string containing the target of the processing instruction.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMProcessingInstruction::Init

The IDLffXMLDOMProcessingInstruction::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMProcessingInstruction::SetData

The IDLffXMLDOMProcessingInstruction::SetData procedure method sets the content of the processing instruction.

Syntax

Obj->[IDLffXMLDOMProcessingInstruction::]SetData, *Content*

Arguments

Content

A scalar string containing the data to set in the processing instruction.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMText

The IDLffXMLDOMText class references a text node in an XML document.

Superclasses

IDLffXMLDOMNode

IDLffXMLDOMCharacterData

Creation

See IDLffXMLDOMText::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMText::Cleanup
- IDLffXMLDOMText::Init
- IDLffXMLDOMText::IsIgnorableWhitespace
- IDLffXMLDOMText::SplitText

In addition, this class inherits the methods of any superclasses.

Version History

6.1	Introduced

IDLffXMLDOMText Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects of this class inherit:

- IDLffXMLDOMNode
- IDLffXMLDOMCharacterData

IDLffXMLDOMText::Cleanup

The IDLffXMLDOMText::Cleanup procedure method destroys both the object (that is, the accessing object in the IDL tree) and any objects created by that object. It does not modify the actual DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMText::Init

The IDLffXMLDOMText::Init function method initializes the object, but this class should not be instantiated directly. Instead, methods such as IDLffXMLDOMNode::GetFirstChild are used to create objects of all classes except IDLffXMLDOMDocument.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMText::IsIgnorableWhitespace

The IDLffXMLDOMText::IsIgnorableWhitespace function method indicates whether the text node contains ignorable whitespace.

In order for the parser to distinguish between ignorable and non-ignorable white space, validation must be performed during parsing with a DTD or schema.

Syntax

Result = Obj->[IDLffXMLDOMText::]IsIgnorableWhitespace()

Return Value

Returns 1 if the text node contains ignorable whitespace, or 0 if the text node contains whitespace that is not ignorable.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMText::SplitText

The IDLffXMLDOMText::SplitText function method breaks a text node into two nodes, splitting the text at the specified offset. Both nodes are kept in the same tree as siblings. The method both modifies its caller and creates an instance of a new IDLffXMLDOMText object, which contains the text following the offset point. When the offset is equal to the length of the string, the new node has no value data.

Syntax

Result = Obj->[IDLffXMLDOMText::]SplitText(*Offset*)

Return Value

Returns an object reference to the new IDLffXMLDOMText object.

Arguments

Offset

An integer containing the offset into the string at which to split it.

Keywords

None

Version History

6.1	Introduced

IDLffXMLDOMTreeWalker

The IDLffXMLDOMTreeWalker class is used to navigate a DOM tree by creating a node object for accessing a DOM node and then destroying that node object as the tree walker is moved to another DOM node. The walker creates an object and returns an object reference to that object each time the walker moves, destroying the object that it last returned when the walker last moved. This process lets the application visit the nodes in a DOM tree efficiently and easily.

The tree walker is conceptually a "current" node pointer into the DOM tree. When the walker moves, it returns an object reference to a newly created instance of a node that represents the DOM node where the walker is now positioned.

The node specified when the tree walker is created is the root node for the walker. The walker is positioned at the root node when the walker is created. The walker cannot move to an ancestor of the root node. The root node, its children, and all of its siblings and their children compose the subtree visible to the walker.

The tree walker never destroys the IDLffXMLDOMDocument objects that it might return. The walker can only return an IDLffXMLDOMDocument object if an IDLffXMLDOMDocument object is the root node.

Objects of this class are created with the IDLffXMLDOMDocument::CreateTreeWalker method.

Superclasses

None

Creation

See IDLffXMLDOMTreeWalker::Init.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLffXMLDOMTreeWalker::Cleanup

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::Init
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling
- IDLffXMLDOMTreeWalker::SetCurrentNode

In addition, this class inherits the methods of any superclasses.

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

IDLffXMLDOMTreeWalker::Cleanup

The IDLffXMLDOMTreeWalker::Cleanup procedure method performs cleanup on the tree-walker object. As part of this cleanup, the method destroys any other objects that were created by the walker object. The destruction of the walker object does not affect any corresponding nodes in the DOM tree.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

Syntax

OBJ_DESTROY, *Obj*

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::FirstChild

The IDLffXMLDOMTreeWalker::FirstChild function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is the first child of the node to which the walker is currently pointing.

If the current node has no visible children, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]FirstChild()

Return Value

Returns an object reference to the first child of the node in the DOM tree to which the tree walker is pointing, or a null object reference if the current node has no visible children.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::GetCurrentNode

The IDLffXMLDOMTreeWalker::GetCurrentNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree to which the walker is currently pointing.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]GetCurrentNode()

Return Value

Returns the object reference to the object that refers to the tree walker's current position in the DOM tree.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::Init

The IDLffXMLDOMTreeWalker::Init function method initializes the object, but this class should not be instantiated directly. Instead, use the IDLffXMLDOMDocument::CreateTreeWalker method to create instances of this class.

This class should not be subclassed by a user class because the classes that create objects, such as IDLffXMLDOMDocument, will not be aware of any user-defined classes.

IDLffXMLDOMTreeWalker::LastChild

The IDLffXMLDOMTreeWalker::LastChild function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is the last child of the node to which the walker is currently pointing.

If the current node has no visible children, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]LastChild()

Return Value

Returns an object reference to the last child of the node in the DOM tree to which the tree walker is pointing, or a null object reference if the current node has no visible children.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::NextNode

The IDLffXMLDOMTreeWalker::NextNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is visited next after the walker's current node in document-order traversal.

If the current node has no next node or the search for the next node looks above the tree walker's root node, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]NextNode()

Return Value

Returns an object reference to the next node in the DOM tree in the tree walker's document-order traversal, or a null object reference if the current node has no next node or the search for the next node looks above the walker's root node.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::NextSibling

The IDLffXMLDOMTreeWalker::NextSibling function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is the next sibling of the node to which the walker is currently pointing.

If the current node has no visible next sibling, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = *Obj*->[IDLffXMLDOMTreeWalker::]NextSibling()

Return Value

Returns an object reference to the next sibling of the node in the DOM tree to which the tree walker is pointing, or a null object reference if the current node has no visible next sibling.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::ParentNode

The IDLffXMLDOMTreeWalker::ParentNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is the parent of the node to which the walker is currently pointing.

If the search for a parent node attempts to look above the tree walker's root node or no visible ancestor node is found, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]ParentNode()

Return Value

Returns the object reference to the parent of the node in the DOM tree to which the tree walker is pointing, or a null object reference if the search cannot find a visible ancestor node or attempts to look above the walker's root node.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::PreviousNode

The IDLffXMLDOMTreeWalker::PreviousNode function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is visited before the walker's current node in document-order traversal.

If the current node has no previous node or the search for the previous node looks above the tree walker's root node, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]PreviousNode()

Return Value

Returns an object reference to the previous node in the DOM tree in the tree walker's document-order traversal, or a null object reference if the current node has no previous node or the search for the previous node looks above the walker's root node.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::PreviousSibling

The IDLffXMLDOMTreeWalker::PreviousSibling function method creates an object that is a subclass of IDLffXMLDOMNode and returns the object reference to that object. The object refers to the node in the DOM tree that is the previous sibling of the node to which the walker is currently pointing.

If the current node has no visible previous sibling, this method returns a null object reference, and the current node does not change. Otherwise, the DOM tree node to which the returned object refers becomes the current node in the tree walker.

This method destroys the object returned by the most recent previous invocation of any of the following navigation methods:

- IDLffXMLDOMTreeWalker::FirstChild
- IDLffXMLDOMTreeWalker::GetCurrentNode
- IDLffXMLDOMTreeWalker::LastChild
- IDLffXMLDOMTreeWalker::NextNode
- IDLffXMLDOMTreeWalker::NextSibling
- IDLffXMLDOMTreeWalker::ParentNode
- IDLffXMLDOMTreeWalker::PreviousNode
- IDLffXMLDOMTreeWalker::PreviousSibling

A node object returned by this method is destroyed when the tree walker is destroyed.

Syntax

Result = Obj->[IDLffXMLDOMTreeWalker::]PreviousSibling()

Return Value

Returns an object reference to the previous sibling of the node in the DOM tree to which the tree walker is pointing, or a null object reference if the current node has no visible previous sibling.

Arguments

None

Keywords

None

Version History

6.2	Introduced

IDLffXMLDOMTreeWalker::SetCurrentNode

The IDLffXMLDOMTreeWalker::SetCurrentNode procedure method sets the tree walker's current node to the specified node. You can use this method to position the walker at a particular node in the DOM tree.

Syntax

Obj->[IDLffXMLDOMTreeWalker::]SetCurrentNode, *CurrentNode*

Arguments

CurrentNode

An object reference to an object belonging to a subclass of IDLffXMLDOMNode. For example:

```
oTop = oDocument->GetDocumentElement()
oWalker = oDocument->CreateTreeWalker( oTop )
oNode = oWalker->GetFirstChild()
oNode = oWalker->GetNextSibling()
; Move walker back to the top.
oWalker->SetCurrentNode, oTop
```

Keywords

None

Version History

6.2	Introduced

IDLffXMLSAX

An IDLffXMLSAX object uses an XML SAX level 2 parser. The XML parser allows you to read an XML file and store arbitrary data from the file in IDL variables. The parser object's methods are *callbacks*. These methods are called automatically when the parser encounters different types of XML elements or attributes.

Note ───

To use the XML parser, you *must* write a subclass of this object class, overriding the object methods as necessary to process the data in a specific XML file or files. See Chapter 20, "Using the XML Parser Object Class" (*Application Programming*) for further information and examples.

──

The IDLffXMLSAX object encapsulates the Xerces validating XML parser; see `http://xml.apache.org` for details.

Note ───

For more information on XML, see "About XML" (Chapter 20, *Application Programming*).

──

Superclasses

None

Subclasses

You *must* write a subclass of this object, overriding object methods as necessary to retrieve information from the XML file.

Creation

See "IDLffXMLSAX::Init" on page 3644

Properties

Objects of this class have the following properties. See "IDLffXMLSAX Properties" on page 3621 for details on individual properties.

- FILENAME
- NAMESPACE_PREFIXES

- PARSER_LOCATION
- PARSER_PUBLICID
- PARSER_URI
- SCHEMA_CHECKING
- VALIDATION_MODE

Methods

This class has the following methods:

- IDLffXMLSAX::AttributeDecl
- IDLffXMLSAX::Characters
- IDLffXMLSAX::Cleanup
- IDLffXMLSAX::Comment
- IDLffXMLSAX::ElementDecl
- IDLffXMLSAX::EndCDATA
- IDLffXMLSAX::EndDocument
- IDLffXMLSAX::EndDTD
- IDLffXMLSAX::EndElement
- IDLffXMLSAX::EndEntity
- IDLffXMLSAX::EndPrefixMapping
- IDLffXMLSAX::Error
- IDLffXMLSAX::ExternalEntityDecl
- IDLffXMLSAX::FatalError
- IDLffXMLSAX::GetProperty
- IDLffXMLSAX::IgnorableWhitespace
- IDLffXMLSAX::Init
- IDLffXMLSAX::InternalEntityDecl
- IDLffXMLSAX::NotationDecl
- IDLffXMLSAX::ParseFile
- IDLffXMLSAX::ProcessingInstruction

- IDLffXMLSAX::SetProperty
- IDLffXMLSAX::SkippedEntity
- IDLffXMLSAX::StartCDATA
- IDLffXMLSAX::StartDocument
- IDLffXMLSAX::StartDTD
- IDLffXMLSAX::StartElement
- IDLffXMLSAX::StartEntity
- IDLffXMLSAX::StartPrefixmapping
- IDLffXMLSAX::StopParsing
- IDLffXMLSAX::UnparsedEntityDecl
- IDLffXMLSAX::Warning

Version History

5.6	Introduced

IDLffXMLSAX Properties

IDLffXMLSAX objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLffXMLSAX::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLffXMLSAX::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLffXMLSAX::SetProperty.

Note ————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

——

Objects of this class have the following properties.

- FILENAME
- NAMESPACE_PREFIXES
- PARSER_LOCATION
- PARSER_PUBLICID
- PARSER_URI
- SCHEMA_CHECKING
- VALIDATION_MODE

FILENAME

A string containing the filename of the XML file being parsed.

Note ————————————————————————————————

This property is only available during a parse operation.

——

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

NAMESPACE_PREFIXES

A Boolean value indicating whether namespace prefixes are enabled. Namespace prefixes are enabled if this property is set to true. By default, namespace prefixes are disabled.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PARSER_LOCATION

A two-element array containing the approximate location of the parser within the entity being parsed. The first element of the array is set to the line number and the second element is set to the column number.

Note ───────────────────────────────────────
This property is only available during a parse operation.
──

Property Type	Array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

PARSER_PUBLICID

A string containing the Public ID for the entity being parsed, if it is available. If the Public ID is not available, an empty string is returned.

Note ───────────────────────────────────────
This property is only available during a parse operation.
──

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

PARSER_URI

A string containing the base URI (System ID) for the entity being parsed, if it is available. If the value is available, it is always an absolute URI. If the System ID is not available, an empty string is returned.

Note

This property can be used to identify the document or external entity in diagnostics, or to resolve relative URIs. However, it is only available during a parse operation.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

SCHEMA_CHECKING

An integer value to indicating the type of validation the parser should perform. XML *Schemas* describe the structure and allowed contents of an XML document. Schemas are more robust than, and are envisioned as a replacement for, DTDs. By default, the parser will validate the parsed XML file against the specified schema, if one is provided. If no schema is provided, no validation will occur. Possible values are:

0	No validation.
1	Validate only if a schema is provided. This is the default value.
2	Perform full schema constraint checking, if a schema is provided. This feature checks the schema grammar itself for additional errors. It does not affect the level of checking performed on document instances that use schema grammars.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

VALIDATION_MODE

An integer value indicating the type of XML validation that the parser should perform. XML *Document Type Definitions* (DTDs) describe the structure and allowed contents of an XML document. By default, the parser will validate the parsed XML file against the specified DTD, if one is provided; if no DTD specification is provided, no validation will occur. Possible values are:

0	No validation.
1	Validate only if a DTD is provided. This is the default value.
2	Always perform validation. If this option is in force and no DTD is provided, every XML element in the document will generate an error.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLffXMLSAX::AttributeDecl

The IDLffXMLSAX::AttributeDecl procedure method is called when the parser detects an `<!ATTLIST ...>` declaration in a DTD. This method is called once for each attribute declared by the tag.

Syntax

Obj->[IDLffXMLSAX::]AttributeDecl, *eName*, *aName*, *Type*, *Mode*, *Value*

Arguments

eName

A string containing the name of the element for which the attribute is being declared.

aName

A string containing the name of the attribute being declared.

Type

A string that specifying the type of attribute being defined. Possible values are:

- 'CDATA'
- 'ID'
- 'IDREF'
- 'IDREFS'
- 'NMTOKEN'
- 'NMTOKENS'
- 'ENTITY'
- 'ENTITIES'

or two types of enumerated values. Enumerated values are encoded with parenthesized strings such as `(a|b|c)` to indicate that strings a, b, or c are permissible. If the string is an enumeration of notation names, the string `"NOTATION "` (note the space after the second "N") precedes the parenthesized string.

Mode

A string specifying restrictions on the value of the attribute. Possible values are:

- '#IMPLIED' - the application determines the value

- '#REQUIRED' - the value must be given; defaulting is not permitted

- '#FIXED' - only one value is permitted

- '' - a null string (the value specified by the *Value* argument is used as the default)

Value

A string containing the default value for the attribute. If *Value* contains a null string, no default value was specified.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Characters

The IDLffXMLSAX::Characters procedure method is called when the parser detects text in the parsed document.

Syntax

Obj->[IDLffXMLSAX::]Characters, *Chars*

Arguments

Chars

A string containing the text detected by the parser.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Cleanup

The IDLffXMLSAX::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. In most cases, you cannot call the Cleanup method directly. However, one exception to this rule does exist. If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLffXMLSAX::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Comment

The IDLffXMLSAX::Comment procedure method is called when the parser detects a comment section of the form `<!-- ... -->`.

Syntax

Obj->[IDLffXMLSAX::]Comment, *Comment*

Arguments

Comment

A string containing the text within the detected comment section, without the delimiting characters ("`<!--`" and "`-->`").

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::ElementDecl

The IDLffXMLSAX::ElementDecl procedure method is called when the parser detects an `<!ELEMENT ...>` declaration in the DTD.

Syntax

Obj->[IDLffXMLSAX::]ElementDecl, *Name*, *Model*

Arguments

Name

A string containing the name of the element.

Model

A string containing the *content model* (sometimes called the *content specification*) for the element, with all whitespace removed.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndCDATA

The IDLffXMLSAX::EndCDATA procedure method is called when the parser detects the end of a `<![CDATA[...]]>` text section.

Syntax

Obj->[IDLffXMLSAX::]EndCDATA

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndDocument

The IDLffXMLSAX::EndDocument procedure method is called when the parser detects the end of the XML document.

Syntax

Obj->[IDLffXMLSAX::]EndDocument

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndDTD

The IDLffXMLSAX::EndDTD procedure method is called when the parser detects the end of a Document Type Definition (DTD).

Syntax

Obj->[IDLffXMLSAX::]EndDTD

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndElement

The IDLffXMLSAX::EndElement procedure method is called when the parser detects the end of an element.

Syntax

Obj->[IDLffXMLSAX::]EndElement, *URI*, *Local*, *qName*

Arguments

URI

A string containing the namespace URI with which the element is associated, if any.

Note

A URI (or Uniform Resource Identifier) refers to the generic set of all names and addresses which are short strings which refer to objects.

Local

A string containing the element name with any prefix removed, if the element is associated with a namespace URI. If the element is not associated with a namespace URI, this variable will contain an empty string.

qName

A string containing the element name found in the XML file.

Note

If the element is associated with a namespace URI, this variable may contain an empty string.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndEntity

The IDLffXMLSAX::EndEntity procedure method is called when the parser detects the end of an internal or external entity expansion.

Syntax

Obj->[IDLffXMLSAX::]EndEntity, *Name*

Arguments

Name

A string containing the name of the entity.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::EndPrefixMapping

The IDLffXMLSAX::EndPrefixMapping procedure method is called when a previously declared prefix mapping goes out of scope.

Syntax

Obj->[IDLffXMLSAX::]EndPrefixMapping, *Prefix*

Arguments

Prefix

A string containing the namespace prefix that is going out of scope.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Error

The IDLffXMLSAX::Error procedure method is called when the parser detects an error that is not expected to be fatal. This method prints an IDL error string to the IDL output log and allows the parser to continue processing.

For example, a violation of XML validity constraints is generally a non-fatal error.

Note ──

This method will cause error messages to be printed to the IDL output log. If you would like your application to hide error messages from the user (or display them in some other fashion), override this method in your subclass of the IDLffXMLSAX object class. If you do override this method, the error message will not be printed to the output log unless you explicitly call the superclass method.

──

Syntax

Obj->[IDLffXMLSAX::]Error, *SystemID*, *LineNumber*, *ColumnNumber*, *Message*

Arguments

SystemID

A string containing the URI of the associated text.

LineNumber

A longword integer representing the line number that contains the error.

ColumnNumber

A longword integer representing the column number that contains the error.

Message

A string containing the error message sent to the IDL output log.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::ExternalEntityDecl

The IDLffXMLSAX::ExternalEntityDecl procedure method is called when the parser detects an `<!ENTITY ...>` declarations in the DTD for a parsed external entity.

Syntax

Obj->[IDLffXMLSAX::]ExternalEntityDecl, *Name*, *PublicID*, *SystemID*

Arguments

Name

A string containing the entity name.

PublicID

A string containing the Public ID for the entity.

Note ──

If this value is not specified in the entity declaration, this variable will contain an empty string.

──

SystemID

A string containing the System ID for the entity, provided as an absolute URI.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::FatalError

The IDLffXMLSAX::FatalError procedure method is called when the parser detects a fatal error. When called, parsing will normally stop, but may sometimes continue long enough to report further errors. This method prints an IDL error string to the IDL output log.

Syntax

Obj->[IDLffXMLSAX::]FatalError, *SystemID*, *LineNumber*, *ColumnNumber*, *Message*

Arguments

SystemID

A string containing the URI of the associated text.

LineNumber

A longword integer representing the line number that contains the error.

ColumnNumber

A longword integer representing the column number that contains the error.

Message

A string containing the error message sent to the IDL output log.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::GetProperty

The IDLffXMLSAX::GetProperty procedure method is used to get the values of various properties of the parser.

Syntax

Obj->[IDLffXMLSAX::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLffXMLSAX Properties" on page 3621 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.6	Introduced

IDLffXMLSAX::IgnorableWhitespace

The IDLffXMLSAX::IgnorableWhitespace procedure method is called when the parser detects whitespace that separates elements in an element content model.

Syntax

Obj->[IDLffXMLSAX::]IgnorableWhitespace, *Chars*

Arguments

Chars

A string containing the whitespace detected by the parser. Whitespace can consist of spaces, tabs, or newline characters in any combination.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Init

The IDLffXMLSAX::Init function method initializes an XML parser object.

Note ──

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. In most cases, you cannot call the Init method directly. However, one exception to this rule does exist. If you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLffXMLSAX' [, *PROPERTY=value*])

or

Result = Obj->[IDLffXMLSAX::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLffXMLSAX Properties" on page 3621 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.6	Introduced

IDLffXMLSAX::InternalEntityDecl

The IDLffXMLSAX::InternalEntityDecl procedure method is called when the parser detects an `<!ENTITY ...>` declaration in a DTD for (parsed) internal entities. The entity can be either a general entity or a parameter entity.

Syntax

Obj->[IDLffXMLSAX::]InternalEntityDecl, *Name*, *Value*

Arguments

Name

A string containing the entity name. Names that start with the "`%`" character are parameter entities; all others are general entities.

Value

A string containing the entity value. The entity value can contain arbitrary XML content, which will be reparsed when the entity is expanded.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::NotationDecl

The IDLffXMLSAX::NotationDecl procedure method is called when the parser detects a `<!NOTATION ...>` declaration in a DTD.

Syntax

Obj->[IDLffXMLSAX::]NotationDecl, *Name*, *PublicID*, *SystemID*

Arguments

Name

A string containing the notation name.

PublicID

A string containing the Public ID for the notation.

Note

If this value is not specified in the notation declaration, this variable will contain an empty string.

SystemID

A string containing the System ID for the notation, provided as an absolute URI.

Note

If this value is not specified in the notation declaration, this variable will contain an empty string.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::ParseFile

The IDLffXMLSAX::ParseFile procedure method parses the specified XML file. During the parsing operation, different object methods are called as different items within the XML file are detected. When this method returns, the parse operation is complete.

Syntax

Obj->[IDLffXMLSAX::]ParseFile, *Input* [, /URL] [, /XML_STRING]

Arguments

Input

A string containing the full path name of the file to be parsed. If the XML_STRING keyword is set, *Input* should be a string containing the XML data to be parsed. If the URL keyword is set, *Input* should be a Uniform Resource Locator.

Keywords

URL

Set this keyword to indicate that *Input* is a Uniform Resource Locator containing the XML data to be parsed rather than the name of an XML file.

XML_STRING

Set this keyword to indicate that *Input* is a string array containing XML data to be parsed rather than the name of an XML file.

Version History

5.6	Introduced
6.4	Added URL and XML_STRING keywords

IDLffXMLSAX::ProcessingInstruction

The IDLffXMLSAX::ProcessingInstruction procedure method is called when the parser detects a processing instruction.

Syntax

Obj->[IDLffXMLSAX::]ProcessingInstruction, *Target*, *Data*

Arguments

Target

A string specifying the target, which is the application that should process the instruction.

Data

A string specifying the data to be passed to the application specified by *Target*.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::SetProperty

The IDLffXMLSAX::SetProperty procedure method is used to set the values of various properties of the parser.

Syntax

Obj->[IDLffXMLSAX::]SetProperty [, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLffXMLSAX Properties" on page 3621 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.6	Introduced

IDLffXMLSAX::SkippedEntity

The IDLffXMLSAX::SkippedEntity procedure method is called when the parser skips an entity and validation is not being performed. This method is rarely called by SAX parsers.

Syntax

Obj->[IDLffXMLSAX::]SkippedEntity, *Name*

Arguments

Name

A string containing the name of the entity that was skipped.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartCDATA

The IDLffXMLSAX::StartCDATA procedure method is called when the parser detects the beginning of a <![CDATA[...]]> text section.

Syntax

Obj->[IDLffXMLSAX::]StartCDATA

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartDocument

The IDLffXMLSAX::StartDocument procedure method is called when the parser begins processing a document, and before any data is processed.

Syntax

Obj->[IDLffXMLSAX::]StartDocument

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartDTD

The IDLffXMLSAX::StartDTD procedure method is called when the parser detects the beginning of a Document Type Definition (DTD).

Syntax

Obj->[IDLffXMLSAX::]StartDTD, *Name*, *PublicID*, *SystemID*

Arguments

Name

A string containing the declared name of the root element for the document.

PublicID

A string containing the *normalized* version of the Public ID (a URI) declared for the external subset, or an empty string if no external subset was declared. *Normalization* involves removal of unnecessary "." and ". ." segments from the URI.

SystemID

A string containing the System ID (a URI) of the external subset, or an empty string if no external subset was declared.

Note ──

This URI has not been resolved into an absolute URI.

──

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartElement

The IDLffXMLSAX::StartElement procedure method is called when the parser detects the beginning of an element.

Syntax

Obj->[IDLffXMLSAX::]StartElement, *URI*, *Local*, *qName* [, *attName*, *attValue*]

Arguments

URI

A string containing the namespace URI with which the element is associated, if any.

Local

A string containing the element name with any prefix removed, if the element is associated with a namespace URI. If the element is not associated with a namespace URI, this variable will contain an empty string.

qName

A string containing the element name found in the XML file.

Note
If the element is associated with a namespace URI, this variable may contain an empty string.

attrName

A string array representing the names of the attributes associated with the element, if any.

attrValue

A string array representing the values of each attribute associated with the element, if any. The returned array will have the same number of elements as the array returned in the *attrName* keyword variable.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartEntity

The IDLffXMLSAX::StartEntity procedure method is called when the parser detects the start of an internal or external entity expansion.

Syntax

Obj->[IDLffXMLSAX::]StartEntity, *Name*

Arguments

Name

A string containing the name of the entity.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StartPrefixmapping

The IDLffXMLSAX::StartPrefixMapping procedure method is called when the parser detects the beginning of a namespace declaration.

Syntax

Obj->[IDLffXMLSAX::]StartPrefixmapping, *Prefix*, *URI*

Arguments

Prefix

A string containing the prefix, which is being mapped. If the variable specified by *Prefix* contains an empty string, the mapping is for the default element namespace.

URI

A string containing the URI of the prefix namespace.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::StopParsing

Call the IDLffXMLSAX::StopParsing procedure method during a parse operation to halt the operation and cause the ParseFile method to return. This may be useful when parsing large XML files and the desired information is known to have been returned.

Syntax

Obj->[IDLffXMLSAX::]StopParsing

Arguments

None

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::UnparsedEntityDecl

The IDLffXMLSAX::UnparsedEntityDecl procedure method is called when the parser detects an `<!ENTITY ...>` declaration that includes the NDATA keyword, indicating that the entity is not meant to be parsed. The value of the NDATA keyword generally specifies the name of a *notation*, which in turn specifies the type of data.

Syntax

Obj->[IDLffXMLSAX::]UnparsedEntityDecl, *Name*, *PublicID*, *SystemID*, *Notation*

Arguments

Name

A string containing the name of the unparsed entity.

PublicID

A string containing the Public ID of the notation specified by the entity's NDATA keyword, or an empty string if no Public ID was declared.

SystemID

A string containing the System ID of the notation specified by the entity's NDATA keyword. This value is normally an absolute URI.

Notation

A string containing the name of the notation specified by the entity's NDATA keyword.

Keywords

None

Version History

5.6	Introduced

IDLffXMLSAX::Warning

The IDLffXMLSAX::Warning procedure method is called when the parser detects a problem during processing. This method prints an IDL error string to the IDL output log and allows the parser to continue processing.

Note —————————————————————————————

This method will cause error messages to be printed to the IDL output log. If you would like your application to hide error messages from the user (or display them in some other fashion), override this method in your subclass of the IDLffXMLSAX object class. If you do override this method, the error message will not be printed to the output log unless you explicitly call the superclass method.

Syntax

Obj->[IDLffXMLSAX::]Warning, *SystemID*, *LineNumber*, *ColumnNumber*, *Message*

Arguments

SystemID

A string containing the URI of the text that generated the error.

LineNumber

A longword integer representing the line number that contains the error.

ColumnNumber

A longword integer representing the column number that contains the error.

Message

A string containing the error message.

Keywords

None

Version History

5.6	Introduced

Chapter 31
iTools Object Classes

This chapter describes IDL's built-in iTool object classes.

IDLitCommand

The IDLitCommand class provides a dynamic data dictionary storage system. Its methods and properties allow the iTool developer to store information about the execution of an iTool operation on a single target object. It provides a tag-based mechanism for storing and retrieving this information, which allows the iTool developer to easily implement undo and redo functionality for an operation.

This class is written in the IDL language. Its source code can be found in the file `idlitcommand__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitComponent

Note ───

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

───

Creation

See "IDLitCommand::Init" on page 3674.

Properties

Objects of this class have the following properties. See "IDLitCommand Properties" on page 3666 for details on individual properties.

- SKIP_REDO
- SKIP_UNDO
- TARGET_IDENTIFIER
- OPERATION_IDENTIFIER

In addition, objects of this class inherit the properties of the superclass of this class.

Methods

This class has the following methods:

- IDLitCommand::AddItem

- IDLitCommand::Cleanup
- IDLitCommand::GetItem
- IDLitCommand::GetProperty
- IDLitCommand::GetSize
- IDLitCommand::Init
- IDLitCommand::SetProperty

In addition, this class inherits the methods of its superclass.

Examples

See "Creating a New Generalized Operation" (Chapter 7, *iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced
6.2	Added SKIP_REDO, SKIP_UNDO properties

IDLitCommand Properties

IDLitCommand objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitCommand::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitCommand::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitCommand::SetProperty.

Note ───
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
───

Objects of this class have the following properties.

- SKIP_REDO
- SKIP_UNDO
- TARGET_IDENTIFIER
- OPERATION_IDENTIFIER

In addition, objects of this class inherit:

- IDLitComponent

SKIP_REDO

A Boolean value that determines whether the command object will be skipped when performing a Redo operation on the command set that contains this command. If this property is set to True (1), the command object will be skipped. The default is False (0), which includes this command during the Redo operation.

The SKIP_REDO property is useful when you have a command that needs to be Undone, but not Redone.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SKIP_UNDO

A Boolean value that determines whether the command object will be skipped when performing an Undo operation on the command set that contains this command. If this property is set to True (1), the command object will be skipped. The default is False (0), which includes this command during the Undo operation.

The SKIP_UNDO property is useful when you have a command that needs to be Redone, but not Undone.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TARGET_IDENTIFIER

The iTool identifier of the *target* object for this command. This is the item on which the operation associated with the command will execute.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OPERATION_IDENTIFIER

The iTool identifier for the *operation* associated with this command. When an undo-redo operation takes place, the command object is passed to this operation.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLitCommand::AddItem

The IDLitCommand::AddItem function method adds the specified data item to the data dictionary associated with this object.

Note ──

If a data item with the specified identifying string is already in the data dictionary, the new value is not added unless the OVERWRITE keyword is set, in which case the old value is discarded.

───

Syntax

Result = Obj->[IDLitCommand::]AddItem(*StrItem, Item*[, /OVERWRITE])

Return Value

Returns 1 if the item was successfully added to the data dictionary, or 0 if the new value was not added.

Arguments

StrItem

A scalar string used to identify the data specified by the *Item* argument in the data dictionary. This string is treated in a case-insensitive manner.

Item

A data item of any IDL data type.

Keywords

OVERWRITE

Normally, if an item already exists in the data dictionary of an IDLitCommand object, it is not overwritten. If this keyword is set, the original value will be overwritten.

Note ————————————————————————————

If the item being replaced uses dynamic memory (that is, if it is a pointer or object reference), the memory must be released by calling PTR_FREE or OBJ_DESTROY before overwriting the value.

Version History

6.0	Introduced

IDLitCommand::Cleanup

The IDLitCommand::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitCommand::]Cleanup()   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitCommand::GetItem

The IDLitCommand::GetItem function method retrieves the specified item from the data dictionary associated with this object.

Syntax

Result = Obj->[IDLitCommand::]GetItem(*StrItem, Item*)

Return Value

Returns 1 if the *Item* is retrieved successfully, or 0 if *Item* is not found in the data dictionary.

Arguments

StrItem

A scalar string used to identify the data to be retrieved from the data dictionary. This string is treated in a case-insensitive manner.

Item

A named IDL variable that will contain the IDLitData object retrieved from the data dictionary.

Keywords

None

Version History

6.0	Introduced

IDLitCommand::GetProperty

The IDLitCommand::GetProperty procedure method retrieves the value of a property or group of properties of a command object.

Syntax

Obj->[IDLitCommand::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitCommand Properties" on page 3666 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's super-class.

Version History

6.0	Introduced

IDLitCommand::GetSize

The IDLitCommand::GetSize function method returns an approximate value for the amount of memory being used by the items in the data dictionary associated with this object.

Syntax

Result = Obj->[IDLitCommand::]GetSize([, /KILOBYTES])

Return Value

Returns the number of bytes of memory used by the data dictionary associated with this object. The returned value is an approximation.

Arguments

None

Keywords

KILOBYTES

Set this keyword to return the number of kilobytes of memory being used by the data dictionary. By default, this function returns the number of bytes of memory being used.

Version History

6.0	Introduced

IDLitCommand::Init

The IDLitCommand::Init function method initializes the object and allows specification of items associated with it.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitCommand' [, *PROPERTY=value*])

or

Result = Obj->[IDLitCommand::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.*)

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitCommand Properties" on page 3666 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object (IDLitComponent).

Version History

6.0	Introduced

IDLitCommand::SetProperty

The IDLitCommand::SetProperty procedure method sets the value of a property or group of properties for the command object.

Syntax

Obj->[IDLitCommand::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitCommand Properties" on page 3666 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitCommandSet

The IDLitCommandSet class stores a collection of IDLitCommand objects, allowing a group of commands to be managed as a single item. Command sets are useful as containers for IDLitCommand objects generated by the application of an iTool operation to multiple target items; the generated command set objects are used to provide undo/redo functionality to the iTool system.

This class is written in the IDL language. Its source code can be found in the file idlitcommandset__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

IDL_Container

IDLitCommand

Note —————————————————————————————
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitCommandSet::Init" on page 3682.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLitCommandSet::Cleanup
- IDLitCommandSet::GetSize
- IDLitCommandSet::Init

In addition, this class inherits the methods of its superclasses.

Examples

See "Creating a New Generalized Operation" (Chapter 7, *iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced

IDLitCommandSet Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects in this class inherit:

- IDL_Container
- IDLitCommand

IDLitCommandSet::Cleanup

The IDLitCommandSet::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, Obj

or

Obj->[IDLitCommandSet::]Cleanup()   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitCommandSet::GetSize

The IDLitCommandSet::GetSize function method returns an approximate value for the amount of memory being used by the items contained by this command set. When called, the method will call the GetSize method on all of the command objects that it contains and generate a sum of the values.

Syntax

Result = Obj->[IDLitCommand::]GetSize([/KILOBYTES])

Return Value

Returns the number of bytes of memory used by the data dictionary associated with this object. The returned value is an approximation.

Arguments

None

Keywords

KILOBYTES

Set this keyword to return the number of kilobytes of memory being used. By default, this function returns the number of bytes of memory being used.

Version History

6.0	Introduced

IDLitCommandSet::Init

The IDLitCommandSet::Init function method initializes the object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitCommandSet')

or

Result = Obj->[IDLitCommandSet::]Init()   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

All keywords are passed to the superclass of this object (IDLitCommand).

Version History

6.0	Introduced

IDLitComponent

The IDLitComponent class is the base component from which all iTool components should subclass. The IDLitComponent class provides support for property descriptors and property registration, and defines properties that are common to all iTool component objects.

Note ──

This class is now a superclass of all the atomic graphical (IDLgr*) object classes.

──

Superclasses

None

Note ──

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

──

Creation

See "IDLitComponent::Init" on page 3698.

Properties

Objects of this class have the following properties. See "IDLitComponent Properties" on page 3685 for details on individual properties.

- COMPONENT_VERSION
- DESCRIPTION
- HELP
- ICON
- IDENTIFIER
- NAME
- PRIVATE
- UVALUE

Methods

This class has the following methods:

- IDLitComponent::Cleanup
- IDLitComponent::EditUserDefProperty
- IDLitComponent::GetFullIdentifier
- IDLitComponent::GetProperty
- IDLitComponent::GetPropertyAttribute
- IDLitComponent::GetPropertyByIdentifier
- IDLitComponent::Init
- IDLitComponent::NotifyBridge
- IDLitComponent::QueryProperty
- IDLitComponent::RegisterProperty
- IDLitComponent::Restore
- IDLitComponent::SetProperty
- IDLitComponent::SetPropertyAttribute
- IDLitComponent::SetPropertyByIdentifier
- IDLitComponent::UpdateComponentVersion

Version History

6.0	Introduced
6.1	Added COMPONENT_VERSION property
6.3	Added IDLitComponent::NotifyBridge

IDLitComponent Properties

IDLitComponent objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitComponent::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitComponent::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitComponent::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- COMPONENT_VERSION
- DESCRIPTION
- HELP
- ICON
- IDENTIFIER
- NAME
- PRIVATE
- UVALUE

COMPONENT_VERSION

A integer value representing the version of the component object. This value is set automatically and is intended to aid in determining how a component object should be restored by the Restore method.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DESCRIPTION

A string giving the full name or description of this object.

Property Type	STRING		
Name String	Description		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HELP

A scalar string representing the help topic associated with this object. If this property is not set, or is set to a null string, then the object class name will be used as the default help topic.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ICON

A string specifying the name of an icon to be associated with this object. Typically, this property is the name of a bitmap file used when displaying this object in a tree view. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for details.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDENTIFIER

A string containing the *object identifier* for this object. If this property is not specified, then the NAME property is used as the identifier. See "iTool Object

Identifiers" (Chapter 2, *iTool Developer's Guide*) for details about how identifiers are named.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

NAME

A string giving the human-readable name of this object.

Property Type	STRING		
Name String	Name		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PRIVATE

A boolean value that indicates whether the object should be marked as private. Objects marked private (and all of their children) are not displayed in the graphical iTool browser windows.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

UVALUE

A value of any type containing any information you wish.

Note

Object references or pointers contained in the UVALUE property are *not* automatically cleaned up when the IDLitComponent object is destroyed.

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IDLitComponent::Cleanup

The IDLitComponent::Cleanup procedure method performs all cleanup on the object, and should be called by the Cleanup method of a subclass.

Note ————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

——

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitComponent::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitComponent::EditUserDefProperty

The IDLitComponent::EditUserDefProperty function method defines the interface that is displayed when a user selects the "Edit" button on a user-defined property in the property sheet interface. Typically, this method will display an interactive dialog that allows the user to change the value of the property.

Note ──

An iTool object class that includes a user-defined property *must* implement this method if the property is displayed in a property sheet — that is, if the property is registered and not hidden. If an iTool object class has no user-defined properties that are displayed in a property sheet, there is no need to supply an EditUserDefProperty method.

──

See "User Defined Property Types" (Chapter 4, *iTool Developer's Guide*) for a discussion of how the property sheet interface displays user-defined properties.

Syntax

Result = Obj->[IDLitComponent::]EditUserDefProperty(*iTool*, *PropertyIdentifier*)

Return Value

Returns a 1 if the property value was changed, or a 0 if the property value was not changed.

Note ──

If the return value is 1, the property sheet interface automatically updates the displayed property value using the value of the property's USERDEF attribute. If the return value is 0, no update takes place.

──

Arguments

iTool

An object reference to the current iTool object.

PropertyIdentifier

A string containing the property identifier of the user-defined property.

Tip ——————————————————————————————

Since there can only be one EditUserDefProperty method for each class, you can use the *PropertyIdentifier* argument to determine which user-defined property is being edited.

———————————————————————————————————

Keywords

None

Example

The following is the EditUserDefProperty method of the IDLitOpConvolution operation class. Selecting and editing the Kernel property of this operation displays a dialog that allows the user to edit a convolution kernel.

```
FUNCTION IDLitopConvolution::EditUserDefProperty, oTool, $
   identifier

CASE identifier OF

   'KERNEL': RETURN, oTool->DoUIService('ConvolKernel', self)

   ELSE:

ENDCASE

RETURN, 0

END
```

This method simply checks the property identifier to determine whether it matches the string `'KERNEL'`. If it does, it returns the value returned by the DoUIService method; otherwise it returns zero. In this case, the DoUIService method actually handles the modification of the property value. See "User Defined Property Types" (Chapter 4, *iTool Developer's Guide*) for additional discussion.

Version History

6.0	Introduced

IDLitComponent::GetFullIdentifier

The IDLitComponent::GetFullIdentifier function method navigates the iTool object container hierarchy of the object on which it is called and retrieves the fully-qualified object identifier. The full identifier is constructed by recursively retrieving the parent object reference and prepending this to the identifier, separated by / characters. The parent must inherit from the IDLitContainer class. The full identifier string has the following form:

```
/.../GRANDPARENTID/PARENTID/OBJID
```

If the *Objref* argument is specified, the function returns the object identifier path relative to the specified object.

See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for additional discussion of object identifiers.

Syntax

Result = Obj->[IDLitComponent::]GetFullIdentifier([*Objref*])

Return Value

Returns a string containing the object identifier.

Note
The full object identifier of a top-level *container* object is "/" even if the top-level container's IDENTIFIER property is set to some other value. If the top-level object is *not* a container object, the full object identifier is a null string (" ") even if the top-level object's IDENTIFIER property is set to some other value.

Arguments

Objref

An object reference to an iTool component object. If this argument is specified, the returned value is a relative object identifier, beginning with *Objref*. If this argument is not specified, the returned value is a fully-qualified object identifier.

Keywords

None

Version History

6.0	Introduced

IDLitComponent::GetProperty

The IDLitComponent::GetProperty procedure method retrieves the value of an IDLitComponent property or properties.

Syntax

Obj->[IDLitComponent::]GetProperty[, *PROPERTY=variable*] [, /NO_COPY]

Arguments

None

Keywords

Any property listed under "IDLitComponent Properties" on page 3685 that contains that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

NO_COPY

Note ───

This keyword only has an effect when getting the UVALUE property.

───

Usually, when getting the UVALUE property, IDL makes a copy of the data being transferred. Although this technique is fine for small data, it can have a significant memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles the GetProperty operation differently. Rather than copy the source data, it takes the data away from the source and attaches it directly to the destination. This feature can be used to obtain the information from the UVALUE property without the memory copying that would otherwise occur. However, it has the side effect of causing the source variable to become undefined; in a call to the GetProperty method, this means that the UVALUE property of the IDLitComponent object becomes undefined.

Version History

6.0	Introduced
6.4	Added NO_COPY keyword

IDLitComponent::GetPropertyAttribute

The IDLitComponent::GetPropertyAttribute procedure method retrieves property attribute values for a registered property.

Syntax

Obj->[IDLitComponent::]GetPropertyAttribute, *PropertyIdentifier*
  [, TYPE=*variable*]

Arguments

PropertyIdentifier

A string containing the property identifier of the registered property.

Keywords

Any keywords to the RegisterProperty method followed by the word "Get" can be retrieved. In addition, the following keyword is available:

TYPE

Set this argument to a named variable that returns the TYPE code as an integer, as specified under the *Type* argument to IDLitComponent::RegisterProperty.

Version History

6.0	Introduced

IDLitComponent::GetPropertyByIdentifier

The IDLitComponent::GetPropertyByIdentifier function method retrieves the value of an IDLitComponent property.

Tip ───

The IDLitComponent::GetPropertyByIdentifier method is similar to the IDLitComponent::GetProperty method, but is useful for cases where the *property identifier* is defined at runtime.

───

Syntax

Result = Obj->[IDLitComponent::]GetPropertyByIdentifier(*PropertyIdentifier*, *Value*)

Return Value

Returns 1 if the property value is defined, or 0 if the property value is undefined.

Arguments

PropertyIdentifier

A string containing the property identifier of the property. *PropertyIdentifier* does not need to be a registered property, but must be a valid keyword name for the GetProperty method of the component.

Value

A named variable that will contain the value of the property. If the property value is currently undefined, then the contents of the variable specified by *Value* will not be modified.

Keywords

None

Version History

6.0	Introduced

IDLitComponent::Init

The IDLitComponent::Init function method initializes the IDLitComponent object, and should be called by the Init method of a subclass.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitComponent'[, *PROPERTY=value*])

or

Result = Obj->[IDLitComponent::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitComponent Properties" on page 3685 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitComponent::NotifyBridge

The IDLitComponent::NotifyBridge procedure method is used to broadcast a notification message to the Export Bridge object that is wrapping the IDLitComponent object. If this method is called on an object that is not connected to the Export Bridge, the method quietly returns.

For more information on the Export Bridge, see "Exporting from IDL" (*IDL Connectivity Bridges*).

Syntax

Obj->IDLitComponent::NotifyBridge, *IdMessage*, *Value*

Arguments

IdMessage

A scalar string that will uniquely identify the message being sent.

Value

A scalar string that is associated with the message being sent.

Keywords

None

Version History

6.3	Introduced

IDLitComponent::QueryProperty

The IDLitComponent::QueryProperty function method checks whether a property identifier is registered, or retrieves a list of all registered properties.

Syntax

Result = Obj->[IDLitComponent::]QueryProperty([*PropertyIdentifier*])

Return Value

Returns a 1 if *PropertyIdentifier* is a scalar string that corresponds to a valid registered property, or a 0 otherwise. If *PropertyIdentifier* is an array, the result is an array of 1s and 0s.

If *PropertyIdentifier* is not specified, *Result* is a string array containing the identifiers of all registered properties.

Arguments

PropertyIdentifier

A scalar string or string array containing property identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitComponent::RegisterProperty

The IDLitComponent::RegisterProperty procedure method registers a property as belonging to the component. Only registered properties are displayed in the graphical property sheet interface for the object.

Syntax

Obj->[IDLitComponent::]RegisterProperty, *PropertyIdentifier*[, *Type*]
   [, /BOOLEAN] [, /COLOR] [, DESCRIPTION=*string*]
   [, ENUMLIST=*stringvector*] [, /FLOAT] [, /HIDE] [, /INTEGER]
   [, /LINESTYLE] [, NAME=*string*] [, /SENSITIVE] [, /STRING] [, /SYMBOL]
   [, /THICKNESS] [, /UNDEFINED] [, USERDEF=*string*]
   [, VALID_RANGE=*vector*]

Arguments

PropertyIdentifier

A scalar string containing the property identifier. GetProperty and SetProperty methods accept this string as a keyword.

Type

An optional integer argument representing the property type. Values recognized by Property Sheets are:

- 0 = USERDEF
- 1 = BOOLEAN
- 2 = INTEGER
- 3 = FLOAT
- 4 = STRING
- 5 = COLOR
- 6 = LINESTYLE
- 7 = SYMBOL
- 8 = THICKNESS
- 9 = ENUMLIST

If *Type* is not supplied, then one of the type keywords must be set instead.

Keywords

Some of the following keywords correspond to *attributes* of the property being registered. Keywords followed by the word "Get" indicate attributes that can be retrieved by the IDLitComponent::GetPropertyAttribute method. Keywords followed by the word "Set" indicate attributes that can be set by the IDLitComponent::SetPropertyAttribute method.

Some of the following keywords correspond to iTool property data types, which can also be specified via the *Type* argument. Note that if both the *Type* argument and one of the corresponding keywords are set, the keyword value will be honored.

BOOLEAN

Set this keyword to indicate that the property type is BOOLEAN. Properties of type BOOLEAN must accept an integer value of either 0 ("False") or 1 ("True"). Setting this keyword is equivalent to setting the TYPE argument equal to 1.

COLOR

Set this keyword to indicate that the property type is COLOR. Properties of type COLOR must accept a three-element integer array containing an RGB triplet. Setting this keyword is equivalent to setting the TYPE argument equal to 5.

DESCRIPTION

(Get, Set)

Set this keyword to a string containing the description of this property.

Note

Do not confuse the DESCRIPTION *property attribute* with the DESCRIPTION *property*. The DESCRIPTION property attribute is *not* displayed in the graphical property sheet interface.

ENUMLIST

(Get, Set)

Set this keyword equal to an array of strings to be displayed in the dropdown menu displayed by a property of type ENUMLIST. The default is a scalar null string. Properties of type ENUMLIST report their value as an integer between 0 and *n*-1, where *n* is the number of elements in the enumerated list. Setting this keyword implies that the TYPE argument is equal to 9.

FLOAT

Set this keyword to indicate that the property type is FLOAT. Properties of type FLOAT must accept a scalar double-precision floating-point value. Setting this keyword is equivalent to setting the TYPE argument equal to 3.

HIDE

(Get, Set)

Set this keyword to hide the given property when displaying the graphical property sheet interface. By default, all registered properties are displayed.

INTEGER

Set this keyword to indicate that the property type is INTEGER. Properties of type INTEGER must accept a scalar integer value. Setting this keyword is equivalent to setting the TYPE argument equal to 2.

LINESTYLE

Set this keyword to indicate that the property type is LINESTYLE. Properties of type LINESTYLE must accept an integer specifying a pre-defined linestyle, as described under the LINESTYLE property of the IDLgrPolyline class. Setting this keyword is equivalent to setting the TYPE argument equal to 6.

NAME

(Get, Set)

Set this keyword to a string giving the human-readable name for the property. The NAME string will be used when displaying the graphical property sheet interface. If NAME is not set, the value of the *PropertyIdentifier* argument is used.

Note ───
Do not confuse the NAME *property attribute* with the NAME *property.*
───

SENSITIVE

(Get, Set)

Set this keyword to zero to make the given property insensitive in the graphical property sheet interface. By default, registered properties are sensitive.

STRING

Set this keyword to indicate that the property type is STRING. Properties of type STRING must accept a scalar string of any length. Setting this keyword is equivalent to setting the TYPE argument equal to 4.

SYMBOL

Set this keyword to indicate that the property type is SYMBOL. Properties of type SYMBOL must accept an integer specifying one of the pre-defined symbol types described under IDLgrSymbol::Init. Setting this keyword is equivalent to setting the TYPE argument equal to 7.

THICKNESS

Set this keyword to indicate that the property type is THICKNESS. Properties of type THICKNESS must accept an integer between 1 and 10 specifying the line thickness in points. Setting this keyword is equivalent to setting the TYPE argument equal to 8.

UNDEFINED

(Get, Set)

Set this keyword to indicate that the property should appear as a blank cell when displayed in the graphical property sheet interface. This is useful in situations where properties of multiple objects are displayed in the property sheet (either because multiple objects are selected, or because the objects have been grouped).

Note —————————————————————————————————————

It is the iTool developer's responsibility to set this property attribute back to zero. Use the SET_DEFINED field of the WIDGET_PROPERTYSHEET event structure to determine when to set the UNDEFINED attribute back to zero.

———

USERDEF

(Get, Set)

Set this keyword to a string that represents a user-defined property. Properties of type USERDEF can accept and return variables of any type. When the actual property value changes, it is assumed that the string value of the USERDEF attribute will also be modified to reflect the new property value. Setting this keyword implies that the TYPE argument is equal to 0.

VALID_RANGE

(Get, Set)

For INTEGER or FLOAT types, set this keyword to a two- or three-element vector specifying the [*minimum*, *maximum*] or [*minimum*, *maximum*, *increment*] for valid values of the property.

What is displayed for the property sheet number cell depends upon the following:

- If this attribute is not specified — the property sheet displays an editable text field where masked editing is enforced, and the range is that of the data type. The only accepted keystrokes are the ten digits and the plus and minus signs. If the float type is specified, the decimal, and "d" and "e" (scientific exponent notation tokens) are also allowed.

- If a range is specified without an increment — the property sheet displays a spinner control that allows the user to click, or click and hold the up or down buttons to change the value. For an integer type, the increment is one. For a float type, the increment equals approximately 1/100 of the range. For example, a range of 100 results in an increment of 1. A value is snapped to the nearest allowable value when a value outside the range, or not equal to an incremental value, is entered. The editable text field (featuring masked editing) also allows the user to enter a numerical value.

- If a range and increment are specified — the property sheet displays a slider with a marker that can be repositioned to change the value. A value is snapped to the nearest allowable value when a value outside the range, or not equal to an incremental value, is entered. The increment value must be positive and will be converted to an integer for INTEGER types. Specifying an increment of 0 (zero) is the same as specifying a range without an increment. The editable text field (featuring masked editing) also allows the user to enter a numerical value.

The following code creates properties containing various number cells:

```
; Number cell with no explicit range.
self->RegisterProperty, 'integer1', /INTEGER , $
   NAME = 'Integer1', description = 'Integer'

; Number cell with spinner control and explicit range.
self->RegisterProperty, 'integer2', /INTEGER , $
   NAME = 'Integer2', VALID_RANGE = [ -100, 100 ]

; Number cell with slider control, explicit range, and
; increment.
self->RegisterProperty, 'float1', /FLOAT, $
   NAME = 'Float1', VALID_RANGE = [ -20.0D, 5.0D, 0.5D ]
```

Version History

6.0	Introduced
6.1	Added spinner control functionality to VALID_RANGE keyword

IDLitComponent::Restore

The IDLitComponent::Restore procedure method performs any transitional work required after an object of this class has been restored from a SAVE file, to ensure that its state is appropriate for the current version.

Note ───

This method is designed to be implemented by a subclass of IDLitComponent, to perform any transition work necessary when a component object is restored.

───

Syntax

Obj->[IDLitComponent::]Restore

Arguments

None

Keywords

None

Version History

6.1	Introduced

See Also

IDLitComponent::UpdateComponentVersion, IDL_Savefile, SAVE, RESTORE

IDLitComponent::SetProperty

The IDLitComponent::SetProperty procedure method sets the value of an
IDLitComponent property or properties.

Syntax

Obj->[IDLitComponent::]SetProperty[, *PROPERTY=value*] [, /NO_COPY]

Arguments

None

Keywords

Any property listed under "IDLitComponent Properties" on page 3685 that contains
the word "Yes" in the "Set" column of the properties table can be set using this
method. To set the value of a property, specify the property name as a keyword set
equal to the appropriate property value.

NO_COPY

Note

This keyword only has an effect when setting the UVALUE property.

Usually, when setting the UVALUE property, IDL makes a copy of the data being
transferred. Although this technique is fine for small data, it can have a significant
memory cost when the data being copied is large.

If the NO_COPY keyword is set, IDL handles the SetProperty operation differently.
Rather than copy the source data, it takes the data away from the source and attaches
it directly to the destination. This feature can be used to obtain the information from
the UVALUE property without the memory copying that would otherwise occur.
However, it has the side effect of causing the source variable to become undefined; in
a call to the SetProperty method, this means that the variable passed in as UVALUE
becomes undefined.

Version History

6.0	Introduced
6.4	Added NO_COPY keyword.

IDLitComponent::SetPropertyAttribute

The IDLitComponent::SetPropertyAttribute procedure method sets one or more property attributes for a registered property.

Syntax

Obj->[IDLitComponent::]SetPropertyAttribute , *PropertyIdentifier*

Arguments

PropertyIdentifier

A string containing the property identifier of the registered property.

Keywords

Any keywords to the IDLitComponent::RegisterProperty method followed by the word "Set" can be set.

Version History

6.0	Introduced

IDLitComponent::SetPropertyByIdentifier

The IDLitComponent::SetPropertyByIdentifier procedure method sets the value of an IDLitComponent property.

Tip ——

The IDLitComponent::SetPropertyByIdentifier method is similar to the IDLitComponent::SetProperty method, but is useful for cases where the *PropertyIdentifier* is defined at runtime, and avoids the overhead of creating an _EXTRA structure to pass to SetProperty.

——

Syntax

Obj->[IDLitComponent::]SetPropertyByIdentifier, *PropertyIdentifier*, *Value*

Arguments

PropertyIdentifier

A string containing the property identifier of the property. *PropertyIdentifier* does not need to be a registered property, but must be a valid keyword name for the SetProperty method of the component.

Value

The new value for the property.

Keywords

None

Version History

6.0	Introduced

IDLitComponent::UpdateComponentVersion

The IDLitComponent::UpdateComponentVersion procedure method updates the value of the COMPONENT_VERSION property for the specified object to match the version associated with the current release of IDL. This method is intended for use after calling the Restore method on a component object, so that the object can be identified as having been restored.

Syntax

Obj->[IDLitComponent::]UpdateComponentVersion

Arguments

None

Keywords

None

Version History

6.1	Introduced

See Also

IDLitComponent::Restore

IDLitContainer

The IDLitContainer class is a specialization of the IDL_Container class designed to manage collections of IDLitComponent objects and provide methods to work with the iTools *identifier* system. IDLitContainer object methods allow you to add, retrieve, and remove values from a IDLitContainer-based hierarchy using either object references or iTool identifiers.

This class is written in the IDL language. Its source code can be found in the file `idlitcontainer__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDL_Container

IDLitComponent

Note ───

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

───

Creation

See "IDLitContainer::Init" on page 3725.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLitContainer::Add
- IDLitContainer::AddByIdentifier
- IDLitContainer::Cleanup
- IDLitContainer::FindIdentifiers
- IDLitContainer::Get

- IDLitContainer::GetByIdentifier
- IDLitContainer::Init
- IDLitContainer::Remove
- IDLitContainer::RemoveByIdentifier

In addition, this class inherits the methods of its superclasses.

Version History

6.0	Introduced

IDLitContainer Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects in this class inherit:

- IDL_Container
- IDLitComponent

IDLitContainer::Add

The IDLitContainer::Add procedure method adds items to the container object.

Syntax

Obj->[IDLitContainer::]Add, *Components*[, /NO_NOTIFY]

Arguments

Components

An object reference (or array of object references) to the IDLitComponent object or objects to be added to the container. When this method is called, the IDENTIFIER properties of objects specified by *Components* are validated, verifying that no items in the container have the same value. If an object with the same identifier already exists in the container, a unique identifier is created by appending a number to the original value.

Keywords

NO_NOTIFY

Normally, when an item is added to a container object that inherits from both the IDLitContainer class and the IDLitIMessaging class, an ADDITEMS notification message is broadcast to all iTool components registered as monitoring this container. If this keyword is set, no message is sent.

Version History

6.0	Introduced

IDLitContainer::AddByIdentifier

The IDLitContainer::AddByIdentifier procedure method adds an object to the container hierarchy in the position specified by the *Identifier* argument.

Syntax

Obj->[IDLitContainer::]AddByIdentifier, *Identifier*, *Item*
    [, FOLDER_CLASSNAME=*string*]

Arguments

Identifier

An object identifier specifying the location in the container hierarchy where *Item* should be added. *Identifier* can be either a fully-qualified object identifier (beginning with a "/" character) or a relative to the container on which this method is called. If *Identifier* is a null string (`' '`), Item is added to the root of the container object.

See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifier strings.

Item

An object reference to the iTool component object being added to the container.

Keywords

FOLDER_CLASSNAME

If the container hierarchy specified by *Identifier* contains subfolders that do not exist, the necessary subfolders are created automatically. By default, the created subfolders are of the same class as the calling method (IDLitContainer or one of its subclasses). To create subfolders of a different class, set the FOLDER_CLASSNAME keyword equal to a string specifying the name of the class to be used.

Version History

6.0	Introduced
6.2	Added FOLDER_CLASSNAME keyword

IDLitContainer::Cleanup

The IDLitContainer::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitContainer::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitContainer::FindIdentifiers

The IDLitContainer::FindIdentifiers function method allows you to retrieve the full identifiers for items within an iTool container.

Warning ──

The FindIdentifiers method recurses through the entire object hierarchy of the specified object, which may be slow for large container hierarchies. If you find it necessary to call FindIdentifiers multiple times, it may be more efficient to use a single call with one or more wildcards ("*") to return all relevant identifiers, and then perform the necessary searches using the returned list.

──

Syntax

Result = Obj->[IDLitContainer::]FindIdentifiers([*Pattern*] [, COUNT=*variable*] [, /LEAF_NODES])

Return Value

Returns a scalar string or string array containing the full object identifiers for all items matching the *Pattern*. If no object identifiers are matched, the function returns a scalar null string.

Arguments

Pattern

A string specifying a search pattern to be used for filtering the returned object identifiers. Only object identifiers that match *Pattern* are returned. Matching is case insensitive. If *Pattern* is not supplied, identifiers for all objects within the object on which this method is called are returned. See STRMATCH for a description of the rules used when matching patterns.

Note ──

Objects for which the PRIVATE property contains a True value are not included in the *Result*. Only objects that subclass from IDLitComponent can be marked as private.

──

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of identifiers in *Result*.

LEAF_NODES

Set this keyword to return only leaf nodes. Leaf nodes are objects which are either not a container, or are an empty container.

Note

If all of the objects within a container are marked as PRIVATE, then that container is considered a leaf node. Only objects that subclass from IDLitComponent can be marked as private.

Version History

6.1	Introduced

See Also

IDLitTool::FindIdentifiers

IDLitContainer::Get

The IDLitContainer::Get function method retrieves items from the container.

Syntax

Result = Obj->[IDLitContainer::]Get([, /ALL] [, COUNT=*variable*] [, ISA=*string* or *array of strings*] [, POSITION=*index* or *array of indices*] [, /SKIP_PRIVATE])

Return Value

Returns an object reference or array of object references to the iTool components stored in the container. Unless either the ALL keyword or the POSITION keyword is specified, the first object in the container is returned. If no objects are found in the container, the return value is -1.

Arguments

None

Keywords

ALL

Set this keyword to return an array of object references to all of the objects in the container.

COUNT

Set this keyword equal to a named variable that will contain the number of objects selected by the function.

ISA

Set this keyword equal to a class name or vector of class names. This keyword is used in conjunction with the ALL keyword. The ISA keyword filters the array returned by the ALL keyword, returning only the objects that inherit from the class or classes specified by the ISA keyword.

Note
This keyword is ignored if the ALL keyword is not provided.

POSITION

Set this keyword equal to a scalar or array containing the zero-based indices of the positions of the objects to return.

SKIP_PRIVATE

Set this keyword to ignore any components for which the PRIVATE property is set to true. This keyword is ignored unless the ALL keyword is also set.

Version History

6.0	Introduced

IDLitContainer::GetByIdentifier

The IDLitContainer::GetByIdentifier function method retrieves an object from a container hierarchy using the specified identifier to locate the object.

Syntax

Result = Obj->[IDLitContainer::]GetByIdentifier(*Identifier*)

Return Value

Returns an object reference to the object that was requested from the hierarchy, or a null object reference if no object was located.

Arguments

Identifier

The object identifier of the object that should be retrieved from the container hierarchy. *Identifier* can be either a fully-qualified object identifier (beginning with a "/" character) or a relative to the container on which this method is called.

See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifier strings.

Keywords

None

Version History

6.0	Introduced

IDLitContainer::Init

The IDLitContainer::Init function method initializes the object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitContainer')

or

Result = Obj->[IDLitContainer::]Init()   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitContainer::Remove

The IDLitContainer::Remove procedure method removes items from the container.

Syntax

Obj->[IDLitContainer::]Remove, *Components* [, /NO_NOTIFY]

Arguments

Components

An object reference (or array of object references) to the objects to be removed from the container.

Keywords

NO_NOTIFY

Normally, when an item is removed from a container object that inherits from both the IDLitContainer class and the IDLitIMessaging class, a REMOVEITEMS notification message is broadcast to all iTool components registered as monitoring this container. If this keyword is set, no message is sent.

Version History

6.0	Introduced

IDLitContainer::RemoveByIdentifier

The IDLitContainer::RemoveByIdentifier function method removes an object from a container hierarchy using the specified identifier to locate the object.

Syntax

Result = Obj->[IDLitContainer::]RemoveByIdentifier(*Identifier*)

Return Value

Returns an object reference to the object that was removed from the hierarchy, or a null object reference if no object was removed.

Arguments

Identifier

The object identifier of the object that should be removed from the container hierarchy. The *Identifier* argument can be either a fully-qualified object identifier (beginning with a "/" character) or a relative to the container on which this method is called.

See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifier strings.

Keywords

None

Version History

6.0	Introduced

IDLitData

The IDLitData class provides a generic data storage object that can hold data items of any IDL data type. The IDLitData class provides typing and data change notification functionality, and when coupled with the IDLitDataContainer object forms the base element for the construction of composite data types.

The IDLitData class implements the iTools *notifier interface*, which provides a mechanism by which observers of a data item can be alerted when the state of the information contained in the data object changes.

This class is written in the IDL language. Its source code can be found in the file `idlitdata__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitComponent

Note

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitData::Init" on page 3740.

Properties

Objects of this class have the following properties. See "IDLitData Properties" on page 3730 for details on individual properties.

- HIDE
- READ_ONLY
- TYPE

In addition, objects of this class inherit the properties of the superclass.

Methods

This class has the following methods:

- IDLitData::AddDataObserver
- IDLitData::Cleanup
- IDLitData::Copy
- IDLitData::GetByType
- IDLitData::GetData
- IDLitData::GetProperty
- IDLitData::GetSize
- IDLitData::Init
- IDLitData::NotifyDataChange
- IDLitData::NotifyDataComplete
- IDLitData::RemoveDataObserver
- IDLitData::SetData
- IDLitData::SetProperty

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 3, "Data Management" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced
6.2	Removed NO_COPY property as it should only be documented as a keyword

IDLitData Properties

IDLitData objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitData::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitData::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitData::SetProperty.

Note ──
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
──

Objects of this class have the following properties.

- HIDE
- READ_ONLY
- TYPE

In addition, objects of this class inherit:

- IDLitComponent

HIDE

A Boolean value that controls the visibility of the data with respect to queries performed by the IDLitDataContainer methods GetData, SetData and GetIdentifiers. If the HIDE property has a True value, the data object is not found by these methods and the methods behave as if the data object did not exist.

Property Type	BOOLEAN		
Name String	HIDE		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

READ_ONLY

A Boolean value that controls the ability to modify the data with the SetData method. If the READ_ONLY property has a True value, an attempt to use SetData on the object fails. IDL prints an informational message in this case.

Property Type	BOOLEAN		
Name String	READ_ONLY		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

TYPE

A scalar string containing the type of the data object. The default value of this property is NULL (' ') and cannot be changed after the class is instantiated. Subclasses of this class set the value of this property to a value that reflects the type of data that the subclass is implementing.

Property Type	STRING		
Name String	TYPE		
Get: Yes	Set: No	Init: Yes	Registered: Yes

IDLitData::AddDataObserver

The IDLitData::AddDataObserver procedure method specifies an object (the *Observer*) that will be notified when the contents of the data object are changed.

The object specified as the *Observer* must implement three methods that form the data observer interface:

- OnDataChange
- OnDataComplete
- OnDataDelete

The OnDataChange method is called when the contents of a data object are changed, and the OnDataComplete method is called when the change messages are completed. This two-part notification process is used to allow observers of data to transact the change event and minimize the required system updates (such as graphic redrawing). The OnDataDelete method is called when the data item is deleted.

Syntax

Obj->[IDLitData::]AddDataObserver, *Observer*

Arguments

Observer

An object reference to an iTool component object that implements the data observer interface methods. When the contained data value changes, the *Observer* is notified of this change.

Keywords

None

Version History

6.0	Introduced

IDLitData::Cleanup

The IDLitData::Cleanup procedure method performs all cleanup operations on the object, and should be called by the Cleanup method of any subclass of this class. This method removes all data stored in the IDLitData object.

Note ———————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitData::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitData::Copy

The IDLitData::Copy function method returns an exact copy of the data object and its contents, including registered property values.

The following values are *not* copied:

- Values of unregistered properties.
- Values of properties registered after the data object is created.
- Property attribute values.

Note ———

If an object has been added to the data object, only the object reference to the added object is copied.

Syntax

Result = Obj->[IDLitData::]Copy()

Return Value

Returns a copy of the object on which it is called. If the copy operation fails, a null object is returned.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitData::GetByType

The IDLitData::GetByType function method returns all contained objects of the specified iTool data type.

Syntax

Result = Obj->[IDLitData::]GetByType(*Type*[, COUNT=*variable*])

Return Value

Returns an object array containing references to the contained data objects that are of the iTool data type specified by *Type*. If no objects matching *Type* exist, a null object reference is returned.

Arguments

Type

A string containing the iTool data type to search for in the data hierarchy rooted by this data container.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of valid objects returned by this method.

Version History

6.0	Introduced

IDLitData::GetData

The IDLitData::GetData function method retrieves the data stored in the object.

Syntax

Result = Obj->[*IDLitData*::]GetData(*Data*[, *Identifier*] [, NAN=*variable*]
  [, /NO_COPY])

Return Value

Returns a 1 if the operation succeeds, and 0 if it fails.

Arguments

Data

A named variable that will contain the data retrieved from the data object. If the
GetData method fails, the variable is not modified.

Identifier

A string argument that is not used by this method, but is accepted for parameter
compatibility with the IDLitDataContainer::GetData method. If a value for this
argument is supplied, the method does not retrieve any data and returns the value 0.

Keywords

NAN

Set this keyword to a named variable that will contain 1 if *Data* contains any non-
finite values (either NaN or Infinity), or 0 otherwise.

NO_COPY

Set this keyword to move the data from the data object to the variable specified by the
Data argument, leaving the data value of the data object undefined.

Version History

6.0	Introduced

IDLitData::GetProperty

The IDLitData::GetProperty procedure method retrieves the value of an IDLitData property, and should be called by the GetProperty method of any subclass of this class.

Syntax

Obj->[IDLitData::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitData Properties" on page 3730 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitData::GetSize

The IDLitData::GetSize function method returns an approximate value for the amount of memory being used by the data object.

Syntax

Result = Obj->[IDLitData::]GetSize()

Return Value

Returns the number of bytes of memory used by the data object. The returned value is an approximation.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitData::Init

The IDLitData::Init function method initializes the IDLitData object.

Note ───────────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitData'[, *Data*] [, *PROPERTY=value*])

or

Result = Obj->[IDLitData::]Init([*Data*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Data

An IDL variable of any type that is stored in the data object.

Keywords

Any property listed under "IDLitData Properties" on page 3730 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitData::NotifyDataChange

The IDLitData::NotifyDataChange procedure method is called when a data object has been changed; it is part of the notification process that allows data updates to be reflected by visualizations that use the data. It works in conjunction with the NotifyDataComplete method to provide a two-pass change notification system that minimizes the number of operations performed when a data object changes.

When NotifyDataChange is called, the OnDataChange methods of all observers of the data object (usually visualizations) are automatically called. This causes the observers to perform any necessary updates *without committing those updates*. When the NotifyDataComplete method is called, the observers' OnDataComplete methods are called to commit the updates. This two-pass system allows visualizations to be notified that the data has changed without forcing an immediate redraw of the iTool window; when the NotifyDataComplete method is called, all visualizations can be redrawn at once.

Every call to the NotifyDataChange method must have an accompanying NotifyDataComplete call; without the call to NotifyDataComplete, no updates will take place.

Note ───

If the data object is being changed by an operation based on the IDLitDataOperation class, the call to NotifyDataChange is handled automatically. The only time you will need to call this method directly is if the operation that modifies the data is based on the more generic IDLitOperation class.

───

Syntax

Obj->[IDLitData::]NotifyDataChange

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitData::NotifyDataComplete

The IDLitData::NotifyDataComplete procedure method is called after a data object has been changed; it is part of the notification process that allows data updates to be reflected by visualizations that use the data. It works in conjunction with the NotifyDataChange method to provide a two-pass change notification system that minimizes the number of operations performed when a data object changes.

When NotifyDataChange is called, the OnDataChange methods of all observers of the data object (usually visualizations) are automatically called. This causes the observers to perform any necessary updates *without committing those updates*. When the NotifyDataComplete method is called, the observers' OnDataComplete methods are called to commit the updates. This two-pass system allows visualizations to be notified that the data has changed without forcing an immediate redraw of the iTool window; when the NotifyDataComplete method is called, all visualizations can be redrawn at once.

Every call to the NotifyDataChange method must have an accompanying NotifyDataComplete call; without the call to NotifyDataComplete, no updates will take place.

Note

If the data object is being changed by an operation based on the IDLitDataOperation class, the call to NotifyDataChange is handled automatically. The only time you will need to call this method directly is if the operation that modifies the data is based on the more generic IDLitOperation class.

Syntax

Obj->[IDLitData::]NotifyDataComplete

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitData::RemoveDataObserver

The IDLitData::RemoveDataObserver method unregisters an object that has been registered as an *observer* of this data object. After this method is called, the Observer will no longer be notified when the contents of the data object change. If the specified *Observer* doesn't exist, this method will return quietly.

Syntax

Obj->[IDLitData::]RemoveDataObserver, *Observer*

Arguments

Observer

An object reference to an iTool component object that was previously registered as an observer of this data object.

Keywords

None

Version History

6.0	Introduced

IDLitData::SetData

The IDLitData::SetData function method copies the data from an IDL variable or expression into the data object, and notifies all its observers that the data has changed.

Syntax

Result = Obj->[IDLitData::]SetData(*Data*[, *Identifier*] [, /NO_COPY] [, /NULL])

Return Value

Returns a 1 if the operation succeeds, and 0 if it fails.

Arguments

Data

An IDL variable or expression whose value is copied into the data object.

Identifier

A string argument that is not used by this method. It is accepted by this method only for parameter compatibility with IDLitDataContainer::SetData. If a value for this argument is supplied, the method does not retrieve any data and returns the value 0.

Keywords

NO_COPY

Set this keyword to move the data into the specified IDLitData object without creating an additional copy. This leaves the original IDL variable named by the *Data* argument undefined.

NULL

Set this keyword to remove any data stored in the IDLitData object, leaving it empty. If this keyword is set, the *Data* argument is ignored.

Version History

6.0	Introduced

IDLitData::SetProperty

The IDLitData::SetProperty procedure method sets the value of an IDLitData property, and should be called by the SetProperty method of any subclass of this class.

Syntax

Obj->[IDLitData::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitData Properties" on page 3730 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitDataContainer

The IDLitDataContainer class is used to store collections of IDLitData and IDLitDataContainer objects to form hierarchical data structures. Objects can be added to and removed from an IDLitDataContainer at any time, allowing for the dynamic creation of composite data types.

Objects stored in an IDLitDataContainer hierarchy are referenced using iTool *object identifiers*. Object identifiers are simple scalar strings assigned to the IDENTIFIER property of an object when it is created. For a complete discussion of object identifiers and their role in the iTool system, see "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*).

This class is written in the IDL language. Its source code can be found in the file idlitdatacontainer__define.pro in the lib/itool/framework subdirectory of the IDL distribution.

Superclasses

IDLitContainer

IDLitData

Note ─────────────
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.
─────────────

Creation

See "IDLitDataContainer::Init" on page 3758.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLitDataContainer::Add
- IDLitDataContainer::Cleanup

- IDLitDataContainer::GetData
- IDLitDataContainer::GetIdentifiers
- IDLitDataContainer::GetProperty
- IDLitDataContainer::Init
- IDLitDataContainer::SetData
- IDLitDataContainer::SetProperty

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 3, "Data Management" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced

IDLitDataContainer Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Objects in this class inherit:

- IDLitContainer
- IDLitData

IDLitDataContainer::Add

The IDLitDataContainer::Add procedure method adds items to the data container object, and sends out an OnDataChange and OnDataComplete messages to all observers of the data container.

Syntax

Obj->[IDLitDataContainer::]Add, *Data* [, /NO_NOTIFY]

Arguments

Data

An object reference (or array of object references) to the IDLitData object or objects to be added to the container. Objects that are not of class IDLitData are quietly ignored.

Keywords

NO_NOTIFY

Normally, when an item is added, an ADDITEMS notification message is broadcast to all iTool components registered as monitoring this container. If this keyword is set, no ADDITEMS message is sent.

Note

Regardless of the setting of NO_NOTIFY, the OnDataChange and OnDataComplete messages are always sent.

Version History

6.1	Introduced

IDLitDataContainer::Cleanup

The IDLitDataContainer::Cleanup procedure method performs all cleanup operations on the object, and should be called by the Cleanup method of any subclass of this class. This method destroys all data objects stored in this container.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitDataContainer::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitDataContainer::GetData

The IDLitDataContainer::GetData function method retrieves the data value contained in the data object specified by the *Identifier* argument.

Syntax

Result = Obj->[IDLitDataContainer::]GetData(*Data* [, *Identifier*] [, /NO_COPY])

Return Value

Returns a 1 if the operation succeeds, and 0 if it fails.

Arguments

Data

A named variable that will contain the data value of the specified data object.

Identifier

A string containing the relative object identifier path to the target data object for this method. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifier strings.

If *Identifier* is not set. or is set to a null string, the data contained in the data container itself is returned.

Keywords

NO_COPY

Set this keyword to move the data from the data container object to the variable specified by the *Data* argument, leaving the data value of the data object undefined.

Version History

6.0	Introduced

IDLitDataContainer::GetIdentifiers

The IDLitDataContainer::GetIdentifiers function method retrieves the object identifiers for all data and data container objects contained in the data container object.

Syntax

Result = Obj->[IDLitDataContainer::]GetIdentifiers([*Pattern*] [, /LEAF])

Return Value

Returns an array of strings containing the object identifiers for all data and data container objects contained by the data container object. If the container is empty, or if the *Pattern* argument is supplied and no object identifiers are matched, the function returns a scalar null string.

Arguments

Pattern

A string specifying a search pattern to be used for filtering the returned object identifiers. Only object identifiers that match *Pattern* are returned. See STRMATCH for a description of the rules used when matching patterns.

Keywords

LEAF

Set this keyword to return only object identifiers whose final node is *not* a container object.

Version History

6.0	Introduced

IDLitDataContainer::GetProperty

The IDLitDataContainer::GetProperty procedure method retrieves the value of an IDLitDataContainer property, and should be called by the GetProperty method of any subclass of this class.

Syntax

Obj->[IDLitDataContainer::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitDataContainer Properties" on page 3752 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitDataContainer::Init

The IDLitDataContainer::Init function method initializes the IDLitDataContainer object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitDataContainer'[, *Data*] [, *PROPERTY=value*])

or

Result = *Obj*->[IDLitDataContainer::]Init([*Data*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Data

An IDL variable of any type or shape that is stored into the object at initialization.

Keywords

Any property listed under "IDLitDataContainer Properties" on page 3752 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitDataContainer::SetData

The IDLitDataContainer::SetData function method stores data in the IDLitData object specified by *Identifier*. This method acts in exactly the same way as the IDLitData::SetData method.

Syntax

Result = Obj->[IDLitDataContainer::]SetData(*Data*, *Identifier*[, /NO_COPY] [, /NULL])

Return Value

Returns a 1 if the operation succeeds, or 0 if it fails.

Arguments

Data

An IDL variable of any type that is copied into the specified data object.

Identifier

A scalar string containing the object identifier of the IDLitData object in which the data specified by *Data* should be stored. This path must specify a valid IDLitData object, or the function fails. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifier strings.

Keywords

NO_COPY

Set this keyword to move the data into the specified IDLitData object without creating an additional copy. This leaves the original IDL variable named by the *Data* argument undefined.

NULL

Set this keyword to remove any data stored in the IDLitData object, leaving it empty. If this keyword is set, the *Data* argument is ignored, but must still be present.

Version History

6.0	Introduced

IDLitDataContainer::SetProperty

The IDLitDataContainer::SetProperty procedure method sets the value of an IDLitDataContainer property, and should be called by the SetProperty method of any subclass of this class.

Syntax

Obj->[IDLitDataContainer::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitDataContainer Properties" on page 3752 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitDataOperation

The IDLitDataOperation class is a subclass of IDLitOperation that automates data access and automatically records information for the undo-redo system. By automating this functionality, the IDLitDataOperation class eliminates much of the work required to implement a standard subclass of the IDLitOperation class. See IDLitOperation for additional information on iTool operations.

Note ───

The IDLitDataOperation class is designed for use in operations that affect data values. If you are creating an operation that acts on items other than the data that underlies a visualization, you should base your operation class on the IDLitOperation class.

──

While the implementation of a standard subclass of an IDLitOperation class requires the developer to provide implementations of the DoAction, UndoOperation, and RedoOperation methods, the IDLitDataOperation class provides these methods automatically. The only method the developer of an IDLitDataOperation class is *required* to implement is the Execute method, which contains the logic for the specific operation being performed. Depending on the operation being performed, the developer of an IDLitDataOperation may also implement methods to undo the operation, display a user interface before performing the operation, get and set properties specific to the operation, and initialize the IDLitDataOperation object.

When an IDLitDataOperation is requested by a user, the following things occur:

1. As with any operation, execution commences when the DoAction method is called on this object. When called, the IDLitDataOperation retrieves the currently-selected items. If nothing is selected, the operation returns.

2. For each selected item, the data objects of the parameters registered as "operation targets" are retrieved.

3. The data objects are queried for iTool data types that match the types supported by the IDLitDataOperation.

For each data object that includes data of an iTool data type supported by the IDLitDataOperation, the following things occur:

1. The data from the data object is retrieved.

2. If the IDLitDataOperation does not have the REVERSIBLE_OPERATION property set, a copy of the data is created and placed into the undo-redo command set.

3. The Execute method is called, with the retrieved data as its argument.

4. If the Execute method succeeds and the IDLitDataOperation has the EXPENSIVE_COMPUTATION property set, a copy of the results is placed into the undo-redo command set.

5. The result of the IDLitDataOperation is placed in the data object. This action will cause all visualization items that use the data object to update when the operation is completed.

Once all selected data items have been processed, the undo-redo command set is placed into the system undo-redo buffer for later use.

For a detailed discussion of both the IDLitOperation and IDLitDataOperation classes, see Chapter 7, "Creating an Operation" (*iTool Developer's Guide*).

This class is written in the IDL language. Its source code can be found in the file idlitdataoperation__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

IDLitOperation

Note ———

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

———

Creation

See "IDLitDataOperation::Init" on page 3773.

Properties

Objects of this class have the following properties. See "IDLitDataOperation Properties" for details on individual properties.

• WITHIN_UI

Methods

This class has the following methods:

• IDLitDataOperation::Cleanup

- IDLitDataOperation::DoExecuteUI
- IDLitDataOperation::Execute
- IDLitDataOperation::GetProperty
- IDLitDataOperation::Init
- IDLitDataOperation::SetProperty
- IDLitDataOperation::UndoExecute

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Creating a New Data-Centric Operation" (Chapter 7, *iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced
6.2	Added WITHIN_UI property

See Also

IDLitOperation

IDLitDataOperation Properties

IDLitDataOperation objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitDataOperation::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitDataOperation::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitDataOperation::SetProperty.

Note ────────────────────────────────────

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties.

• WITHIN_UI

In addition, objects of this class inherit properties from the following superclass:

• IDLitOperation

WITHIN_UI

A Boolean value that indicates whether the operation is currently within the IDLitDataOperation::DoExecuteUI method (i.e., it is currently displaying a dialog). This property is automatically set to one (True) just before the method is called, and is reset to zero (False) after the method returns.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLitDataOperation::Cleanup

The IDLitDataOperation::Cleanup procedure method performs all cleanup on the object.

Note

An operation based on the IDLitDataOperation class need not implement this method if the operation does not allocate any pointers or object references of its own.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitDataOperation::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitDataOperation::DoExecuteUI

The IDLitDataOperation::DoExecuteUI function method provides a way for the iTool developer to request user input before performing an operation. If the SHOW_EXECUTION_UI property is set, this method will be called before the operation's Execute method is called.

Note

Every operation based directly on the IDLitDataOperation class that requires user interaction before execution must implement its own DoExecuteUI method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

The DoExecuteUI method itself can present any interface. In practice, most iTool DoExecuteUI methods use the IDLitTool::DoUIService method to display a user interface requesting user input. User interfaces and UI Services are discussed in Chapter 11, "iTool User Interface Architecture" (*iTool Developer's Guide*).

Warning

If the DoExecuteUI method does not return success, the Execute method will not be called.

Syntax

Result = Obj->[IDLitDataOperation::]DoExecuteUI()

Return Value

Returns a 1 if the displayed user interface code executed successfully, and the operation should be executed. If user interface code does not execute successfully, or if the user cancels the operation, this function returns a 0.

Arguments

None

Keywords

None

Example

The following is an example of a DoExecuteUI method, taken from the iTools "Scale Factor" operation:

```
FUNCTION IDLitopScalefactor::DoExecuteUI

oTool = self->GetTool()
IF (oTool EQ OBJ_NEW()) THEN RETURN, 0

RETURN, oTool->DoUIService('ScaleFactor', self)

END
```

This implementation of the DoExecuteUI method does the following:

1. Retrieves an object reference to the current iTool using the GetTool method.

2. Checks to make sure the returned object reference is not a null object (which would be the case if the GetTool method failed).

3. Calls the `ScaleFactor` UI Service.

Version History

6.0	Introduced

IDLitDataOperation::Execute

The IDLitDataOperation::Execute function method contains the execution logic for the operation. This method is called automatically when the iTool user requests an operation based on the IDLitDataOperation class.

Note ───

Every operation based directly on the IDLitDataOperation class must implement its own Execute method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

──

When the iTool system executes an IDLitDataOperation, it passes the *raw data* (of the appropriate iTools data type) from the selected objects to the Execute method. This means that the Execute method itself does not need to "unpack" a data object before performing the operations, allowing rapid and simple operation execution. For example, if the operation expects data of the iTools data type IDLARRAY2D, the iTool system will include the selected two-dimensional array as the *Data* argument.

Syntax

Result = Obj->[IDLitDataOperation::]Execute(*Data*)

Return Value

The return value is 1 if the operation executed successfully, or 0 otherwise.

Arguments

Data

A single data item on which the operation should be performed. Note that *Data* is *not* an IDLitData object, but actual data.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitDataOperation::UndoExecute

IDLitDataOperation::GetProperty

The IDLitDataOperation::GetProperty procedure method retrieves the value of a property or group of properties of an operation object.

Note ——

An operation based on the IDLitDataOperation class *must* implement this method if the operation defines one or more properties not inherited from the superclass. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

——

Syntax

Obj->[IDLitDataOperation::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitDataOperation Properties" on page 3766 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Example

To retrieve the value of the REVERSIBLE_OPERATION property:

```
Obj->IDLitDataOperation::GetProperty, REVERSIBLE_OPERATION = rev
```

Version History

6.0	Introduced

IDLitDataOperation::Init

The IDLitDataOperation::Init function method initializes the IDLitDataOperation object and sets properties that define the behavior the operation provides.

Note ——————————————————————————

An operation based on the IDLitDataOperation class *must* implement this method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

Note ——————————————————————————

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitDataOperation' [, *PROPERTY=variable*])

or

Result = Obj->[IDLitDataOperation::]Init([, *PROPERTY=variable*]) *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitDataOperation Properties" on page 3766 that contains the word "Yes" in the "Init" column of the properties table can be initialized

during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal the appropriate property value.

Version History

6.0	Introduced

IDLitDataOperation::SetProperty

The IDLitDataOperation::SetProperty procedure method sets the value of a property or group of properties for the operation.

Note ────────────────────────────

An operation based on the IDLitDataOperation class *must* implement this method if the operation defines one or more properties not inherited from the superclass. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.
────────────────────────────────

Syntax

Obj->[IDLitDataOperation::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitDataOperation Properties" on page 3766 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitDataOperation::UndoExecute

The IDLitDataOperation::UndoExecute function method is called when a user selects the Undo operation after executing an IDLitDataOperation that sets the value of the REVERSIBLE_OPERATION property to 1. (If the IDLitDataOperation does not set this property, the UndoExecute method is not called.) If implemented, this method generally applies the inverse of the operation performed by the Execute method.

Note
An operation based on the IDLitDataOperation class *must* implement this method if the operation sets the REVERSIBLE_OPERATION property. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

When the iTool system undoes an IDLitDataOperation, it passes the *raw data* (of the appropriate iTools data type) from the selected objects to the UndoExecute method. This means that the UndoExecute method itself does not need to "unpack" a data object before performing the operations, allowing rapid and simple operation execution. For example, if the operation expects data of the iTools data type IDLARRAY2D, the iTool system will include the selected two-dimensional array as the *Data* argument.

Syntax

Result = Obj->[IDLitDataOperation::]UndoExecute(*Data*)

Return Value

The return value is 1 if the operation was undone successfully, or 0 otherwise.

Arguments

Data

A single data item on which the operation should be performed. Note that *Data* is *not* an IDLitData object, but actual data.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitDataOperation::Execute

IDLitDirectWindow

An IDLitDirectWindow object is a representation of an on-screen area on a display device that serves as a graphics destination. In contrast to IDLgrWindow and IDLitWindow, the IDLitDirectWindow uses Direct Graphics.

Important! You must note the following:

- The IDLitDirectWindow is designed for use only with the Export Bridge. The event notification methods will be called automatically by the Export Bridge, but will not be called when the IDLitDirectWindow class is used in other contexts. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

- Objects or subclasses of this type can not be saved or restored.

- If you are using a multi-monitor setup on X (under UNIX), you cannot have the window on the second monitor. For more information, see "UNIX Multi-Monitor Configurations" (Chapter 5, *Using IDL*).

Superclasses

IDLitComponent

Creation

See IDLitDirectWindow::Init.

Properties

Objects of this class have the following properties. See "IDLitDirectWindow Properties" on page 3780 for details on individual properties.

- WINDOW_INDEX

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLitDirectWindow::Cleanup

- IDLitDirectWindow::GetProperty

Version History

6.3	Introduced
6.4	Added OnWheel method

IDLitDirectWindow Properties

IDLitDirectWindow objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitDirectWindow::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitDirectWindow::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitDirectWindow::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- WINDOW_INDEX

In addition, objects of this class inherit:

- IDLitComponent

WINDOW_INDEX

An integer containing the window index associated with the window.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLitDirectWindow::Cleanup

The IDLitDirectWindow::Cleanup procedure method performs all cleanup on the object.

Note ──

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitDirectWindow::]Cleanup *(In a lifecycle method only)*

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::GetProperty

The IDLitDirectWindow::GetProperty procedure method retrieves the value of an IDLitDirectWindow property, and should be called by a subclass's GetProperty method. This method also retrieves properties defined in the superclass.

Syntax

Obj->[IDLitDirectWindow::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under IDLitDirectWindow Properties that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.3	Introduced

IDLitDirectWindow::Init

The IDLitDirectWindow::Init function method initializes the window object.

This function method initializes the IDLitDirectWindow object, and should be called by the subclass's Init method. This method also calls the superclass's Init method.

Note

Init methods are special lifecycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitDirectWindow'[, *PROPERTY=value*])

or

Result = Obj->[IDLitDirectWindow::]Init([, *PROPERTY=value*]) *(In a lifecycle method only)*

Arguments

None

Keywords

Any property listed under IDLitDirectWindow Properties that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.3	Introduced

IDLitDirectWindow::MakeCurrent

The IDLitDirectWindow::MakeCurrent procedure method sets the current graphics device to the window device and sets the current output window to the IDLitDirectWindow's window.

The IDLitDirectWindow::MakeCurrent method should be called before sending any Direct Graphics commands, to ensure that the graphics appears in the appropriate window.

Syntax

Obj->[IDLitDirectWindow::]MakeCurrent

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnEnter

The IDLitDirectWindow::OnEnter procedure method handles notification from the window that a mouse enter event has occurred.

Note
This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnEnter

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnExit

The IDLitDirectWindow::OnExit procedure method handles notification from the window that a mouse exit event has occurred.

Note ——————————————————————————————

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnExit

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnExpose

The IDLitDirectWindow::OnExpose procedure method handles notification from the window that an expose event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. By default, the OnExpose method will automatically redraw the window. If you are using a subclass of IDLitDirectWindow and require additional functionality, you should override this method. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnExpose, *X*, *Y*, *Width*, *Height*

Arguments

X

A floating-point value representing the *x*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Y

A floating-point value representing the *y*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Width

A floating-point value representing the width of the newly exposed portion of the canvas (in device coordinates).

Height

A floating-point value representing the height of the newly exposed portion of the canvas (in device coordinates).

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnKeyboard

The IDLitDirectWindow::OnKeyboard procedure method handles notification from the window that a keyboard event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnKeyboard, *IsASCII*, *Character*, *KeySymbol*, *X*, *Y*, *Press*, *Release*, *Modifiers*

Arguments

IsASCII

A scalar byte value that indicates whether the keyboard event corresponds to a character in the ASCII character set. If *IsASCII* is non-zero, the *Character* argument will be set to a byte value corresponding to the character of the pressed key. If *IsASCII* is zero, the *KeySymbol* argument will be set to a numeric value indicating the key that was pressed.

Character

If *IsASCII* is non-zero, this argument is set to a byte value corresponding to the ASCII character of the key that was pressed. Otherwise, this argument is set to zero.

KeySymbol

If *IsASCII* is zero, this argument is set to a long integer that indicates the key that was pressed. Otherwise, this argument is set to zero. Valid values for key symbols include:

1	Shift
2	Control

3	Caps Lock
4	Alt
5	Left
6	Right
7	Up
8	Down
9	Page Up
10	Page Down
11	Home
12	End

X,Y

Long integers containing the *x*-coordinate and *y*-coordinate of the mouse cursor (in device coordinates) at the time of the event.

Press

A long integer indicating whether this event represents a key press. This argument is non-zero if the event is the result of pressing the key.

Release

A long integer indicating whether this event represents a key release. This argument is non-zero if the event is the result of releasing the key.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the keyboard event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-1: Modifier Values

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnMouseDown

The IDLitDirectWindow::OnMouseDown procedure method handles notification from the window that a mouse down event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnMouseDown, *X*, *Y*, *ButtonMask*, *Modifiers*, *NumClicks*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

ButtonMask

An integer containing a bitwise mask indicating which of the left, center, or right mouse button was pressed:

Bitmask	Mouse Button
1	Left
2	Middle
4	Right

Table 31-2: Bitmask for Button Events

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time the mouse button is pressed. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bitmask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-3: Bits of the Modifier Key Mask

NumClicks

An integer indicating the number of times the mouse button was clicked.

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnMouseMotion

The IDLitDirectWindow::OnMouseMotion procedure method handles notification from the window that a mouse motion event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnMouseMotion, *X*, *Y*, *Modifiers*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time the mouse button is pressed. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bitmask:

Bit	**Value**	**Modifier Key**
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-4: Bits of the Modifier Key Mask

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnMouseUp

The IDLitDirectWindow::OnMouseUp procedure method handles notification from the window that a mouse up event has occurred.

Note ───

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

───

Syntax

Obj->[IDLitDirectWindow::]OnMouseUp, *X*, *Y*, *ButtonMask*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

ButtonMask

An integer containing a bitwise mask indicating which of the left, center, or right mouse button was released:

Bitmask	Mouse Button
1	Left
2	Middle
4	Right

Table 31-5: Bitmask for Button Events

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnResize

The IDLitDirectWindow::OnResize procedure method handles notification from the window that a resize event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. By default, the OnResize method will automatically resize the window. If you are using a subclass of IDLitDirectWindow and require additional functionality, you should override this method. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitDirectWindow::]OnResize, *Width*, *Height*

Arguments

Width

A floating-point value representing the new width of the canvas (in device coordinates).

Height

A floating-point value representing the new height of the canvas (in device coordinates).

Keywords

None

Version History

6.3	Introduced

IDLitDirectWindow::OnWheel

The IDLitDirectWindow::OnWheel procedure method handles notification (from the native window device) that a mouse wheel event has occurred.

Note ───

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitDirectWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

───

Syntax

Obj->[IDLitDirectWindow::]OnWheel, *X*, *Y*, *Delta*, *Modifiers*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Delta

A long integer giving the direction and distance that the wheel was rolled. Pushing the wheel towards the front of the mouse generates positive values, pulling the wheel towards the back of the mouse generates negative values. The magnitude of the value depends on the device setting for the individual mouse.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the wheel event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-6: Modifier Values

Keywords

None

Version History

6.4	Introduced

IDLitDirectWindow::SetProperty

The IDLitDirectWindow::SetProperty procedure method sets the value of an IDLitDirectWindow property, and should be called by a subclass's SetProperty method. This method also calls the superclass's SetProperty method.

Syntax

Obj->[IDLitDirectWindow::]SetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under IDLitDirectWindow Properties that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.3	Introduced

IDLitIMessaging

The IDLitIMessaging interface class provides a set of methods used to allow an object that implements the interface to send notification messages and to react appropriately when notification messages are received from other iTool component objects. This class also provides methods that allow the iTool developer to notify the iTool user of error conditions via graphical dialogs, to prompt the user for input, and to retrieve a reference to the current iTool object.

IDLitIMessaging objects are not intended to be created as standalone entities; rather, this class should be included as the superclass of another iTool class.

Note —————————————————————————————————

In the iTools system, management of messages is handled by the IDLitVisualization class, of which the IDLitIMessaging class is a superclass. In practice, this means that if you need to override any methods of the IDLitIMessaging class, you will do so in the definition of your visualization class.

———————————————————————————————————————

This class is written in the IDL language. Its source code can be found in the file `idlitimessaging__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

None

Note —————————————————————————————————

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

———————————————————————————————————————

Creation

Objects of this class are not created as standalone objects.

Properties

Objects of this class have no properties of their own.

Methods

This class has the following methods:

- IDLitIMessaging::AddOnNotifyObserver
- IDLitIMessaging::DoOnNotify
- IDLitIMessaging::ErrorMessage
- IDLitIMessaging::GetTool
- IDLitIMessaging::ProbeStatusMessage
- IDLitIMessaging::ProgressBar
- IDLitIMessaging::PromptUserText
- IDLitIMessaging::PromptUserYesNo
- IDLitIMessaging::RemoveOnNotifyObserver
- IDLitIMessaging::SignalError
- IDLitIMessaging::StatusMessage

Version History

6.0	Introduced

IDLitIMessaging Properties

Objects of this class have no properties of their own.

IDLitIMessaging::AddOnNotifyObserver

The IDLitIMessaging::AddOnNotifyObserver procedure method is used to register a specified iTool component object to receive messages generated by the DoOnNotify method of another specified iTool component object.

Syntax

Obj->[IDLitIMessaging::]AddOnNotifyObserver, *IdObserver*, *IdSubject*

Arguments

IdObserver

The object identifier of an iTool component object that is the *observer* expressing interest in the subject specified by *IdSubject*. Often, *IdObserver* is the object identifier of the object on which this method is being called.

The object specified by *IdObserver* must implement the OnNotify callback method, which is called when a notification message is dispatched to *IdObserver* by the DoOnNotify method of another iTool component object (usually the object specified by *IdSubject*). The OnNotify method has the following signature:

```
PRO ::OnNotify, idOriginator, idMessage, message
```

where

- *idOriginator* is the object identifier of the iTool component that is the source of the message
- *idMessage* is a string that identifies the type of message being sent
- *message* is the message itself.

In general, the *idMessage* string is used by the OnNotify method to determine what type of action to take. See "IDLitIMessaging::DoOnNotify" on page 3807 for additional details.

IdSubject

A string value identifying the item that *IdObserver* is interested in. This is normally the object identifier of a particular iTool component object, but it can be any string value. When a message sent via IDLitIMessaging::DoOnNotify specifies *IdSubject* as the originator, the *IdObserver* object's OnNotify method is called.

Keywords

None

Version History

6.0	Introduced

IDLitIMessaging::DoOnNotify

The IDLitIMessaging::DoOnNotifiy procedure method is used to broadcast a notification message to iTool component objects that are observing the source of the message.

See the "IDLitIMessaging::AddOnNotifyObserver" on page 3805, and "IDLitIMessaging::RemoveOnNotifyObserver" on page 3817 methods for more information on notification messages.

See "iTool Messaging System" (Chapter 2, *iTool Developer's Guide*) for a more in-depth discussion of notification.

Syntax

Obj->[IDLitIMessaging::]DoOnNotify, *IdOriginator*, *IdMessage*, *Value*

Arguments

IdOriginator

A string value identifying the item that is the source of the message. Normally, *IdOriginator* is the object identifier of the object that calls this method, but it can be any string value.

IdMessage

A string that will uniquely identify the message being sent. The value of *IdMessage* is determined by the iTool developer; it is used by the OnNotify methods of any observer objects to determine what type of message has been received, and to act accordingly. For example, if a property value has changed, this argument might be set to the string SETPROPERTY.

Value

Any value that is associated with the message being sent. For example, if a SETPROPERTY message was sent, *Value* might contain the name of the property changed. If no value is associated with the message, set this argument to a null string (' ').

Keywords

None

Version History

6.0	Introduced

IDLitIMessaging::ErrorMessage

The IDLitIMessaging::ErrorMessage procedure method is used to display an error message to the user.

The actual method used to display the message to the user depends on the user interface in use. Normally, this method will display a modal dialog.

Syntax

Obj->[IDLitIMessaging::]ErrorMessage, *StrMessage*[, SEVERITY=*integer*]
   [, TITLE=*string*] [, /USE_LAST_ERROR]

Arguments

StrMessage

A scalar string or string array containing a description of the error.

Keywords

SEVERITY

Set this keyword to the severity code to use for this message. The system recognizes the following values:

- 0 = Informational
- 1 = Warning
- 2 = Error

TITLE

Set this keyword to the title that should be displayed as part of the prompt. In most cases, this value is placed in the title bar of the modal dialog.

USE_LAST_ERROR

If this keyword is set, the system will use the information that was part of the last error signaled to the iTool. The last error may have been set either by a previous call to this method or by a call to the IDLitIMessaging::SignalError method.

Version History

6.0	Introduced

IDLitIMessaging::GetTool

The IDLitIMessaging::GetTool function method returns an object reference to the iTool object associated with the object on which it is called.

Syntax

Result = Obj->[IDLitIMessaging::]GetTool()

Return Value

Returns an object reference to the iTool object associated with the object on which the GetTool is called. If the object is not contained by an iTool, this function returns a null object reference.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitIMessaging::ProbeStatusMessage

The IDLitIMessaging::ProbeStatusMessage procedure method is used to display a status message to the user, which is displayed in a data-specific region of the user interface. Unlike other messages that require immediate acknowledgement by the user, a status message is passive and no response is needed.

The actual method used to display the value to the user depends on the user interface in use. In a standard iTool included with IDL, this status message is displayed in the lower right corner of the iTool window.

Syntax

Obj->[IDLitIMessaging::]ProbeStatusMessage, *StrMessage*

Arguments

StrMessage

A scalar string that is displayed in the data-specific status area.

Keywords

None

Version History

6.0	Introduced

IDLitIMessaging::ProgressBar

The IDLitIMessaging::ProgressBar function method is used to display a progress bar to the user and update the displayed values.

On the initial call to this method, a dialog is displayed. The dialog remains active until the method is called with the /SHUTDOWN keyword.

The actual method used to display the message to the user depends on the user interface in use. Normally, the progress bar is displayed as a modal dialog.

Syntax

Result = Obj->[IDLitIMessaging::]ProgressBar(*StrMessage* [, CANCEL=*string*] [, PERCENT=*value*] [, /SHUTDOWN])

Return Value

Returns 1 if the progress bar was displayed successfully, or 0 otherwise.

Arguments

StrMessage

A scalar string or string array containing a description of the action taking place.

Keywords

CANCEL

Set this keyword to a string containing the text for the Cancel button on the Progress Bar. If this keyword is not specified, or is set to a null string, then the string "Cancel" is used.

PERCENT

Set this keyword to a value between 0 and 100 that represents the "percentage complete" value to be shown on the progress bar.

SHUTDOWN

If set, any progress bar that is being displayed is removed from the user interface.

Version History

6.0	Introduced
6.1	Added CANCEL keyword

IDLitIMessaging::PromptUserText

The IDLitIMessaging::PromptUserText function method is used to prompt the iTool user with a question and retrieve a text answer. The text answer is returned to the caller of this method via a supplied IDL variable.

The actual method used to prompt the user depends on the user interface in use. Normally, the prompt is displayed as a modal dialog.

Syntax

Result = Obj->[IDLitIMessaging::]PromptUserText(*StrPrompt*, *Answer*
    [, TITLE=*string*])

Return Value

Returns 1 if the prompt was displayed and the user clicked the **OK** button. If the user clicks the **Cancel** button or dismisses the dialog, the return value is 0.

Arguments

StrPrompt

A scalar string or string array containing a prompt for the user to respond to.

Answer

A named variable that will contain the string value entered by the user.

Keywords

TITLE

Set this keyword to a string representing the title of the prompt. This value is placed in the title bar of the modal dialog.

Version History

6.0	Introduced

IDLitIMessaging::PromptUserYesNo

The IDLitIMessaging::PromptUserYesNo function method is used to prompt the user with a yes or no question and return an answer.

The actual method used to prompt the user depends on the user interface in use. Normally, the prompt is displayed as a modal dialog.

Syntax

Result = Obj->[IDLitIMessaging::]PromptUserYesNo(*StrPrompt*, *Answer*
   [, TITLE=*string*])

Return Value

Returns 1 if the dialog executed properly and returned a value in the variable specified. You must check the value stored in the variable specified as the *Answer* argument to determine which button the user pressed.

Arguments

StrPrompt

A scalar string or string array containing a prompt for the user to respond to.

Answer

A named variable that will contain 1 if the user answered Yes to the prompt and 0 if the user answered No.

Keywords

TITLE

Set this keyword to the title that should be displayed as part of the prompt. In most cases, this value is placed in the title bar of the modal dialog.

Version History

6.0	Introduced

IDLitIMessaging::RemoveOnNotifyObserver

The IDLitIMessaging::RemoveOnNotifyObserver procedure method is used to un-register a specified iTool component object as wishing to receive messages generated by the DoOnNotify method of another specified iTool component object. This method reverses the action of calling the IDLitIMessaging::AddOnNotifyObserver method.

Syntax

Obj->[IDLitIMessaging::]RemoveOnNotifyObserver, *IdObserver*, *IdSubject*

Arguments

IdObserver

The object identifier of an iTool component object that is currently registered as an observer of the component specified by *IdSubject*. Often, this is the object identifier of the object on which method is being called.

IdSubject

The object identifier of the iTool component object that *IdObserver* is currently registered as observing. This is normally the object identifier of a particular iTool component object, but it can be any scalar string.

Keywords

None

Version History

6.0	Introduced

IDLitIMessaging::SignalError

The IDLitIMessaging::SignalError procedure method is used to signal an error in the system. No user interface is displayed to the user, but the error is registered with the system, made the current error, and recorded by the iTool log service (if enabled).

Note ——

If this method is used to signal an error, the IDLitIMessaging::ErrorMessage method can be called with the /USE_LAST_ERROR keyword to use the information set by this method.

——

Syntax

Obj->[IDLitIMessaging::]SignalError, *StrMessage* [, CODE=*integer*]
   [, SEVERITY=*integer*]

Arguments

StrMessage

A scalar string or string array containing a description of the error.

Keywords

CODE

Set this keyword to an integer that represents an error code that can be associated with the error. Error codes can be any integer value specified by the iTool developer.

SEVERITY

Set this keyword to the severity code to use for this message. The system recognizes the following values:

- 0 = Informational
- 1 = Warning
- 2 = Error

Version History

6.0	Introduced

IDLitIMessaging::StatusMessage

The IDLitIMessaging::StatusMessage procedure method is used to display a status message to the user. Unlike other messages that require immediate acknowledgement by the user, a status message is passive and no response is needed.

The actual method used to display the value to the user depends on the user interface in use. In a standard iTool included with IDL, this status message is displayed in the lower left corner of the iTool window.

Syntax

Obj->[IDLitIMessaging::]StatusMessage, *StrMessage*
    [, SEGMENT_IDENTIFIER=*string*]

Arguments

StrMessage

A scalar string that is displayed as a status message to the user.

Keywords

SEGMENT_IDENTIFIER

Set this keyword to a string containing the relative identifier of the status bar segment in which the message is to be displayed. By default, iTools have two status bar segments, a described in "Status Messages" (Chapter 12, *iTool Developer's Guide*). By default, the StatusMessage method changes the value of the Status segment; that segment's identifier is 'MESSAGE'.

To change the value of the Probe Status segment, use the segment identifier 'PROBE'. Alternately, you can use the IDLitIMessaging::ProbeStatusMessage method.

Version History

6.0	Introduced
6.1	Added SEGMENT_IDENTIFIER keyword

IDLitManipulator

The IDLitManipulator class provides the base functionality of the iTools manipulator system. Most automation and functional capabilities of the manipulator system are provided by this class. Tasks performed by this class include:

- Selection operations and associated selection state management.
- Automated mouse cursor management (changing the cursor as the mouse traverses different items in the current visualization).
- System event settings management.
- Coordination between the manipulator and manipulator visualization system.

This class is written in the IDL language. Its source code can be found in the file `idlitmanipulator__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Note
See Chapter 8, "Creating a Manipulator" (*iTool Developer's Guide*) for information on creating a custom manipulator.

Superclasses

IDLitComponent

IDLitIMessaging

Note
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitManipulator::Init" on page 3836.

Properties

Objects of this class have the following properties. See "IDLitManipulator Properties" on page 3824 for details on individual properties.

- BUTTON_EVENTS

- DEFAULT_CURSOR
- DESCRIPTION
- DISABLE
- KEYBOARD_EVENTS
- MOTION_EVENTS
- OPERATION_IDENTIFIER
- PARAMETER_IDENTIFIER
- TRANSIENT_DEFAULT
- TRANSIENT_MOTION
- TYPES
- VIEWS_ONLY
- VISUAL_TYPE

In addition, objects of this class inherit the properties of the superclass of this class.

Methods

This class has the following methods:

- IDLitManipulator::Cleanup
- IDLitManipulator::CommitUndoValues
- IDLitManipulator::GetCursorType
- IDLitManipulator::GetProperty
- IDLitManipulator::Init
- IDLitManipulator::OnKeyboard
- IDLitManipulator::OnLoseCurrentManipulator
- IDLitManipulator::OnMouseDown
- IDLitManipulator::OnMouseMotion
- IDLitManipulator::OnMouseUp
- IDLitManipulator::OnWheel
- IDLitManipulator::RecordUndoValues
- IDLitManipulator::RegisterCursor

- • IDLitManipulator::SetCurrentManipulator
- • IDLitManipulator::SetProperty

In addition, this class inherits the methods of its superclass.

Examples

See Chapter 8, "Creating a Manipulator" (*iTool Developer's Guide*) for examples.

Version History

6.0	Introduced
6.4	Added OnWheel method

IDLitManipulator Properties

IDLitManipulator objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitManipulator::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitManipulator::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitManipulator::SetProperty.

Note ———
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
———

Objects of this class have the following properties.

- BUTTON_EVENTS
- DEFAULT_CURSOR
- DESCRIPTION
- DISABLE
- KEYBOARD_EVENTS
- MOTION_EVENTS
- OPERATION_IDENTIFIER
- PARAMETER_IDENTIFIER
- TRANSIENT_DEFAULT
- TRANSIENT_MOTION
- TYPES
- VIEWS_ONLY
- VISUAL_TYPE

In addition, objects of this class inherit:

- IDLitComponent
- IDLitIMessaging

BUTTON_EVENTS

A boolean value controlling whether mouse button events are generated. If set, mouse button up and button down events will be dispatched to this manipulator. These events are enabled by default.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEFAULT_CURSOR

A string containing the name of the default cursor for the manipulator. This is the name of the cursor that is displayed if no items are hit during mouse cursor motion. The default manipulator cursor is set to 'ARROW'. Allowable values are:

- ARROW
- CROSSHAIR
- ICON
- IBEAM
- MOVE
- ORIGINAL
- SIZE_NE
- SIZE_NW
- SIZE_SE
- SIZE_SW
- SIZE_NS
- SIZE_EW
- UP_ARROW

Property Type	String		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

Note ──

Set a pre-defined default cursor using the Init or SetProperty method. Set a custom cursor as the default cursor using the IDLitManipulator::RegisterCursor method's DEFAULT keyword.

──

DESCRIPTION

A string representing the full name or description of this object.

Property Type	STRING		
Name String	Description		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DISABLE

A boolean value indicating that the manipulator should be disabled. Disabling a manipulator prevents it from being chosen by a user or by the iTool system. The default value is 0b (false).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

KEYBOARD_EVENTS

A boolean value controlling whether keyboard events are generated. If set, keyboard events will be dispatched to the manipulator. These events are enabled by default.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MOTION_EVENTS

A boolean value controlling whether motion events are generated. If set, motion events will be dispatched to this manipulator. These events are enabled by default.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OPERATION_IDENTIFIER

A string identifier for the operation that is associated with the manipulator. This identifier specifies the operation that is used by the undo-redo system to transact the actions performed by this manipulator. If not specified, the manipulator actions are not recorded by the undo-redo system.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

Note
See "Manipulators and the Undo/Redo System" (Chapter 8, *iTool Developer's Guide*) for information on configuring a custom manipulator to support undo/redo operations.

PARAMETER_IDENTIFIER

A string identifier specifying which parameter the operation should query when transacting the manipulator. If specified, this identifier is used in conjunction with the operation specified by the OPERATION_IDENTIFIER property to transact the operations performed by a manipulator. The parameter is primarily used to specify the property identifier for manipulators that change the values of properties.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

Note
See "Retrieving Property Information" (Appendix A, *iTool Developer's Guide*) for more information about property identifiers and names. See "Manipulators and the Undo/Redo System" (Chapter 8, *iTool Developer's Guide*) for information on configuring a custom manipulator to support undo/redo operations.

TRANSIENT_DEFAULT

An integer value used to indicate that the manipulator is *transient*, which causes the system to automatically switch to the default manipulator when this manipulator's

mouse actions are complete (that is, when the OnMouseUp method has been called) or when an end-of-keyboard-entry character (carriage return or escape key) is detected. The default value is 0.

This property can be set to any of the following values:

- 0 = No transient behavior

- 1 = Mouse transient behavior is enabled. When a mouse button up is detected, the manipulation system will switch to the default manipulator for the system

- 2 = Keyboard transient behavior is enabled. When a carriage return or escape key is pressed, the system will switch to the default manipulator for the system

- 3 = Both keyboard and mouse transient behavior are enabled

Property Type	Enumerated List		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TRANSIENT_MOTION

A boolean value controlling whether transient motion events are generated. If set, the manipulator will generate motion events beginning when the OnMouseDown method is called and ending when the OnMouseUp method is called. The default value is 0b (false).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TYPES

A string array specifying the visualization types that this manipulator can operate on. If not specified, the manipulator will support all registered visualization types.

Allowable TYPES values are those returned by the IDLitVisualization::GetTypes method.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: Yes	Registered: No

VIEWS_ONLY

A boolean value controlling the content of the manipulator hierarchy. If set, the manipulator will only operate on views in the manipulator hierarchy. The default value is 0b (false).

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

VISUAL_TYPE

A string representing the type of selection visual to use with this manipulator. The VISUAL_TYPE property should match the corresponding property of an IDLitManipulatorVisual object. This high-level abstraction allows similar selection visuals to be assigned across multiple manipulators. The default value is an empty string.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IDLitManipulator::Cleanup

The IDLitManipulator::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitManipulator::]Cleanup()   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::CommitUndoValues

The IDLitManipulator::CommitUndoValues function method is used to complete a transaction that is occurring as a result of the manipulator interaction. This method works in conjunction with the RecordUndoValues method.

When a manipulator interaction is complete, the manipulator should call this method, which in turn calls the RecordFinalValues method of the operation associated with the manipulator. The RecordFinalValues method records any information needed to undo the operation and places the information in the iTool's undo-redo transaction buffer.

For interactive manipulators, the CommitUndoValues method should be called by the OnMouseUp method.

Note

This method must be called on the current manipulator before being called on a superclass to ensure that the current selection state maintained by the manipulator is valid.

Syntax

Result = Obj->[IDLitManipulator::]CommitUndoValues([/UNCOMMIT])

Return Value

Returns 1 if the commit was successful, or 0 otherwise.

Arguments

None

Keywords

UNCOMMIT

Set this keyword to discard any pending information from a previous call to RecordUndoValues. The interaction is not recorded in the iTool's undo-redo transaction buffer.

Version History

6.0	Introduced

IDLitManipulator::GetCursorType

The IDLitManipulator::GetCursorType function method retrieves the name of the cursor to display for the manipulator. The name of the cursor can be used with the SetCurrentCursor method of the IDLitWindow component.

The system will use this method to automatically change the cursor when the mouse traverses the contents of a visualization window. As the mouse transverses the window, the name for the hit item that is part of the current selection group is retrieved and passed to this routine. This action gives the manipulator the ability to change cursors depending on the area of the visualization the cursor is over.

Syntax

Result = Obj->[IDLitManipulator::]GetCursorType(*TypeIn, KeyMods*)

Return Value

Returns a string containing the name of the cursor. If nothing is matched, an empty string is returned.

Note

This name is defined during cursor registration using the IDLitManipulator::RegisterCursor method.

Arguments

TypeIn

A string variable containing the name of the portion of the selection visual for which the cursor is being requested.

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values

1 = SHIFT Key

2 = CTRL Key

4 = CAPS LOCK key

8 = ALT key

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::GetProperty

The IDLitManipulator::GetProperty procedure method retrieves the value of an IDLitManipulator property, and should be called by the subclass's GetProperty method. This method also retrieves properties defined in the superclass.

Syntax

Obj->[IDLitManipulator::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitManipulator Properties" on page 3824 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitManipulator::Init

The IDLitManipulator::Init function method initializes the IDLitManipulator object, and should be called by the subclass's Init method. This method also calls the superclass's Init method.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitManipulator'[, *PROPERTY=value*])

or

Result = Obj->[IDLitManipulator::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitManipulator Properties" on page 3824 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulator::OnKeyboard

The IDLitManipulator::OnKeyboard procedure method is used when a keyboard event occurs on the target IDLitWindow.

Syntax

Obj->[IDLitManipulator::]OnKeyboard, *Win*, *IsASCII*, *Character*, *KeyValue*, *X*, *Y*, *Press*, *Release*, *KeyMods*

Arguments

Win

An object reference for the IDLitWindow from which the event came.

IsASCII

A Boolean value to determine if the character is in the ASCII character set. This value is True if the character is in the ASCII character set.

KeyValue

The numeric value representing the key pressed if the key is non-ASCII. The possible numeric values are:

- 1 = Shift
- 2 = Control
- 3 = Caps Lock
- 4 = Alt
- 5 = Left
- 6 = Right
- 7 = Up
- 8 = Down
- 9 = Page Up
- 10 = Page Down
- 11 = Home
- 12 = End

Character

A string containing the ASCII character of the key pressed.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

Press

A Boolean value to determine if the current event is a key press. This value is True if the event is pressing the key

Release

A Boolean value to determine if the current event is a key release. This value is True if event is releasing the key

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key
- 2 = CTRL key
- 4 = CAPS LOCK key
- 8 = ALT key

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::OnLoseCurrentManipulator

The IDLitManipulator::OnLoseCurrentManipulator procedure method is used when this manipulator is no longer the current manipulator in the system.

Note ───

This method is designed to be implemented by a subclass of IDLitManipulator, to perform any cleanup work necessary when a new manipulator is selected.

───

Syntax

Obj->[IDLitManipulator::]OnLoseCurrentManipulator

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::OnMouseDown

The IDLitManipulator::OnMouseDown procedure method is used when a mouse down event occurs on the target IDLitWindow. When applied, this method will perform a select operation on the current contents of the target IDLitWindow.

When overriding this method in a sub-class, this method is normally the first task performed so that the instance data of the object is properly setup.

If the manipulator is in the middle of a mouse-down, mouse-up transaction, the following instance data will be valid:

- ButtonPress — Set to the mouse buttons pressed.
- nSelectionList — The number of items selected.
- pSelectionList — A pointer to the objects current selected in the iTool.

These values can be helpful in performing actions in the manipulator and are automatically managed. See "Using Manipulator Public Instance Data" (Chapter 8, *iTool Developer's Guide*) for more information.

Syntax

Obj->[IDLitManipulator::]OnMouseDown, *Win*, *X*, *Y*, *IButton*, *KeyMods*, *NClicks*

Arguments

Win

An object reference for the IDLitWindow from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

IButton

An integer value representing the mask for the button pressed:

- 1 = Left
- 2 = Middle
- 4 = Right

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key

- 2 = CTRL key

- 4 = CAPS LOCK key

- 8 = ALT key

NClicks

An integer value representing number of clicks

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::OnMouseMotion

The IDLitManipulator::OnMouseMotion procedure method implements the OnMouseMotion method. If no mouse button is down, this method manages the setting of the cursor on the IDLitWindow object.

If the manipulator is in the middle of a mouse-down, mouse-up transaction, the following instance data will be valid:

- ButtonPress — Set to the mouse buttons pressed.

- nSelectionList — The number of items selected.

- pSelectionList — A pointer to the objects current selected in the iTool.

These values can be helpful in performing actions in the manipulator and are automatically managed. See "Using Manipulator Public Instance Data" (Chapter 8, *iTool Developer's Guide*) for more information.

Syntax

Obj->[IDLitManipulator::]OnMouseMotion, *Win*, *X*, *Y*, *KeyMods*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key
- 2 = CTRL key
- 4 = CAPS LOCK key
- 8 = ALT key

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::OnMouseUp

The IDLitManipulator::OnMouseUp procedure method is used when a mouse up event occurs on the target IDLitWindow object.

When overriding this method in a sub-class, this method is normally the last task performed so that the instance data of the object is properly setup.

Syntax

Obj->[IDLitManipulator::]OnMouseUp, *Win*, *X*, *Y*, *IButton*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

IButton

An integer value representing the mask for the button pressed:

- 1 = Left
- 2 = Middle
- 4 = Right

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::OnWheel

The IDLitManipulator::OnWheel procedure method handles notification (from the native window device) that a mouse wheel event has occurred.

Note ──

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitManipulator, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

───

Syntax

Obj->[IDLitManipulator::]OnWheel, *Win*, *X*, *Y*, *Delta*, *Modifiers*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Delta

A long integer giving the direction and distance that the wheel was rolled. Pushing the wheel towards the front of the mouse generates positive values, pulling the wheel towards the back of the mouse generates negative values. The magnitude of the value depends on the device setting for the individual mouse.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the wheel event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-7: Modifier Values

Keywords

None

Version History

6.4	Introduced

IDLitManipulator::RecordUndoValues

The IDLitManipulator::RecordUndoValues function method is used to begin recording the transaction that is occurring as a result of the manipulator interaction. This method works in conjunction with the CommitUndoValues method.

To capture information for the undo-redo system of the tools framework, the initial and final values for the items that the manipulator will adjust must be recorded. This recording process is accomplished with the RecordUndoValues and CommitUndoValues methods.

These two methods make use of the operation that is associated with this manipulator (specified by the OPERATION_IDENTIFIER keyword to the Init method) to capture the needed information. When the RecordUndoValues method is called, the manipulator will retrieve the operation associated with this manipulator and call the RecordInitialValues method on this operation. The RecordInitialValues method is called with a command set, the list of currently selected items (which the manipulator is operating on) and the value that was provided by the PARAMETER_IDENTIFIER keyword to this manipulator. This method will record any information needed to undo the operation and place the values in the provided command set. See IDLitOperation for more information on operations.

For interactive manipulators, the RecordUndoValues method is called as part of the OnMouseDown method.

Syntax

Result = Obj->[IDLitManipulator::]RecordUndoValues()

Return Value

Returns a 1 if recording was successful, or 0 otherwise.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitManipulator::RegisterCursor

The IDLitManipulator::RegisterCursor procedure method defines the appearance and name of a cursor associated with the manipulator.

Syntax

Obj->[IDLitManipulator::]RegisterCursor, *ArrCursor*, *Name* [, /DEFAULT]

Return Value

None

Arguments

ArrCursor

This must be a 16 element string array of 16 characters each that represents a window cursor. The array can consist of the "#" character, space and non-space characters, and optionally, a "$" character as follows:

- The "#" characters define the black outline of the cursor.
- Any non-space characters define the shape of the white mask. Adding a mask ensures the cursor's visibility in light and dark areas of a visualization.
- The "$" defines a hot spot.

See CREATE_CURSOR for more information on the structure of the cursor array.

Name

A string value identifying the cursor.

Note
This name should be returned by the IDLitManipulator::GetCursorType function method for your manipulator.

Keywords

DEFAULT

Set this keyword to specify this cursor as the default cursor for the manipulator. If no cursor is specified as the default cursor, then the standard arrow is used.

Note

This will be the cursor used if the GetCursorType method returns a null string.

Example

The RegisterCursor method is typically called within the scope of a manipulator's
initialization so that the cursor appears when the manipulator (`my_manip`) is
activated. The following code defines the appearance of the manipulator cursor and
sets it as the default.

```
; Define the default cursor for this manipulation.
strArray = [ $
    '                ', $
    '                ', $
    '                ', $
    '                ', $
    '                ', $
    '   .#.      .#.  ', $
    '  .#.........#.  ', $
    '.#############.', $
    '###....$.....###', $
    '.#############.', $
    '  .#.........#.  ', $
    '   .#.      .#.  ', $
    '                ', $
    '                ', $
    '                ', $
    '                ']

; Register the new cursor with the manipulator.
my_manip->RegisterCursor, strArray, 'SCROLL', /DEFAULT
```

Version History

6.1	Introduced

IDLitManipulator::SetCurrentManipulator

The IDLitManipulator::SetCurrentManipulator procedure method sets the manipulator as the current manipulator in the system.

Syntax

Obj->[IDLitManipulator::]SetCurrentManipulator [, *Item*]

Arguments

Item

If this method is being called on a manipulator container object, *Item* can optionally be set to a string containing the relative object ID of the manipulator that should be set as the current manipulator. If *Item* is not supplied, the manipulator on which the method is called is set as the current manipulator.

Keyword

None

Version History

6.0	Introduced

IDLitManipulator::SetProperty

The IDLitManipulator::SetProperty procedure method sets the value of an
IDLitManipulator property, and should be called by the subclass's SetProperty
method. This method also calls the superclass's SetProperty method.

Syntax

Obj->[IDLitManipulator::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitManipulator Properties" on page 3824 that contains
the word "Yes" in the "Set" column of the properties table can be set using this
method. To set the value of a property, specify the property name as a keyword set
equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulatorContainer

The IDLitManipulatorContainer class allows for the construction of manipulator hierarchies. Building on the functionality provided by the IDLitManipulator class, the manipulator container implements the concept of a *current manipulator* for the items it contains.

This class is written in the IDL language. Its source code can be found in the file `idlitmanipulatorcontainer__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitContainer

Note ───
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.
───

Creation

See "IDLitManipulatorContainer::Init" on page 3861.

Properties

Objects of this class have the following properties. See "IDLitManipulatorContainer Properties" on page 3856 for details on individual properties.

- AUTO_SWITCH

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLitManipulatorContainer::Add
- IDLitManipulatorContainer::GetCurrent
- IDLitManipulatorContainer::GetCurrentManipulator
- IDLitManipulatorContainer::GetProperty

- IDLitManipulatorContainer::Init
- IDLitManipulatorContainer::OnKeyboard
- IDLitManipulatorContainer::OnMouseDown
- IDLitManipulatorContainer::OnMouseMotion
- IDLitManipulatorContainer::OnMouseUp
- IDLitManipulatorContainer::OnWheel
- IDLitManipulatorContainer::SetCurrent
- IDLitManipulatorContainer::SetCurrentManipulator
- IDLitManipulatorContainer::SetProperty

In addition, this class inherits the methods of its superclasses.

Version History

6.0	Introduced
6.4	Added OnWheel method

IDLitManipulatorContainer Properties

IDLitManipulatorContainer objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the table are retrieved via IDLitManipulatorContainer::GetProperty. Properties with the word "Yes" in the "Init" column of the property table are set via IDLitManipulatorContainer::Init. Properties with the word "Yes" in the "Set" column in the property table are set via IDLitManipulatorContainer::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- AUTO_SWITCH

In addition, objects of this class inherit:

- IDLitContainer

AUTO_SWITCH

A boolean that, if set, causes the manipulator container to automatically change the value of its current child manipulator depending on the portion of the selection visual hit during a mouse down operation. This is performed by matching the name of the portion of the selection visual hit during the mouse down operation and the name of the sub-manipulators of this container.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

IDLitManipulatorContainer::Add

The IDLitManipulatorContainer::Add procedure method is used to add a new manipulator to the container.

Syntax

Obj->[IDLitManipulatorContainer::]Add, *Manipulator*

Arguments

Manipulator

The new manipulator to add to this manipulator container. When completed, this manipulator is also set to the current manipulator for this manipulator container.

Keywords

All keywords are passed to the IDLitContainer superclass during the add operation.

Version History

6.0	Introduced

IDLitManipulatorContainer::GetCurrent

The IDLitManipulatorContainer::GetCurrent function method is used to get the object reference of the current manipulator of the container.

Syntax

Result = Obj->[IDLitManipulatorContainer::]GetCurrent()

Return Value

Returns an object reference to the current manipulator for this container or a null object reference if no manipulators are contained by the container.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::GetCurrentManipulator

The IDLitManipulatorContainer::GetCurrentManipulator function method is used to get the current manipulator of the system. When applied, this function method causes a traversal of the manipulator hierarchy, returning the current leaf manipulator of the system.

Syntax

Result =
   Obj->[IDLitManipulatorContainer::]GetCurrentManipulator([, /IDENTIFIER])

Return Value

Returns an object reference to the current manipulator in the system. If the IDENTIFIER keyword is set, the routine will return the identifier for the current manipulator.

Arguments

None

Keywords

IDENTIFIER

If set, the identifier of the current manipulator is returned. If not set, the current manipulator itself is returned.

Version History

6.0	Introduced

IDLitManipulatorContainer::GetProperty

The IDLitManipulatorContainer::GetProperty procedure method retrieves the value of an IDLitManipulatorContainer property, and should be called by the subclass's GetProperty method. This method also retrieves properties defined in the superclass.

Syntax

Obj->[IDLitManipulatorContainer::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitManipulatorContainer Properties" on page 3856 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitManipulatorContainer::Init

The IDLitManipulatorContainer::Init function method initializes the IDLitManipulatorContainer object, and should be called by the subclass's Init method. This method also calls the superclass's Init method.

Note ───────────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitManipulatorContainer'[, *PROPERTY=value*])

or

Result = Obj->[IDLitManipulatorContainer::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitManipulatorContainer Properties" on page 3856 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulatorContainer::OnKeyboard

The IDLitManipulatorContainer::OnKeyboard procedure method is used when a keyboard event occurs on the target IDLitWindow object. If the current child manipulator supports keyboard events, the OnKeyboard method for that manipulator is called.

Syntax

Obj->[IDLitManipulatorContainer::]OnKeyboard, *Win*, *IsASCII*, *Character*, *Key Value, X*, Y, *Press*, *Release*, *KeyMods*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

IsASCII

A Boolean value to determine if the character is in the ASCII character set. This value is True if the character is in the ASCII character set.

KeyValue

The numeric value representing a non-ASCII key pressed. The possible values are:

- 1 = Shift
- 2 = Control
- 3 = Caps Lock
- 4 = Alt
- 5 = Left
- 6 = Right
- 7 = Up
- 8 = Down
- 9 = Page Up
- 10 = Page Down
- 11 = Home
- 12 = End

Character

A string containing the ASCII character of the key pressed

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

Press

A Boolean value to determine if the current event is a key press. This value is True if the event is pressing the key

Release

A Boolean value to determine if the current event is a key release. This value is True if event is releasing the key

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key
- 2 = CTRL key
- 4 = CAPS LOCK key
- 8 = ALT key

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::OnMouseDown

The IDLitManipulatorContainer::OnMouseDown procedure method is used when a mouse down event occurs on the target IDLitWindow object. When applied and auto-switch mode is enabled in the container, the current child manipulator will be determined by matching the type of the visualization hit with the identifier of the sub-manipulators contained in this container. If no match is made, the default child manipulator is selected. Once complete, normal processing continues.

If the current sub-manipulator supports mouse button events, its OnMouseDown method is called.

Syntax

Obj->[IDLitManipulatorContainer::]OnMouseDown, *Win*, *X*, *Y*, *IButton*, *KeyMods*, *NClicks*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

IButton

An integer value representing the mask for the button pressed:

- 1 = Left
- 2 = Middle
- 4 = Right

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key
- 2 = CTRL key
- 4 = CAPS LOCK key
- 8 = ALT key

NClicks

An integer value representing number of clicks

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::OnMouseMotion

The IDLitManipulatorContainer::OnMouseMotion procedure method implements the OnMouseMotion method. If no mouse button is down and auto-switch mode is enabled, this method manages the setting of the cursor on the IDLitWindow object. Otherwise if the current sub-manipulator supports motion events, its OnMouseMotion method is called.

Syntax

Obj->[IDLitManipulatorContainer::]OnMouseMotion, *Win*, *X*, *Y*, *KeyMods*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

KeyMods

An integer representing the keyboard modifiers for the button. These can have one of the following values:

- 1 = SHIFT key
- 2 = CTRL key
- 4 = CAPS LOCK key
- 8 = ALT key

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::OnMouseUp

The IDLitManipulatorContainer::OnMouseUp procedure method is used when a mouse up event occurs on the target IDLitWindow object. When applied, the container will call the OnMouseUp method of the current child manipulator if that manipulator supports button events.

Syntax

Obj->[IDLitManipulatorContainer::]OnMouseUp, *Win*, *X*, *Y*, *IButton*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A floating-point value representing the *x*-coordinate in the window's coordinates.

Y

A floating-point value representing the *y*-coordinate in the window's coordinates.

IButton

An integer value representing the mask for the button pressed:

- 1 = Left
- 2 = Middle
- 4 = Right

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::OnWheel

The IDLitManipulatorContainer::OnWheel procedure method handles notification (from the native window device) that a mouse wheel event has occurred.

Note ——————————————————————————————

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLitManipulatorContainer, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLitManipulatorContainer::]OnWheel, *Win*, *X*, *Y*, *Delta*, *Modifiers*

Arguments

Win

An object reference for the IDLitWindow object from which the event came.

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Delta

A long integer giving the direction and distance that the wheel was rolled. Pushing the wheel towards the front of the mouse generates positive values, pulling the wheel towards the back of the mouse generates negative values. The magnitude of the value depends on the device setting for the individual mouse.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the wheel event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-8: Modifier Values

Keywords

None

Version History

6.4	Introduced

IDLitManipulatorContainer::SetCurrent

The IDLitManipulatorContainer::SetCurrent procedure method is used to set a manipulator within the container to be the current manipulator.

Syntax

Obj->[IDLitManipulatorContainer::]SetCurrent, *Manipulator*

Arguments

Manipulator

The object reference of the manipulator to be set as current in the manipulator container. This manipulator must be contained in the container or an error is thrown.

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::SetCurrentManipulator

The IDLitManipulatorContainer::SetCurrentManipulator procedure method is used to set the current child manipulator in a manipulator hierarchy. When applied, the manipulator will use the provided identifier to call the SetCurrentManipulator on the target child manipulator. If the provided identifier is null, the default manipulator is set as current.

Syntax

Obj->[IDLitManipulatorContainer::]SetCurrentManipulator, *Identifier*

Arguments

Identifier

Either the identifier for the manipulator that is to be made current in the system or its object reference.

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorContainer::SetProperty

The IDLitManipulatorContainer::SetProperty procedure method sets the value of an IDLitManipulatorContainer property, and should be called by the subclass's SetProperty method. This method also calls the superclass's SetProperty method.

Syntax

Obj->[IDLitManipulatorContainer::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitManipulatorContainer Properties" on page 3856 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulatorManager

The IDLitManipulatorManager class is a specialization of a IDLitManipulatorContainer class that acts as the root of a manipulator hierarchy. In addition, this class provides the functionality that allows it to interface with external elements in the iTool system.

This class is written in the IDL language. Its source code can be found in the file `idlitmanipulatormanager__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitManipulatorContainer

Note ——

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitManipulatorManager::Init" on page 3881.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLitManipulatorManager::Add
- IDLitManipulatorManager::AddManipulatorObserver
- IDLitManipulatorManager::GetDefaultManipulator
- IDLitManipulatorManager::Init
- IDLitManipulatorManager::RemoveManipulatorObserver

In addition, this class inherits the methods of its superclass.

Version History

6.0	Introduced

IDLitManipulatorManager Properties

Objects of this class have no properties of their own, but do have properties inherited from its superclass.

Objects in this class inherit:

- IDLitManipulatorContainer

IDLitManipulatorManager::Add

The IDLitManipulatorManager::Add procedure method is used to add manipulators to the manipulator manager. This method uses the add functionality of its superclass to add the given manipulator to the hierarchy and checks the default keyword to determine if the given manipulator should be treated as the default for the system.

Syntax

Obj->[IDLitManipulatorManager::]Add, *Manipulator* [, /DEFAULT]

Arguments

Manipulator

A manipulator to add to the manipulator manager

Keywords

DEFAULT

If set, the added manipulator is made default for the system. This is primarily used with manipulators that implement transient behavior (mouse or keyboard). When these manipulators complete interaction, the current manipulator of the system is set to the default manipulator.

Version History

6.0	Introduced

IDLitManipulatorManager::AddManipulatorObserver

The IDLitManipulatorManager::AddManipulatorObserver procedure method is used to add an observer to the manipulator system. An observer object is notified when the current manipulator of the manipulator hierarchy changes.

To perform this action, the observer object must implement the method OnManipulatorChange. This method has the following signature:

```
PRO ObjectClass::OnManipulatorChange, Subject
```

Where *Subject* is this class, the manipulator manager.

Syntax

Obj->[IDLitManipulatorManager::]AddManipulatorObserver, *Observer*

Arguments

Observer

A scalar or array of objects that implement the manipulator observer interface.

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorManager::GetDefaultManipulator

The IDLitManipulatorManager::GetDefaultManipulator function method returns a reference to the manipulator that was most recently added as the default manipulator. The return value is a reference to an IDLitManipulator object, or the NULL object reference if no manipulators have been added as a default.

Syntax

Result = Obj->[IDLitManipulatorManager::]GetDefaultManipulator()

Keywords

None

Arguments

None

Version History

6.1	Introduced

IDLitManipulatorManager::Init

The IDLitManipulatorManager::Init function method initializes the IDLitManipulatorManager object, and should be called by the subclass's Init method. This method also calls the superclass's Init method.

Note _____

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

_____

Syntax

Obj = OBJ_NEW('IDLitManipulatorManager' [, *PROPERTY=value*])

or

Result = Obj->[IDLitManipulatorManager::]Init([*PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitManipulatorManager Properties" on page 3877 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulatorManager::RemoveManipulatorObserver

The IDLitManipulatorManager::RemoveManipulatorObserver procedure method is used to remove a manipulator observer from the manipulator object. If the value for the *Observer* argument is not a valid manipulator observer, this method does nothing and no error is reported.

Syntax

Obj->[IDLitManipulatorManager::]RemoveManipulatorObserver, *Observer*

Arguments

Observer

A scalar or array of objects that are to be removed from this container

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorVisual

The IDLitManipulatorVisual class implements methods that allow the iTool developer to create visual elements that are associated with an interactive manipulator. IDLitManipulatorVisual objects are not intended to be created as standalone entities; rather, this class should be included as the superclass of another iTool class.

Superclasses

IDLgrModel

IDLitIMessaging

Note ———————————————————————————————————————
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.
——

Creation

See "IDLitManipulatorVisual::Init" on page 3890.

Properties

Objects of this class have the following properties. See "IDLitManipulatorVisual Properties" on page 3886 for details on individual properties.

- UNIFORM_SCALE
- VISUAL_TYPE

Methods

This class has the following methods:

- IDLitManipulatorVisual::Cleanup
- IDLitManipulatorVisual::GetProperty
- IDLitManipulatorVisual::Init
- IDLitManipulatorVisual::SetProperty

Version History

6.0	Introduced

IDLitManipulatorVisual Properties

IDLitManipulatorVisual objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitManipulatorVisual::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitManipulatorVisual::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitManipulatorVisual::SetProperty.

Note ───
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
───

Objects of this class have the following properties.

- UNIFORM_SCALE
- VISUAL_TYPE

In addition, objects of this class inherit:

- IDLgrModel
- IDLitIMessaging

UNIFORM_SCALE

Set this property to create a manipulator visual which should be scaled equally in all three dimensions when fitting the manipulator visual to the size of its associated visualization. If this property is not set, then the manipulator visual will use a different scale factor in the *x*, *y*, and *z* dimensions, in order to match its associated visualization.

Property Type	Boolean		
Name String	*not applicable*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

VISUAL_TYPE

Set this keyword to a string representing the manipulator visual type. The VISUAL_TYPE property should match the corresponding string in its associated IDLitManipulator object. When a new manipulator is selected in an iTool, the

VISUAL_TYPE property on the manipulator object is used to search for a corresponding manipulator visual.

Property Type	String		
Name String	*not applicable*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IDLitManipulatorVisual::Cleanup

The IDLitManipulatorVisual::Cleanup procedure method performs all cleanup on the object, and should be called by the Cleanup method of a subclass.

Note ──

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitManipulatorVisual::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitManipulatorVisual::GetProperty

The IDLitManipulatorVisual::GetProperty procedure method retrieves the value of an IDLitManipulatorVisual property.

Syntax

Obj->[IDLitManipulatorVisual::]GetProperty

Arguments

None

Keywords

Any property listed under "IDLitManipulatorVisual Properties" on page 3886 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitManipulatorVisual::Init

The IDLitManipulatorVisual::Init function method initializes the IDLitManipulatorVisual object, and should be called by the Init method of a subclass.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitManipulatorVisual'[, *PROPERTY=value*])

or

Result = Obj->[IDLitManipulatorVisual::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitManipulatorVisual Properties" on page 3886 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitManipulatorVisual::SetProperty

The IDLitManipulatorVisual::SetProperty procedure method sets the value of an IDLitManipulatorVisual property.

Syntax

Obj->[IDLitManipulatorVisual::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitManipulatorVisual Properties" on page 3886 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitOperation

The IDLitOperation class is the basis for all iTool operations. It defines how an operation is executed and how information about the operation is recorded for the command transaction (undo-redo) system.

An operation encapsulates a specific set of tasks that perform some atomic action on a target. Between executions of the operation, no state values other than properties of the operation itself are maintained by this object. Two major areas of functionality are provided: automated operation execution and undo-redo capabilities.

Once defined, the operation object exposes a set of properties whose values can affect how the operation executes. The properties that an operation exposes are valid across multiple executions; properties can be set interactively via the Operation browser or programmatically using the operation object's GetProperty and SetProperty methods.

Note
For operations that act directly on data items that underlie a visualization, consider basing your operation class on the IDLitDataOperation class. IDLitDataOperation is a subclass of IDLitOperation that automates many of the target-selection and undo-redo mechanisms that must be provided by operation classes based directly on this class.

For a detailed discussion of both the IDLitOperation and IDLitDataOperation classes, see Chapter 7, "Creating an Operation" (*iTool Developer's Guide*).

This class is written in the IDL language. Its source code can be found in the file idlitoperation__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

IDLitComponent

IDLitIMessaging

Note
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitOperation::Init" on page 3902.

Properties

Objects of this class have the following properties. See "IDLitOperation Properties" on page 3896 for details on individual properties.

- EXPENSIVE_COMPUTATION
- REVERSIBLE_OPERATION
- SHOW_EXECUTION_UI
- TYPES

In addition, objects of this class inherit the properties of all superclasses of this class.

Note

By default, for IDLitOperation and its subclasses, the NAME property is hidden and the DESCRIPTION property is desensitized. This prevents a user from changing the name of an operation via the property sheet, which could change the name of a menu item. If you wish to expose these properties for your own subclass of IDLitOperation, you will need to unhide and sensitize the NAME and DESCRIPTION properties in your Init method.

Methods

This class has the following methods:

- IDLitOperation::Cleanup
- IDLitOperation::DoAction
- IDLitOperation::GetProperty
- IDLitOperation::Init
- IDLitOperation::QueryAvailability
- IDLitOperation::RecordFinalValues
- IDLitOperation::RecordInitialValues
- IDLitOperation::RedoOperation
- IDLitOperation::SetProperty

- IDLitOperation::UndoOperation

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced
6.2	Added QueryAvailability method

See Also

IDLitDataOperation

IDLitOperation Properties

IDLitOperation objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the properties table can be retrieved via IDLitOperation::GetProperty. Properties with the word "Yes" in the "Init" column of the properties table can be initialized via IDLitOperation::Init. Properties with the word "Yes" in the "Set" column of the properties table can be set via IDLitOperation::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- EXPENSIVE_COMPUTATION
- REVERSIBLE_OPERATION
- SHOW_EXECUTION_UI
- TYPES

In addition, objects of this class inherit:

- IDLitComponent
- IDLitIMessaging

EXPENSIVE_COMPUTATION

Set this property to 1 to indicate that a computation of the operation is *expensive*. Expensive computations are those that require significant memory or processing time to execute. Individual operations should use the value of this property to determine whether the results of the operation should be cached to avoid re-execution when undoing or redoing.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

REVERSIBLE_OPERATION

Set this property to 1 to indicate that the operation is *reversible*. When an operation is reversible, it can be undone by applying an operation rather than restoring a stored value. Rotation by a specified angle is an example of an operation that is reversible, since applying another rotation by the complementary angle returns the visualization to its original state. Individual operations should use the value of this property to determine how the operation should be undone.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

SHOW_EXECUTION_UI

Set this property to 1 to indicate that the operation should display a user interface element such as a dialog when the operation is executed. The flag is ignored by the IDLitOperation itself, but can be used by subclasses (notably IDLitDataOperation) to determine when to display user interface elements. This property is registered, but it is hidden by default.

Property Type	Boolean		
Name String	Show Dialog		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

TYPES

Set this property to a string or an array of strings indicating the data or visualization types to which the operation can be applied. iTools data types are described in Chapter 3, "Data Management" (*iTool Developer's Guide*); iTools visualization types are described in Chapter 6, "Creating a Visualization" (*iTool Developer's Guide*). Set this property to a null string (' ') to specify that the operation can be applied to data and visualizations of all types.

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLitOperation::Cleanup

The IDLitOperation::Cleanup procedure method performs all cleanup on the object.

Note ———

An operation based on the IDLitOperation class need not implement this method if the operation does not allocate any pointers or object references of its own.

Note ———

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitOperation::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitOperation::DoAction

The IDLitOperation::DoAction function method is called when an operation is requested by the iTools system, either as the result of a user action such as selection of a menu item or toolbar button, or by another operation.

Note ———————————————————————

Every operation based directly on the IDLitOperation class must implement its own DoAction method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

———————————————————————————————

A specific operation class' implementation of this method must create an initialized IDLitCommandSet object, execute the operation, and return the command set object to the caller. DoAction can also call the IDLitOperation::RecordInitialValues and IDLitOperation::RecordFinalValues methods to ensure that the appropriate values are committed to the undo-redo transaction buffer.

If your operation changes the values of its own registered properties (as the result of user interaction with a dialog or other interface element called by DoUIService, for example), be sure to call the RecordInitialValues and RecordFinalValues methods. This ensures that changes made through the dialog are placed in the undo-redo transaction buffer.

Note ———————————————————————

If you are creating an operation that acts directly on the data that underlies a visualization, consider using the IDLitDataOperation class rather than the IDLitOperation class. IDLitDataOperation provides additional automation of the Undo/Redo mechanism.

———————————————————————————————

Syntax

Result = Obj->[IDLitOperation::]DoAction(*Tool*)

Return Value

If successful, this method returns an IDLitCommandSet object or array of IDLitCommandSet objects that will be placed in the iTool's command buffer. The command set object will be passed to the UndoOperation and RedoOperation methods as necessary. If not successful, this method returns a null object reference.

Note ———————————————————————————————————

The OPERATION_IDENTIFIER property of the command set object returned by the IDLitOperation::DoAction method is set equal to the full identifier of the operation itself. This implies that UndoOperation and RedoOperation methods exist for the operation, and that they implement the necessary undo and redo mechanisms. If you are overriding this method, you must either ensure that the appropriate UndoOperation and RedoOperation methods exist, or manually create an IDLitCommandSet object with the OPERATION_IDENTIFIER set to another operation that is capable of undoing or redoing the changes made by your method.

Arguments

Tool

An object reference to the iTool object on which the operation executes.

Keywords

None

Version History

6.0	Introduced

IDLitOperation::GetProperty

The IDLitOperation::GetProperty procedure method retrieves the value of a property or group of properties of an operation object.

Note ────────────────────────────────

An operation based on the IDLitOperation class *must* implement this method if the operation defines one or more properties not inherited from the superclass. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

──

Syntax

Obj->[IDLitOperation::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitOperation Properties" on page 3896 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Example

To retrieve the value of the REVERSIBLE_OPERATION property:

```
Obj->IDLitOperation::GetProperty, REVERSIBLE_OPERATION = rev
```

Version History

6.0	Introduced

IDLitOperation::Init

The IDLitOperation::Init function method initializes the IDLitOperation object and sets properties that define the behavior the operation provides.

Note ───────────────────────────────────────

An operation based on the IDLitOperation class *must* implement this method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

───

Note ───────────────────────────────────────

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitOperation' [, *PROPERTY=variable*])

or

Result = Obj->[IDLitOperation::]Init([, *PROPERTY=variable*])   *(In a lifecycle method only.*)

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitOperation Properties" on page 3896 that contains the word "Yes" in the "Init" column of the properties table can be initialized during

object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitOperation::QueryAvailability

The IDLitOperation::QueryAvailability function method is automatically called by the iTool to determine whether this operation is applicable for the selected data and/or visualization. By default, whenever selection changes in the tool, the operation is queried to determine if its type matches the type of the visualization or the data within the visualization. The menu item or toolbar button associated with the operation is then enabled or disabled automatically.

If you are writing a subclass of IDLitOperation and you do not want to use the standard type matching, you might want to override this method in your own subclass.

Syntax

Result = Obj->[IDLitOperation::]QueryAvailability(*Tool*, *SelTypes*)

Return Value

This method returns a 1 if the object is applicable for the selected items, or 0 (zero) otherwise.

Arguments

Tool

An object reference to the iTool object on which the operation executes.

SelTypes

A string array containing the types of the currently selected visualizations. For an explanation of iTool types, see "Predefined iTool Visualization Classes" (Chapter 6, *iTool Developer's Guide*).

Keywords

None

Version History

6.2	Introduced

IDLitOperation::RecordFinalValues

The IDLitOperation::RecordFinalValues function method records the information needed to redo an operation. Information about individual operations is recorded in IDLitCommand objects, which are in turn stored in an IDLitCommandSet object that is passed to the IDLitOperation::UndoOperation and IDLitOperation::RedoOperation methods.

Note

If you are creating an operation that acts directly on the data that underlies a visualization, consider using the IDLitDataOperation class rather than the IDLitOperation class. IDLitDataOperation provides additional automation of the Undo and Redo mechanisms.

If this method is implemented for an operation, it should do the following:

- Retrieve the appropriate IDLitCommand object from the IDLitCommandSet object specified as the first parameter,

- Record any information necessary to redo the operation in the IDLitCommand object,

- Return 1 for success.

Syntax

Result = Obj->[IDLitOperation::]RecordFinalValues(*CommandSet*, *Targets* [*, IdProperty*])

Return Value

The return value is 1 if the final values were recorded successfully, or zero otherwise.

Arguments

CommandSet

An IDLitCommandSet object that encapsulates all information recorded for this execution of the operation. The command set object is generally created by the IDLitOperation::DoAction method, which then calls the RecordInitialValues method to store the initial state of the target object.

Targets

An array of objects that are the targets of this operation. In most cases, the target objects are the currently selected objects, as returned by the IDLitTool::GetSelectedItems method.

IdProperty

A property identifier string specifying the target property or parameter of the operation.

Keywords

None

Version History

6.0	Introduced

IDLitOperation::RecordInitialValues

The IDLitOperation::RecordInitialValues function method records the information needed to undo an operation. Information about individual operations is recorded in IDLitCommand objects, which are in turn stored in an IDLitCommandSet object that is passed to the IDLitOperation::UndoOperation and IDLitOperation::RedoOperation methods.

Note ──

If you are creating an operation that acts directly on the data that underlies a visualization, consider using the IDLitDataOperation class rather than the IDLitOperation class. IDLitDataOperation provides additional automation of the Undo and Redo mechanisms.

──

If this method is implemented for an operation, it should do the following:

- Create an IDLitCommand object, setting its TARGET_IDENTIFIER property to the identifier of the target object

- Record any information necessary to redo the operation in the IDLitCommand object

- Add the IDLitCommand object to the IDLitCommandSet object specified as the first parameter

- Return 1 for success

Syntax

Result = Obj->[IDLitOperation::]RecordInitialValues(*CommandSet*, *Targets* [, *IdProperty*])

Return Value

The return value is 1 if the initial values were recorded successfully, or zero otherwise.

Arguments

CommandSet

An IDLitCommandSet object that encapsulates all information recorded for this execution of the operation. The command set object is generally created by the

IDLitOperation::DoAction method, which then calls the RecordInitialValues method to store the initial state of the target object.

Targets

An array of objects that are the targets of this operation. In most cases, the target objects are the currently selected objects, as returned by the IDLitTool::GetSelectedItems method.

IdProperty

A property identifier string specifying the target property or parameter of the operation.

Keywords

None

Version History

6.0	Introduced

IDLitOperation::RedoOperation

The IDLitOperation::RedoOperation function method is called by the iTool system when the user requests the re-execution of an operation (usually by selecting Redo from the iTool Edit menu or toolbar).

Note ───

An operation based on the IDLitOperation class *must* implement this method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

───

Note ───

If you are creating an operation that acts directly on the data that underlies a visualization, consider using the IDLitDataOperation class rather than the IDLitOperation class. IDLitDataOperation provides additional automation of the Undo and Redo mechanisms.

───

If this method is implemented for an operation, it should do the following:

- • Retrieve the IDLitCommand objects from the IDLitCommandSet object passed as the first argument,

- • For each IDLitCommand object, retrieve the target of the operation, using the TARGET_IDENTIFIER property,

- • Retrieve the stored information and use it to redo the operation,

- • Return 1 for success.

Syntax

Result = Obj->[IDLitOperation::]RedoOperation(*CommandSet*)

Return Value

The return value is 1 if the operation was redone successfully, or zero otherwise.

Arguments

CommandSet

An IDLitCommandSet object that contains all the IDLitCommand objects that were stored during the original execution of the operation.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitOperation::RecordFinalValues, IDLitOperation::RecordInitialValues,
IDLitOperation::UndoOperation

IDLitOperation::SetProperty

The IDLitOperation::SetProperty procedure method sets the value of a property or group of properties for the operation.

Note ———

An operation based on the IDLitOperation class *must* implement this method if the operation defines one or more properties not inherited from the superclass. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

——

Syntax

Obj->[IDLitOperation::]SetProperty [, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitOperation Properties" on page 3896 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitOperation::UndoOperation

The IDLitOperation::UndoOperation function method is called by the iTool system when the user requests the un-execution of an operation (usually by selecting Undo from the iTool Edit menu or toolbar).

Note ————————————————————————————————

An operation based on the IDLitOperation class *must* implement this method. See Chapter 7, "Creating an Operation" (*iTool Developer's Guide*) for details.

Note ————————————————————————————————

If you are creating an operation that acts directly on the data that underlies a visualization, consider using the IDLitDataOperation class rather than the IDLitOperation class. IDLitDataOperation provides additional automation of the Undo and Redo mechanisms.

If this method is implemented for an operation, it should do the following:

- Retrieve the IDLitCommand objects from the IDLitCommandSet object passed as the first argument,

- For each IDLitCommand object, retrieve the target of the operation, using the TARGET_IDENTIFIER property,

- Retrieve the stored information and use it to undo the operation,

- Return 1 for success.

Syntax

Result = Obj->[IDLitOperation::]UndoOperation(*CommandSet*)

Return Value

The return value is 1 if the operation was undone successfully, or zero otherwise.

Arguments

CommandSet

An IDLitCommandSet object that contains all the IDLitCommand objects that were stored during the original execution of the operation.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitOperation::RecordFinalValues, IDLitOperation::RecordInitialValues, IDLitOperation::RedoOperation

IDLitParameter

The IDLitParameter class implements parameter management methods that allow parameter names to be associated with IDLitData objects. IDLitParameter objects are not intended to be created as standalone entities; rather, this class should be included as the superclass of another iTool class.

Note ───

In the iTools system, management of data parameters is handled by the IDLitVisualization class, of which the IDLitParameter class is a superclass. In practice, this means that if you need to override any methods of the IDLitParameter class, you will do so in the definition of your visualization class. In most cases, the only method you will need to implement is the OnDataChangeUpdate method.

───

When an object that inherits from the IDLitParameter class is created, the following are created as part of the new object's instance data:

- An IDL_Container object, which will contain parameter names for all parameters registered with the object. Parameter names are discussed in "Parameters" (Chapter 3, *iTool Developer's Guide*),

- A pointer to a string array containing the parameter names for all parameters registered with the object,

- An IDLitParameterSet object, which will contain the actual IDLitData objects associated with the object's parameters. Parameter sets are discussed in "Parameter Sets" (Chapter 3, *iTool Developer's Guide*), and in "IDLitParameterSet" on page 3938.

This class is written in the IDL language. Its source code can be found in the file idlitparameter__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

None

Note ───

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

───

Creation

The objects of this class are not created as standalone objects.

Properties

Objects of this class have no properties of their own.

Methods

This class has the following methods:

- IDLitParameter::Cleanup
- IDLitParameter::GetParameter
- IDLitParameter::GetParameterAttribute
- IDLitParameter::GetParameterSet
- IDLitParameter::Init
- IDLitParameter::OnDataChangeUpdate
- IDLitParameter::OnDataDisconnect
- IDLitParameter::QueryParameter
- IDLitParameter::RegisterParameter
- IDLitParameter::SetData
- IDLitParameter::SetParameterAttribute
- IDLitParameter::SetParameterSet

Version History

6.0	Introduced

IDLitParameter Properties

Objects of this class have no properties of their own.

IDLitParameter::Cleanup

The IDLitParameter::Cleanup procedure method removes the *data observer* from each data object in the visualization object's parameter set, and cleans up the objects and pointers defined to hold parameter data when the visualization object was created.

Note ————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitParameter::]Cleanup()   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitParameter::GetParameter

The IDLitParameter::GetParameter function method retrieves the IDLitData object associated with a registered parameter.

Syntax

Result = Obj->[IDLitParameter::]GetParameter(*Name* [, /ALL]
[, COUNT=*variable*])

Return Value

Returns an object reference to the IDLitData object associated with the specified parameter name, or a null object reference if no data objects are associated with the specified parameter name.

Arguments

Name

A scalar string containing the parameter name associated with the IDLitData object to be retrieved.

Keywords

ALL

Set this keyword to retrieve all of the IDLitData objects contained in the visualization object's IDLitParameterSet object.

COUNT

Set this keyword equal to a named variable that will contain the number of items returned by this function.

Version History

6.0	Introduced

IDLitParameter::GetParameterAttribute

The IDLitParameter::GetParameterAttribute procedure method retrieves one or more parameter attributes for a registered parameter.

Syntax

Obj->[IDLitParameter::]GetParameterAttribute(*ParamName*
   [, BY_VALUE=*variable*] [, DESCRIPTION=*variable*] [, INPUT=*variable*]
   [, OPTARGET=*variable*] [, OPTIONAL=*variable*] [, OUTPUT=*variable*]
   [, TYPES=*variable*])

Arguments

ParamName

A scalar string or string array containing names of registered parameters.

Keywords

BY_VALUE

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is marked as being a by-value parameter, or a 0 (zero) if *ParamName* is marked as being a by-reference parameter.

DESCRIPTION

Set this keyword equal to a named variable that will contain the full name or description of this object.

INPUT

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an input parameter, or a 0 (zero) otherwise.

OPTARGET

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* may be the target of any operations, or a 0 (zero) otherwise.

OPTIONAL

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an optional parameter, or a 0 (zero) otherwise.

OUTPUT

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an output parameter, or a 0 (zero) otherwise.

TYPES

Set this keyword equal to a named variable that will contain a scalar string or string array giving the data types that correspond to this parameter. See "iTool Data Types" (Chapter 3, *iTool Developer's Guide*) for more on parameter data types.

Example

This example creates an iPlot tool and retrieves the description attribute of the registered parameter named "vertices":

```
IPLOT, RANDOMU(seed, 15)
idTool = ITGETCURRENT(TOOL=otool)
idPlot = oTool->FindIdentifiers('*plot*', /VISUALIZATIONS)
oPlot = oTool->GetByIdentifier(idPlot)
oPlot->GetParameterAttribute, 'vertices', DESCRIPTION=desc
PRINT, desc
```

IDL prints:

```
Vertex Data
```

Version History

6.1	Introduced

See Also

IDLitParameter::QueryParameter, IDLitParameter::RegisterParameter, IDLitParameter::SetParameterAttribute

IDLitParameter::GetParameterSet

The IDLitParameter::GetParameterSet function method returns a reference to the IDLitParameterSet object associated with the visualization object.

Syntax

Result = Obj->[IDLitParameter::]GetParameterSet([/DEEP_COPY])

Return Value

Returns an IDLitParameterSet object that contains the IDLitData objects and associated parameter names for the visualization object.

Arguments

None

Keywords

DEEP_COPY

Set this keyword to cause GetParameterSet to return a parameter set that contains *copies* of the IDLitData objects used by the visualization object's registered parameters. If this keyword is not set, the parameter set returned by this function will contain *references* to the IDLitData objects that are being used by the visualization object's registered parameters.

Version History

6.0	Introduced

IDLitParameter::Init

The IDLitParameter::Init function method initializes object instance fields that contain parameter data. Since the IDLitParameter class is always used as a superclass of another class (IDLitVisualization, in the context of the iTool system), initializing this class simply initializes the objects and pointers used to store parameter information in the IDLitVisualization object.

Note

Init methods are special lifecycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Result = Obj->[IDLitParameter::]Init()   *(In a lifecycle method only.)*

Return Value

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitParameter::OnDataChangeUpdate

The IDLitParameter::OnDataChangeUpdate method is called when a data value has been updated or a new data object has been associated with the visualization object.

Note

A visualization class based on the IDLitVisualization class *must* implement this method in order for changes or additions to the data parameters to be updated automatically in the resulting visualizations.

Syntax

Obj->[IDLitParameter::]OnDataChangeUpdate, *Data*, *ParameterName*

Arguments

Data

An object reference to the IDLitData object or the IDLitParameterSet object containing the changed parameter data. If *Data* is an IDLitParameterSet object, the *ParameterName* argument must be set to the string `'<PARAMETER SET>'`.

ParameterName

An upper-case scalar string containing the name of the parameter that has changed. The parameter specified via this argument must be registered with the visualization object. If *oData* is an IDLitParameterSet object, this argument must be set to the string `'<PARAMETER SET>'`.

Keywords

None

Example

Normally, an implementation of this method will contain a CASE statement that switches based on the value of the *ParameterName* argument. For example, the following code handles a parameter named `z`:

```
PRO MyVis::OnDataChangeUpdate, oData, ParameterName

CASE ParameterName OF
   'Z': BEGIN
      ;; do something with the z data
   END
   '<PARAMETER SET>': BEGIN
      oZ = oData->GetByName('Z')
      ;; do something with the z data.
   END
ENDCASE

END
```

Note

The Z parameter is handled twice — once if supplied as an individual IDLitData object and once if supplied via the IDLitParameterSet object.

See "Creating an OnDataChangeUpdate Method" in the section "Creating a New Visualization Type" (Chapter 6, *iTool Developer's Guide*) for more discussion of the OnDataChangeUpdate method.

Version History

6.0	Introduced

IDLitParameter::OnDataDisconnect

The IDLitParameter::OnDataDisconnect procedure method is called when a data value has been disconnected from a parameter. The general idea is that when a data item is disassociated from a visualization parameter, one or more properties of the visualization may need to be reset to reasonable default values.

Note ──

A visualization class based on the IDLitVisualization class *must* implement this method in order for changes or additions to the data parameters to be updated automatically in the resulting visualizations.

──

Syntax

Obj->[IDLitParameter::]OnDataDisconnect, *ParameterName*

Arguments

ParameterName

An upper-case string containing the name of the parameter that was disconnected. The parameter must have been previously registered with the visualization.

Keywords

None

Example

Normally, an implementation of this method will contain a CASE statement that switches based on the value of the *ParameterName* argument. For example, the following sample code performs some action when the parameter name is TEXTURE:

```
PRO MyVis::OnDataDisconnect, ParameterName

CASE ParameterName OF
   'TEXTURE': BEGIN
   ;; do something to remove the ref. of the texture
   END
ENDCASE

END
```

Version History

6.0	Introduced

IDLitParameter::QueryParameter

The IDLitParameter::QueryParameter function method checks whether a parameter is registered, or retrieves a list of the names of all registered parameters.

Syntax

Result = Obj->[IDLitParameter::]QueryParameter([*ParamName*]
    [, COUNT=*variable*])

Return Value

If *ParamName* is a scalar string, this function returns a 1 if *ParamName* corresponds to a valid registered parameter, or a 0 otherwise. If *ParamName* is an array, the result is an array of 1s and 0s. If *ParamName* is not specified, *Result* is a string array containing the names of all registered parameters.

Arguments

ParamName

A scalar string or string array containing parameter names. If *ParamName* is not supplied, this function returns a list of all registered parameters.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of parameters in *Result*. If *ParamName* is not supplied, then COUNT contains the number of registered parameters. If *ParamName* is supplied then COUNT contains the total number of matched parameters.

Example

This example creates an iPlot tool and tests whether a the plot visualization has a registered parameter named "vertices":

```
IPLOT, RANDOMU(seed, 15)
idTool = ITGETCURRENT(TOOL=otool)
idPlot = oTool->FindIdentifiers('*plot*', /VISUALIZATIONS)
oPlot = oTool->GetByIdentifier(idPlot)
PRINT, oPlot->QueryParameter('vertices')
```

IDL prints:

```
1
```

Continuing the same example, we now query for the names of all parameters of the plot visualization:

```
Params = oPlot->QueryParameter(COUNT=count)
FOR i=0,count-1 DO PRINT, Params[i]
```

IDL prints:

```
Y
X
VERTICES
Y ERROR
X ERROR
PALETTE
VERTEX_COLORS
```

Version History

6.1	Introduced

See Also

IDLitParameter::GetParameter, IDLitParameter::GetParameterAttribute, IDLitParameter::RegisterParameter, IDLitParameter::SetParameterAttribute

IDLitParameter::RegisterParameter

The IDLitParameter::RegisterParameter procedure method registers a parameter with the visualization object. Registered parameters are displayed in the iTool parameter editor dialog, allowing users to interactively assign data values to individual visualization parameters.

Syntax

Obj->[IDLitParameter::]RegisterParameter, *Name* [, /BY_VALUE]
    [, DESCRIPTION=*string*] [, /INPUT] [, /OPTARGET] [, /OPTIONAL]
    [, /OUTPUT] [, TYPES=*string*]

Arguments

Name

Set this argument to a string specifying the name of the parameter.

Keywords

BY_VALUE

Set this keyword to indicate that this parameter is a by-value parameter. If a parameter is marked as by value, when data is associated with it a copy of the data is made and managed by this class.

DESCRIPTION

Set this keyword to a string giving the full name or description of this object.

INPUT

Set this keyword to indicate that this is an input parameter.

OPTARGET

Set this keyword to indicate that this parameter may be the target of any operations.

OPTIONAL

If this keyword is set, then this parameter is an optional parameter, and it is not required to be set. The default is OPTIONAL=0, indicating that it is required to be set.

OUTPUT

Set this keyword to indicate that this is an output parameter.

TYPES

Set this keyword to a scalar string or string array giving the data types that correspond to this parameter. See "iTool Data Types" (Chapter 3, *iTool Developer's Guide*) for more on parameter data types.

Version History

6.0	Introduced

IDLitParameter::SetData

The IDLitParameter::SetData function method is used to set data in this interface, associating a data object with a given parameter. This method can automatically perform type matching to determine which parameter to associate with a particular parameter or the user can specify a parameter name.

If a parameter name is provided by the user via the PARAMETER_NAME keyword, this method will query the given data object for a data item that is of one of the types supported by this parameter and associate the found data item with the parameter. This could be the data object provided or if the data object contains other data objects, one of its children. If a type match doesn't occur, the method will return 0.

If no parameter name is provided, this method will start with the first available parameter (non-associated parameters, starting with op-targets first) and attempt to perform a data type match. When a data type match between the parameter and the provided data item (or one of its contained items) the association between the two are made.

When a data match has been made, this object is made an observer of the data object and if the NO_UPDATE keyword is not set, the OnDataChangeUpdate() method is called on this object.

If a type match is found, but the given parameter already has a data object associated with it, the type match will continue.

If a match cannot be found, a value of 0 is returned.

Syntax

Result = Obj->[IDLitParameter::]SetData(*Data* [, /BY_VALUE] [, /NO_UPDATE] [, PARAMETER_NAME=*string*])

Return Value

Returns 1 if the IDLitData object was successfully matched with a parameter registered with the visualization object, or 0 otherwise.

Arguments

Data

An IDLitData object to be matched with a parameter registered with the visualization object.

Keywords

BY_VALUE

Set this keyword to cause *Data* to be copied and managed by the visualization's parameter interface. If this keyword is not set, the data object is managed by the iTool system, and can be altered by other iTools.

NO_UPDATE

Set this keyword to prevent the OnDataChangeUpdate method from being called when *Data* is associated with one of the visualization object's registered parameters. If this keyword is not set, the OnDataChangeUpdate method is called, providing the opportunity for subclasses of the visualization object to be notified that data associated with the parameter interface has changed.

PARAMETER_NAME

Set this keyword to a scalar string containing the name of the registered parameter with which *Data* should be associated. If the iTool data type of the data contained in *Data* does not match one of the data types supported by the specified registered parameter, *Data* will not be associated with the registered parameter and this function will return zero.

Version History

6.0	Introduced

IDLitParameter::SetParameterAttribute

The IDLitParameter::SetParameterAttribute procedure method sets one or more parameter attributes for a registered parameter.

Syntax

Obj->IDLitParameter::SetParameterAttribute(*ParamName*
    [, /BY_VALUE=*variable*] [, /DESCRIPTION=*variable*] [, /INPUT=*variable*]
    [, /OPTARGET=*variable*] [, /OPTIONAL=*variable*] [, /OUTPUT=*variable*]
    [, /TYPES=*variable*])

Arguments

ParamName

A scalar string or string array containing names of registered parameters. If *ParamName* is an array, the specified attribute values are set on all parameters in the array.

Keywords

BY_VALUE

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is marked as being a by-value parameter, or a 0 (zero) if *ParamName* is marked as being a by-reference parameter.

DESCRIPTION

Set this keyword equal to a named variable that will contain the full name or description of this object.

INPUT

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an input parameter, or a 0 (zero) otherwise.

OPTARGET

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* may be the target of any operations, or a 0 (zero) otherwise.

OPTIONAL

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an optional parameter, or a 0 (zero) otherwise.

OUTPUT

Set this keyword equal to a named variable that will contain a 1 (one) if *ParamName* is an output parameter, or a 0 (zero) otherwise.

TYPES

Set this keyword equal to a named variable that will contain a scalar string or string array giving the data types that correspond to this parameter. See "iTool Data Types" (Chapter 3, *iTool Developer's Guide*) for more on parameter data types.

Example

This example creates an iPlot tool sets the description attribute of the registered parameter named "vertices":

```
IPLOT, RANDOMU(seed, 15)
idTool = ITGETCURRENT(TOOL=otool)
idPlot = oTool->FindIdentifiers('*plot*', /VISUALIZATIONS)
oPlot = oTool->GetByIdentifier(idPlot)
oPlot->SetParameterAttribute, 'vertices', $
   DESCRIPTION='My Vertex Data'
oPlot->GetParameterAttribute, 'vertices', DESCRIPTION=desc
PRINT, desc
```

IDL prints:

```
My Vertex Data
```

Version History

6.1	Introduced

See Also

IDLitParameter::GetParameterAttribute, IDLitParameter::QueryParameter, IDLitParameter::RegisterParameter

IDLitParameter::SetParameterSet

The IDLitParameter::SetParameterSet function method is used to associate an IDLitParameterSet object with the visualization object's parameter interface. IDLitData objects contained in the parameter set object will be associated with the registered parameters of the visualization object, either based on the parameter names included in the parameter set object or on the iTool data types of the data objects. When the association of the parameter set's data objects with the visualization object's registered parameters is complete, the OnDataChangeUpdate method is called with the IDLitParameterSet object and the string '<PARAMETER SET>' as the arguments.

Note
When this method is called, the IDLitParameterSet object created when the visualization object was initialized will be disassociated from the object's parameter interface. This means that any individual data objects or parameter names previously added to the initial parameter set object will also be disassociated from the visualization object's parameter interface.

This method will not destroy or delete the information contained in the specified IDLitParameterSet object.

Syntax

Result = Obj->[IDLitParameter::]SetParameterSet(*ParamSet*)

Return Value

Returns 1 if the IDLitParameterSet object was successfully associated with the visualization object's parameter interface, or 0 otherwise.

Arguments

ParamSet

An IDLitParameterSet object to be associated with the visualization object's parameter interface.

Keywords

None

Version History

6.0	Introduced

IDLitParameterSet

The IDLitParameterSet class is a specialized subclass of the IDLitDataContainer class that provides the ability to associate names with the contained IDLitData objects. This association allows the iTool developer to package a set of data parameters in a single container, which is then provided to the iTools system for processing a display.

In addition to providing a mechanism for associating IDLitData objects with parameter names, the IDLitParameterSet class allows you to incorporate an IDLitData object for which no parameter name is provided. These *auxiliary data* items are treated as parameters for which the parameter name is a null string (`''`). The auxiliary data mechanism allows you to associate any amount of data with a parameter set without the need to define parameter names.

This class is written in the IDL language. Its source code can be found in the file `idlitparameterset__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitDataContainer

Note ───

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

───

Creation

See "IDLitParameterSet::Init" on page 3951.

Properties

Objects of this class have no properties of their own, but do have properties inherited from the superclass.

Methods

This class has the following methods:

- IDLitParameterSet::Add

- IDLitParameterSet::Cleanup
- IDLitParameterSet::Copy
- IDLitParameterSet::Get
- IDLitParameterSet::GetByName
- IDLitParameterSet::GetParameterName
- IDLitParameterSet::Init
- IDLitParameterSet::Remove

In addition, this class inherits the methods of its superclass.

Examples

See Chapter 3, "Data Management" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced

IDLitParameterSet Properties

Objects of this class have no properties of their own, but do have properties inherited from the superclass.

Objects in this class inherit:

- IDLitDataContainer

IDLitParameterSet::Add

The IDLitParameterSet::Add procedure method is used to add a data object to the parameter set.

Syntax

Obj->[IDLitParameterSet::]Add, *Data* [, PARAMETER_NAME=*string*]
   [, /PRESERVE_LOCATION]

Arguments

Data

An object reference or array of object references to IDLitData objects to be added to the parameter set.

Note ————————————————————————————————————

The objects to be added must be of class type IDLitData or a subclass of IDLitData. You cannot add the same Parameter Set object to itself.

————————————————————————————————————

Keywords

PARAMETER_NAME

Set this keyword to a string or array of strings containing the names of parameters to be associated with the data objects. If this value is not provided, a null string (' ') is associated with the data object. If the value of this keyword is an array with fewer elements than the array specified as the *Data* argument, null strings are associated with data objects for which no parameter name is specified.

PRESERVE_LOCATION

Set this keyword to leave the PARENT property of all data items specified by the *Data* argument unchanged. Normally, when an item is added to a parameter set (or any data container), the item's PARENT property is changed to be the parameter set or data container object. This, in turn, changes the data item's identifier string, since the item's location in the iTools hierarchy has changed. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for details.) In many cases, it is desirable to leave the PARENT property unchanged when adding items to a parameter set.

Version History

6.0	Introduced

See Also

IDLitParameterSet::Remove

IDLitParameterSet::Cleanup

The IDLitParameterSet::Cleanup procedure method performs all cleanup on the parameter set object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: If you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitParameterSet::]Cleanup()   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitParameterSet::Copy

The IDLitParameterSet::Copy function method will return a copy of the parameter set and its contents. All items contained in the parameter set (and their data) are copied and added to the new parameter set.

For individual data objects contained in the parameter set, the following values are *not* copied:

- Values of unregistered properties.

- Values of properties registered after the data object is created.

- Property attribute values.

Note ──

If the data within the contained data object consists of object references, only the object references are copied.

──

Note ──

When a parameter set is copied, a new copy of each item in the parameter set is created with a new, unique, iTool identifier, even if the data item was originally added with the PRESERVE_LOCATION keyword set.

──

Syntax

Result = Obj->[IDLitParameterSet::]Copy()

Return Value

Returns an IDLitParameterSet object that is a copy of the parameter set object on which the method was called.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitParameterSet::Get

The IDLitParameterSet::Get function method is used to retrieve one or more
IDLitData objects from the parameter set.

Syntax

Result = *Obj*->[IDLitParameterSet::]Get([, /ALL] [, COUNT=*variable*]
   [, NAME=*variable*] [, POSITION=*integer*])

Return Values

Returns an object reference or array of object references to the IDLitData objects
specified, or returns -1 if the method fails.

Arguments

None

Keywords

ALL

Set this keyword to return an array containing object references to all IDLitData
items in the parameter set.

COUNT

Set this keyword equal to a named variable that will contain the number of items
returned by this function.

NAME

Set this keyword equal to a named variable that will contain a string or string array of
the parameter names associated with the returned IDLitData objects. If a returned
data object has no parameter name, a null string (' ') is returned.

POSITION

Set this keyword equal to a scalar or array containing the zero-based indices of the
positions of the desired IDLitData objects within the parameter set.

Version History

6.0	Introduced

IDLitParameterSet::GetByName

The IDLitParameterSet::GetByName function method returns the IDLitData object associated with a specified named parameter.

Syntax

Result = *Obj*->[IDLitParameterSet::]GetByName(*Names* [, COUNT=*variable*]
    [, NAME=*variable*])

Return Value

An object reference or array of object references to the IDLitData objects specified by the *Names* argument. If no matching parameter names are found, a null object is returned.

Note

If multiple parameter names are specified, the IDLitData objects are returned in the order in which they are stored in the IDLitParameterSet object, which is not necessarily the same as the order specified in the *Names* argument. Use the value returned by the NAME keyword to associate the parameter names with IDLitData objects in the returned array.

Arguments

Names

A scalar string or string array that contains the parameter names of the IDLitData objects to be retrieved from the parameter set.

Note

Parameter names can be supplied in any case; the search is case insensitive.

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of items returned by this function.

NAME

Set this keyword equal to a named variable that will contain a scalar string or string array of the parameter names of the IDLitData objects returned by this method. When multiple parameter names are specified via the *Names* argument, the array returned in the NAME variable can be used to sort through the returned IDLitData objects by matching the indices of the two returned arrays.

Version History

6.0	Introduced

IDLitParameterSet::GetParameterName

The IDLitParameterSet::GetParameterName function method retrieves the name of a specified parameter using a provided data object.

Syntax

Result = Obj->[IDLitParameterSet::]GetParameterName(*Data*, *Name)*

Return Value

Returns an integer 1 if a parameter name was found for the specified IDLitData object, or 0 if no parameter name was found.

Arguments

Data

An IDLitData object for which the parameter name is being requested.

Name

A named variable that will contain the parameter name associated with the object specified by the *oData* argument. If no parameter name is associated with the object specified by the *oData* argument, a null string (' ') is returned.

Keywords

None

Version History

6.0	Introduced

IDLitParameterSet::Init

The IDLitParameterSet::Init function method initializes the IDLitParameter object.

Note ——————————————————————————————————

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

——

Syntax

Obj = OBJ_NEW('IDLitParameterSet')

or

Result = Obj->[IDLitParameterSet::]Init()   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or 0 otherwise.

Arguments

None

Keywords

The IDLitParameterSet object has no properties of its own, but inherits the properties of its superclass, IDLitDataContainer. Any property listed under "IDLitDataContainer Properties" on page 3752 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitParameterSet::Remove

The IDLitParameterSet::Remove procedure method is used to remove a data item from the parameter set.

Syntax

Obj->[IDLitParameterSet::]Remove [, *Items*] [, /ALL] [, POSITION=*integer*]

Arguments

Items

An object reference or array of object references to IDLitData objects to be removed from the parameter set.

Keywords

ALL

Set this keyword to remove all items from the parameter set. If this keyword is set, the *Items* parameter is not required.

POSITION

Set this keyword equal to a scalar or array containing the zero-based indices within the parameter set of the specified IDLitData objects to be removed. If this keyword is set, the *Items* parameter is not required

Version History

6.0	Introduced

See Also

IDLitParameterSet::Add

IDLitReader

The IDLitReader class defines the interface used to construct file readers for the iTools framework. Objects of this class are not intended to be created as standalone entities; rather, this class should be included as the superclass of an iTool file reader class.

This class is written in the IDL language. Its source code can be found in the file `idlitreader__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitComponent

IDLitIMessaging

Note ───

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

──

Creation

See "IDLitReader::Init" on page 3962.

Properties

Objects of this class do not have any properties of their own, but do have properties inherited from any superclasses.

Methods

This class has the following methods:

- IDLitReader::Cleanup
- IDLitReader::GetData
- IDLitReader::GetFileExtensions
- IDLitReader::GetFilename
- IDLitReader::GetProperty

- IDLitReader::Init
- IDLitReader::IsA
- IDLitReader::SetFilename
- IDLitReader::SetProperty

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 9, "Creating a File Reader" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced

IDLitReader Properties

Objects of this class do not have any properties of their own, but do have properties inherited from any superclasses.

Objects in this class inherit:

- IDLitComponent
- IDLitIMessaging

IDLitReader::Cleanup

The IDLitReader::Cleanup procedure method performs all cleanup on the object, and should be called by the subclass' Cleanup method.

Note ————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitReader::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitReader::GetData

The IDLitReader::GetData function method is called by the system to retrieve the data from the current file. When called, the reader should access the current filename and read the desired data. Once the information is loaded, the reader should place the obtained data in a data object, which is then passed back to the system.

This method will contain a majority of the implementation for a new reader class.

Syntax

Result = Obj->[IDLitReader::]GetData(*Data*)

Return Value

Returns a 1 if successful, or a 0 if the initialization failed.

Arguments

Data

A data object that contains the read information. The reader determines the exact type and format of this data object, which keys off the type of information being read and what the format supports.

Keywords

None

Version History

6.0	Introduced

IDLitReader::GetFileExtensions

The IDLitReader::GetFileExtensions function method is called by the system to retrieve the file extensions supported by this particular reader.

Syntax

Result = Obj->[IDLitReader::]GetFileExtensions([, COUNT=*variable*])

Return Value

Returns a scalar or string array that contains the file extensions associated with this reader.

Arguments

None

Keywords

COUNT

Set this keyword equal to a named variable that will contain the number of items returned by this function.

Version History

6.0	Introduced

IDLitReader::GetFilename

The IDLitReader::GetFilename function method is called by the system to retrieve the current filename associated with this reader. Due to the automated nature of the file reader system, filenames can be associated with a file reader and then read at a later time. This method allows direct access to the file currently associated with the reader.

In addition, this methodology is helpful when multiple reads are performed from a given file.

Syntax

Result = Obj->[IDLitReader::]GetFilename()

Return Value

Returns a string containing the current file name associated with this reader, or an empty string if no filename has been associated.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitReader::GetProperty

The IDLitReader::GetProperty procedure method retrieves the value of an IDLitReader property, and should be called by the subclass' GetProperty method. This method also retrieves properties defined in the superclasses.

Syntax

Obj->[IDLitReader::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitReader Properties" on page 3956 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitReader::Init

The IDLitReader::Init function method initializes the IDLitReader object, and should be called by the subclass' Init method. This method also calls the superclass' Init method.

Note ―――――――――――――――――――――――――――――――――――――

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

―――

Syntax

Obj = OBJ_NEW('IDLitReader' [, *Extensions*] [, *PROPERTY=value*])

or

Result = Obj->[IDLitReader::]Init([, *Extensions*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Extensions

A optional argument containing a scalar or string array with the file extensions that are common for this file type. These values should not include the period that is often associated with file extensions (i.e., a correct value is 'jpeg' and not '.jpeg'). If this argument is not set, or if a null string is provided, IDL does not include this file reader in the list of filters in a file-selection dialog, but still uses it when attempting to match a file to a reader.

Keywords

Any property listed under "IDLitReader Properties" on page 3956 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitReader::IsA

The IDLitReader::IsA function method is called by the system to determine if the given file is of the type supported by this file reader. Often this is used to determine what file reader to use when opening a new file.

The default behavior provided by this method is to check the file extension on the provided file name with the extensions provided to this object during initialization.

When a new reader is implemented, the default behavior can be used, or the developer can provide further logic to determine if the provided file is the correct type.

Syntax

Result = Obj->[IDLitReader::]IsA(*Filename*)

Return Value

Returns a 1 if the reader supports this type of file, or a 0 if the reader does not support this type of file.

Arguments

Filename

A string representing of the filename, which is used to check and determine if the reader supports its format.

Keywords

None

Version History

6.0	Introduced

IDLitReader::SetFilename

The IDLitReader::SetFilename procedure method is called by the system to set the current filename associated with this reader. Due to the automated nature of the file reader system, filenames can be associated with a file reader and then the read at a later time.

Syntax

Obj->[IDLitReader::]SetFilename, *Filename*

Arguments

Filename

A string that contains the filename associated with this reader.

Keywords

None

Version History

6.0	Introduced

IDLitReader::SetProperty

The IDLitReader::SetProperty procedure method sets the value of an IDLitReader property, and should be called by the subclass' SetProperty method. This method also calls the superclass' SetProperty method.

Syntax

Obj->[IDLitReader::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitReader Properties" on page 3956 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitTool

The IDLitTool class represents all the functionality provided by a particular instance of an IDL Intelligent Tool. It provides the management systems for the underlying iTool functionality and implements the desired interfaces for external parties to interact with this functionality in a known manner.

This class is written in the IDL language. Its source code can be found in the file idlittool__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Note on the IDLitToolbase Class

All iTools included with the IDL release are based on a subclass of the IDLitTool class named IDLitToolbase. If your aim is to create a new iTool that shares the common features of the iTools included with IDL, you should base your new iTool on the IDLitToolbase class. Since IDLitToolbase is a subclass of IDLitTool, it inherits all of IDLitTool's methods and properties. Additional features included in the IDLitToolbase class are described in "Subclassing from the IDLitToolbase Class" (Chapter 5, *iTool Developer's Guide*).

Superclasses

IDLitContainer

IDLitIMessaging

Note
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitTool::Init" on page 4000.

Properties

Objects of this class have the following properties. See "IDLitTool Properties" on page 3971 for details on individual properties.

- DESCRIPTION

- ICON
- NAME
- TYPE
- UPDATE_BYTYPE
- VERBOSE
- VERSION

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLitTool::ActivateManipulator
- IDLitTool::Add
- IDLitTool::AddService
- IDLitTool::Cleanup
- IDLitTool::CommitActions
- IDLitTool::DisableUpdates
- IDLitTool::DoAction
- IDLitTool::DoSetProperty
- IDLitTool::DoUIService
- IDLitTool::EnableUpdates
- IDLitTool::FindIdentifiers
- IDLitTool::GetCurrentManipulator
- IDLitTool::GetFileReader
- IDLitTool::GetFileWriter
- IDLitTool::GetManipulators
- IDLitTool::GetOperations
- IDLitTool::GetProperty
- IDLitTool::GetSelectedItems
- IDLitTool::GetService

- IDLitTool::GetVisualization
- IDLitTool::Init
- IDLitTool::RefreshCurrentWindow
- IDLitTool::Register
- IDLitTool::RegisterCustomization
- IDLitTool::RegisterFileReader
- IDLitTool::RegisterFileWriter
- IDLitTool::RegisterManipulator
- IDLitTool::RegisterOperation
- IDLitTool::RegisterStatusBarSegment
- IDLitTool::RegisterVisualization
- IDLitTool::SetProperty
- IDLitTool::UnRegister
- IDLitTool::UnRegisterCustomization
- IDLitTool::UnRegisterFileReader
- IDLitTool::UnRegisterFileWriter
- IDLitTool::UnRegisterManipulator
- IDLitTool::UnRegisterOperation
- IDLitTool::UnRegisterStatusBarSegment
- IDLitTool::UnRegisterVisualization

In addition, this class inherits the methods of its superclasses.

Examples

See "Example: Simple iTool" (Chapter 5, *iTool Developer's Guide*).

Version History

6.0	Introduced

See Also

Chapter 5, "Creating an iTool" (*iTool Developer's Guide*)

IDLitTool Properties

IDLitTool objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitTool::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitTool::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitTool::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- DESCRIPTION
- ICON
- NAME
- TYPE
- UPDATE_BYTYPE
- VERBOSE
- VERSION

In addition, objects of this class inherit:

- IDLitContainer
- IDLitIMessaging

DESCRIPTION

This property contains a string representing the full name or description of this object.

Property Type	STRING		
Name String	Description		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

ICON

A string identifying the icon that should be used when displaying the iTool object.
See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

NAME

A string representing the name of this object.

Property Type	STRING		
Name String	Name		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TYPE

A string or vector of strings that identify the type(s) that this iTool represents.

Property Type	String		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

UPDATE_BYTYPE

A Boolean value controlling whether the given iTool will add new functionality to it
as new visualization types are added. By default, when a new visualization is added
to the iTool, any functionality associated with that visualization type is added to the
iTool. If this property is set to zero (False), this updating is disabled.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

VERBOSE

A named variable that will control the verbose logging of the iTool. If set to a non-zero value, the iTool will log more information than normal. If this keyword is set to 0, minimal logging (error conditions only) will be sent to the logging system.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

VERSION

A named variable that will be set to the version of the iTool system.

Property Type	String		
Name String	*not displayed*		
Get: Yes	Set: No	Init: Yes	Registered: No

IDLitTool::ActivateManipulator

Version History

The IDLitTool::ActivateManipulator procedure method activates a manipulator that has been registered with this tool.

Syntax

Obj->[IDLitTool::]ActivateManipulator, *Identifier* [, /DEFAULT]

Arguments

Identifier

A string representing the identifier of the manipulator to activate.

Keywords

DEFAULT

Set this keyword to a non-zero value to indicate that the default manipulator registered with this tool should be activated. If this keyword is set, the Identifier argument is ignored.

Version History

6.1	Introduced

IDLitTool::Add

The IDLitTool::Add procedure method adds any item to the iTool. If called with a Visualization, that visualization is added to the current IDLitWindow object. If called with a data object, that data object is placed in the systems data manager. All other items are added to the iTool container.

Syntax

Obj->[IDLitTool::]Add, *Item*

Arguments

Item

The item to add to the iTool.

Keywords

This method passes keywords to the Add method of the appropriate object. If the target destination is a data object, no keywords are passed. If the target destination is a visualization object, the keywords are passed to the IDLitWindow::Add method; otherwise, the keywords are passed to the IDLitContainer::Add method.

Version History

6.0	Introduced

IDLitTool::AddService

The IDLitTool::AddService procedure method adds a service to the iTool. Unlike the *register* methods, which register the definition of an object class to be instantiated later, this method takes an existing object instance and adds it to the service repository in the iTool.

The relative identifier for the service added will be SERVICES/*identifier*, where *identifier* is the value of the IDENTIFIER property of the service object.

Syntax

Obj->[IDLitTool::]AddService, *oService*

Arguments

oService

An object reference to the service to be added to the service repository.

Note

The service object reference can be retrieved later by providing the service's object identifier to the IDLitTool::GetService method.

Keywords

None

Version History

6.0	Introduced

IDLitTool::Cleanup

The IDLitTool::Cleanup procedure method performs all cleanup on the object, and should be called by the Cleanup method of a subclass.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitTool::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitTool::CommitActions

The IDLitTool::CommitActions procedure method commits all pending transactions to the undo-redo buffer and causes a refresh of the current window.

This method is designed to be used in conjunction with the IDLitTool::DoSetProperty method.

Syntax

Obj->[IDLitTool::]CommitActions

Arguments

None

Keywords

None

Version History

6.0	Introduced

See Also

IDLitTool::DoSetProperty

IDLitTool::DisableUpdates

The IDLitTool::DisableUpdates procedure method disables all drawing updates to the current window and UI updates (menu sensitivity) being passed to the user interface. After this method is called, updates are re-enabled by calling the EnableUpdates method.

Syntax

Obj->[IDLitTool::]DisableUpdates ([, PREVIOUSLY_DISABLED=*variable*])

Arguments

None

Keywords

PREVIOUSLY_DISABLED

Set this keyword to a named variable that upon return will be 1 if the tool had previously been disabled, or 0 otherwise.

Version History

6.0	Introduced
6.1	Added PREVIOUSLY_DISABLED keyword

IDLitTool::DoAction

The IDLitTool::DoAction function method initiates an operation or action in the iTool object. The identifier that is passed in as the argument to this method specifies the action that executes.

Syntax

Result = Obj->[IDLitTool::]DoAction(*Identifier*)

Return Value

Returns 1 if the action succeeds, or 0 if the action fails.

Arguments

Identifier

This argument is set to a string identifier that specifies the object in the iTool that performs the operation that it implements.

Keywords

All keywords are passed to the DoAction function of the object in the iTool that performs the operation.

Version History

6.0	Introduced

IDLitTool::DoSetProperty

The IDLitTool::DoSetProperty function method sets the value of a registered property on a target component object, and places the change in the undo/redo transaction buffer.

Note

In order to commit the change to the undo/redo transaction buffer, you must call the IDLitTool::CommitActions method. The property change is not actually undoable until it has been committed.

The separation of addition of the change to the buffer and commit of the change allows you to "package" several property changes into a single undo/redo transaction. The call to the CommitActions method will commit any changes that have been performed but not committed. For example, the following statements change two properties on an iTool component (`oTarget`) and commit them together:

```
targetID = oTarget->GetFullIdentifier()
status = oTool->DoSetProperty(targetID, 'Property1', 'Value 1')
status = oTool->DoSetProperty(targetID, 'Property2', 'Value 2')
oTool->CommitActions
```

If the user later undoes the action, both property value changes will be reversed in one step.

Syntax

Result = Obj->[IDLitTool::]DoSetProperty(*TargetIdentifier*, *PropertyIdentifier*, *Value*)

Return Value

Returns 1 if the SetProperty was successful, or 0 otherwise.

Note

If successful, you are responsible for calling IDLitTool::CommitActions to complete the transaction.

Arguments

TargetIdentifier

A scalar string or a string array containing the full object identifiers of the objects on which the property is being set.

PropertyIdentifier

A scalar string containing the identifier of the property whose value is being changed. *PropertyIdentifier* must be a registered property of the target objects.

Value

The new property value.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitTool::CommitActions

IDLitTool::DoUIService

The IDLitTool::DoUIService function method initiates a request for a UI service to execute. This method allows underlying iTool functionality to perform user-interface interactions without having a direct connection to the user interface portion of the iTool.

An example of an iTool UI service would be the **File → Open** command, which will prompt the user to select a file using the standard file open dialog. This command is identified by setting the *ServiceIdentifier* argument to FileOpen. See Chapter 13, "Creating a User Interface Service" (*iTool Developer's Guide*) for more information about UI services.

Syntax

Result = Obj->[IDLitTool::]DoUIService(*ServiceIdentifier*, *Requestor*)

Return Value

Returns 1 if the action succeeds, or 0 if the action fails.

Arguments

ServiceIdentifier

A string identifier that specifies the UI service being requested. This identifier is passed to the tools user interface for control dispatching purposes.

Requestor

An object reference to the object that is requesting the UI service. The UI service uses this object to obtain any information particular to the interaction taking place.

Keywords

None

Version History

6.0	Introduced

IDLitTool::EnableUpdates

The IDLitTool::EnableUpdates procedure method re-enables all drawing updates to the current window and UI updates (menu sensitivity) being passed to the user interface. After this method is called, updates can be disabled by calling the DisableUpdates method.

Syntax

Obj->[IDLitTool::]EnableUpdates

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitTool::FindIdentifiers

The IDLitTool::FindIdentifiers function method allows you to retrieve the full identifiers for items within the tool container.

Warning ──

The FindIdentifiers method recurses through the entire object hierarchy of the specified object, which may be slow for large container hierarchies. If you find it necessary to call FindIdentifiers multiple times, it may be more efficient to use a single call with one or more wildcards ("*") to return all relevant identifiers, and then perform the necessary searches using the returned list.

──

Syntax

Result = *Obj*->[IDLitTool::]FindIdentifiers([*Pattern*] [, /ANNOTATIONS]
   [, COUNT=*variable*] [, /DATA_MANAGER] [, /FILE_READERS]
   [, /FILE_WRITERS] [, /LEAF_NODES] [, /MANIPULATORS]
   [, /OPERATIONS] [, /VISUALIZATIONS])

Return Value

Returns a scalar string or string array containing the full object identifiers for all items matching the *Pattern*. If no object identifiers are matched, the function returns a scalar null string.

Arguments

Pattern

A string specifying a search pattern to be used for filtering the returned object identifiers. Only object identifiers that match *Pattern* are returned. Matching is case insensitive. If *Pattern* is not supplied, identifiers for all objects within the object on which this method is called are returned. See STRMATCH for a description of the rules used when matching patterns. See "Retrieving Component Identifiers" (Appendix A, *iTool Developer's Guide*) for additional information and examples.

Note ──

Objects for which the PRIVATE property contains a True value are not included in the *Result*. Only objects that subclass from IDLitComponent can be marked as private.

──

Keywords

ANNOTATIONS

Set this keyword to only return identifiers for items within the annotation layer of all views within the graphics window.

COUNT

Set this keyword equal to a named variable that will contain the number of identifiers in *Result*.

DATA_MANAGER

Set this keyword to only return identifiers for items within the Data Manager container.

FILE_READERS

Set this keyword to only return identifiers for items within the File Readers container.

FILE_WRITERS

Set this keyword to only return identifiers for items within the File Writers container.

LEAF_NODES

Set this keyword to return only leaf nodes. Leaf nodes are objects which are either not a container, or are an empty container.

Note
If all of the objects within a container are marked as PRIVATE, then that container is considered a leaf node. Only objects that subclass from IDLitComponent can be marked as private.

MANIPULATORS

Set this keyword to only return identifiers for items within the Manipulators container.

OPERATIONS

Set this keyword to only return identifiers for items within the Operations container.

VISUALIZATIONS

Set this keyword to only return identifiers for items within the Visualization layer of all views within the graphics window.

Example

This example finds the plot visualization and changes the color:

```
IPLOT, RANDOMU(s,100)
void = ITGETCURRENT(TOOL=oTool)

; Find the Plot visualization and change the color.
id = oTool->FindIdentifiers('*plot*', /VISUALIZATIONS)

void = oTool->DoSetProperty(id, 'COLOR', [255,0,0])
```

This example finds the file open operation and loads in an image:

```
IIMAGE
void = ITGETCURRENT(TOOL=oTool)

; Find the File Open operation and open a file.
id = oTool->FindIdentifiers('*File/Open*', /OPERATIONS)

oOp = oTool->GetByIdentifier(id)
oOp->SetProperty, SHOW_EXECUTION_UI=0, $
   FILENAMES=FILEPATH('rose.jpg', SUBDIR=['examples','data'])
void = oTool->DoAction(id)
oOp->SetProperty, SHOW_EXECUTION_UI=1
```

Version History

6.1	Introduced

See Also

"Retrieving Component Identifiers" (Appendix A, *iTool Developer's Guide*)

IDLitTool::GetCurrentManipulator

The IDLitTool::GetCurrentManipulator function method returns the current manipulator in the system.

Syntax

Result = Obj->[IDLitTool::]GetCurrentManipulator()

Return Value

Returns an object reference to the current manipulator.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitTool::GetFileReader

The IDLitTool::GetFileReader function method retrieves a file reader registered with the iTool object. If the requested item does not exist in the given iTool, the system will be queried to see if it supports an object of the given identifier.

Syntax

Result = Obj->[IDLitTool::]GetFileReaders(*Identifier* [, /ALL]
   [, COUNT=*variable*])

Return Value

Returns the object descriptors constructed for the registered file reader.

If the ALL keyword is set, the *Identifier* argument is ignored and the resulting list of object descriptors will be both those registered with the specific iTool and those file readers registered with the system.

Arguments

Identifier

A string representing the single level identifier of the item that is being requested. This identifier is the value provided during object registration and is either supplied using the IDENTIFIER keyword during registration, or constructed automatically by the name that is provided during the registration call.

Keywords

ALL

Set this keyword to return all file readers registered with the iTool and the system.

COUNT

Set this keyword to a named variable that will contain the number of object descriptors returned by this method.

Version History

6.0	Introduced

IDLitTool::GetFileWriter

The IDLitTool::GetFileWriter function method retrieves a file writer registered with the iTool object. If the requested item does not exist in the given iTool, the system will be queried to see if it supports an object of the given identifier.

Syntax

Result = Obj->[IDLitTool::]GetFileWriters(*Identifier* [, /ALL]
    [, COUNT=*variable*])

Return Value

Returns the object descriptors constructed for the registered file writer.

If the ALL keyword is set, the *Identifier* argument is ignored and the resulting list of object descriptors will be both those registered with the specific iTool and those file writers registered with the system.

Arguments

Identifier

A string representing the identifier of the item that is being requested. This identifier is the value provided during object registration and is either supplied using the IDENTIFIER keyword during registration, or constructed automatically by the name that is provided during the registration call.

Keywords

ALL

Set this keyword to return all file writers registered with the iTool and the system.

COUNT

Set this keyword to a named variable that will contain the number of object descriptors returned by this method.

Version History

6.0	Introduced

IDLitTool::GetManipulators

The IDLitTool::GetManipulators function method retrieves the manipulators registered with the iTool object. Unlike other items in the iTool and due to the active nature of the subsystem, manipulators are instantiated when registered.

Syntax

Result = Obj->[IDLitTool::]GetManipulators([, COUNT=*variable*])

Return Value

Returns the object references to the manipulators that were instantiated when items were registered with the iTool.

Arguments

None

Keywords

COUNT

Set this keyword to a named variable that will contain the number of object descriptors returned by this method.

Version History

6.0	Introduced

IDLitTool::GetOperations

The IDLitTool::GetOperations function method retrieves the operations registered with the iTool object.

Note

This routine returns a set of object descriptor classes that reference the items registered with the iTool. In addition, if the operation folder in the registry contains sub-folders, the returned list will contain IDLitContainer classes, each containing sub-operations.

Syntax

Result = Obj->[IDLitTool::]GetOperations([, COUNT=*variable*]
   [, IDENTIFIER=*string*])

Return Value

Returns the object descriptors constructed for the registered operations.

Arguments

None

Keywords

COUNT

Set this keyword to a named variable that will contain the number of object descriptors returned by this method.

IDENTIFIER

Set this keyword to an optional identifier that identifies the location in the operation hierarchy to retrieve the operation object descriptors from.

Version History

6.0	Introduced

IDLitTool::GetProperty

The IDLitTool::GetProperty procedure method retrieves the value of an IDLitTool property, and should be called by the subclass' GetProperty method. This method also retrieves properties defined in the superclasses.

Syntax

Obj->[IDLitTool::]GetProperty, [*PROPERTY=variable]*

Arguments

None

Keywords

Any property listed under "IDLitTool Properties" on page 3971 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitTool::GetSelectedItems

The IDLitTool::GetSelectedItems function method returns a vector of references to the objects currently selected within the current window in the iTool. If no objects are currently selected, this function returns -1.

Syntax

Result = Obj->[IDLitTool::]GetSelectedItems([, COUNT=*variable*])

Return Value

Returns a vector of references to the currently selected objects. If no objects are currently selected, this function returns -1.

Arguments

None

Keywords

COUNT

Set this keyword to a named variable that will contain the number of valid items returned by this function.

Version History

6.0	Introduced

IDLitTool::GetService

The IDLitTool::GetService method retrieves a service that has been registered with the iTool.

Syntax

Result = Obj->[IDLitTool::]GetService(*IdService*)

Return Value

Returns an object reference for the service.

Arguments

IdService

The relative identifier of the desired service.

Note
IdService should specify only the relative identifier, not the fully-qualified identifier. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for details.

Keywords

None

Version History

6.0	Introduced

IDLitTool::GetVisualization

The IDLitTool::GetVisualization function method retrieves a visualization registered with the iTool object. If the requested item does not exist in the given iTool, the system will be queried to see if it supports an object of the given identifier.

Syntax

Result = Obj->[IDLitTool::]GetVisualization(*Identifier* [, /ALL]
   [, COUNT=*variable*])

Return Value

Returns the object descriptors constructed for the registered visualizations. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object descriptors.)

If the ALL keyword is set, the *Identifier* argument is ignored and the resulting list of object descriptors will be both those registered with the specific iTool as well as those visualizations registered with the system.

Arguments

Identifier

A string containing the relative identifier of the item that is being requested. This identifier is the value provided during object registration and is either supplied using the IDENTIFIER keyword during registration, or constructed automatically by the name that is provided during the registration call. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of relative vs. fully-qualified identifiers.)

Keywords

ALL

Set this keyword to return all visualizations registered with the iTool and the system.

COUNT

Set this keyword to a variable that will contain the number of object descriptors returned by this method. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object descriptors.)

Version History

6.0	Introduced

IDLitTool::Init

The IDLitTool::Init function method initializes the IDLitTool object, and should be called by the Init method of a subclass.

Note ———

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

———

Syntax

Obj = OBJ_NEW('IDLitTool'[, *PROPERTY=value*])

or

Result = Obj->[IDLitTool::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitTool Properties" on page 3971 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitTool::RefreshCurrentWindow

The IDLitTool::RefreshCurrentWindow procedure method redraws the current window of the iTool. The redraw will occur only if updates are enabled in the iTool.

Syntax

Obj->[IDLitTool::]RefreshCurrentWindow

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitTool::Register

The IDLitTool::Register procedure method registers a generic object subclassed from the IDLitComponent class with the iTool. Once registered, the iTool has the ability to instantiate this type of component when needed. Unlike the other provided methods to register components, this method is generic.

This method allows items to be registered in the standard registry folders of the IDLitTool object, and can be used as well for the creation of new folders. If the provided identifier specifies a folder that does not currently exist in the iTool, it is created.

Note

For information on registering functionality with the iTool system, making the registered functionality available to all iTools, see ITREGISTER.

This method performs none of the validation performed by the specific registration functions. As such, it can cause issues with iTool operation, if used incorrectly. You should use the following related methods for registering certain, specific components to insure validation:

- File readers — "IDLitTool::RegisterFileReader" on page 4007
- File writers — "IDLitTool::RegisterFileWriter" on page 4010
- Manipulators — "IDLitTool::RegisterManipulator" on page 4013
- Operations — "IDLitTool::RegisterOperation" on page 4015
- Visualizations — "IDLitTool::RegisterVisualization" on page 4020

Syntax

Obj->[IDLitTool::]Register, *Name*, *ClassName* [, /DEFAULT]
   [, DESCRIPTION=*string*] [, ICON=*string*] [, IDENTIFIER=*string*]
   [, PROXY=*string*]

Arguments

Name

A string containing the human readable name of the component type being registered with the iTool.

Note ───
If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.
──

ClassName

A string containing the class name of the component being registered. This class name is used by the iTool object to instantiate a component of this type when requested by the system.

Keywords

Note ───
Any keywords provided to this routine but not listed here are treated as property defaults for the registered item and applied to the registered object when it is created.
──

DEFAULT

Set this keyword to specify that the item being registered should be the *default item* of its type. Making an item the default places the item first in the list of items of its type. When the iTool system chooses an item, it will use the first item in the list that matches the data type of the selected data. When items are displayed in a list for the user to select from, the default item will appear at the top of the list.

For example, if you register a visualization type with the DEFAULT keyword set, your visualization type will be used by the iTool (assuming the selected data is of the proper type) unless you specifically choose a different visualization type.

Note ───
If you register more than one item with the DEFAULT keyword set, the *last* item registered will appear *first* in the list of items of that type.
──

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being registered.

ICON

Set this keyword to the icon that should be used when displaying the iTool object. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier that should be used by the system for this component type. If not provided, an identifier is constructed from the provided *Name* value.

To use one of the iTool-provided registration locations, the value of this keyword should contain the destination for the new component that is being registered. Valid destinations in the iTool are:

- Visualizations
- Operations
- Manipulators
- File Writers
- File Readers

Note
If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item.

PROXY

Set this keyword to the identifier of the object that this registered item should utilize instead of providing a new object descriptor. If a proxy is registered, all requests and actions performed to this item are routed to the item specified by the identifier provide to this keyword. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object descriptors.)

Version History

6.0	Introduced
6.1	Added DEFAULT keyword

IDLitTool::RegisterCustomization

The IDLitTool::RegisterCustomization procedure method registers an operation class that represents the graphics customization operation to be associated with this tool.

Syntax

Obj->[IDLitTool::]RegisterCustomization, *Name*, *ClassName*

Arguments

Name

A string representing the name of the customization operation.

ClassName

A string representing the classname of the operation being registered.

Keywords

Note
Any keywords provided to this routine are treated as property defaults for the registered operation and applied to the registered object when it is created.

Version History

6.1	Introduced

IDLitTool::RegisterFileReader

The IDLitTool::RegisterFileReader procedure method registers a file reader component with the iTool. Once registered, the iTool has the ability to instantiate this type of component when needed.

When a reader class is registered with the iTool, an object descriptor for this operation class is placed in the iTool's file reader folder. To retrieve this descriptor at a later time, the iTool relative identifier would be FILE READERS/identifier, where identifier is the identifier provided to this method.

Syntax

Obj->[IDLitTool::]RegisterFileReader, *Name*, *ClassName* [, /DEFAULT]
   [, DESCRIPTION=*string*] [, ICON=*string*] [, IDENTIFIER=*string*]
   [, PROXY=*string*]

Arguments

Name

The human readable name of the component type being registered with the iTool.

Note ———

If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.

——

ClassName

A string containing the class name of the component being registered. This class name is used by the iTool object to instantiate a component of this type when requested by the system.

Keywords

Note ———

Any keywords provided to this routine but not listed here are treated as property defaults for the registered item and applied to the registered object when it is created.

——

DEFAULT

Set this keyword to specify that the file reader being registered should be the *default* file reader. When the iTool system picks a reader for a file of the specified type, it will attempt to use the specified file reader first. The file reader will also be displayed at the top of the list of file readers displayed for the user to select from.

Note

If you register more than one file reader with the DEFAULT keyword set, the *last* file reader registered will appear *first* in the list of items of file readers.

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being registered.

ICON

Set this keyword to the icon that should be used when displaying the file reader in an iTool browser. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier that should be used by the system for this visualization type. If not provided, an identifier is constructed from the provided *Name* value.

While some items registered with an iTool can contain sub-folders that are specified by identifiers, the file reader registration cannot. As such, any nested identifiers that are registered are not visible to the iTool system.

Note

If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item.

PROXY

Set this keyword to the identifier of the object that this registered item should utilize instead of providing a new object descriptor. If a proxy is registered, all requests and actions performed on this item are routed to the item specified by the identifier provided for this keyword. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object descriptors.)

Version History

6.0	Introduced
6.1	Added DEFAULT keyword

See Also

ITREGISTER

IDLitTool::RegisterFileWriter

The IDLitTool::RegisterFileWriter procedure method registers a file writer component with the iTool. Once registered, the iTool has the ability to instantiate this type of component when needed.

When a writer class is registered with the system, an object descriptor for this operation class is placed in the iTool's file writer folder. To retrieve this descriptor at a later time, the iTool relative identifier would be FILE WRITERS/identifier, where identifier is the identifier provided to this method.

Syntax

Obj->[IDLitTool::]RegisterFileWriter, *Name*, *ClassName* [, /DEFAULT]
   [, DESCRIPTION=*string*] [, ICON=*string*] [, IDENTIFIER=*string*]
   [, PROXY=*string*]

Arguments

Name

A string containing the human readable name of the component type being registered with the iTool.

Note
If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.

ClassName

A string containing the class name of the component being registered. The iTool object uses this class name to instantiate a component of this type when requested by the system.

Keywords

Note
Any keywords provided to this routine but not listed here are treated as property defaults for the registered item and applied to the registered object when it is created.

DEFAULT

Set this keyword to specify that the file writer being registered should be the *default* file writer. When the iTool system picks a writer for a file of the specified type, it will attempt to use the specified file writer first. The file writer will also be displayed at the top of the list of file writers displayed for the user to select from.

Note ───────────────────────────

If you register more than one file writer with the DEFAULT keyword set, the *last* file writer registered will appear *first* in the list of file writers.

─────────────────────────────────

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being registered.

ICON

Set this keyword to the icon that should be used when displaying the file writer in an iTool browser. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier that should be used by the system for this visualization type. If not provided, an identifier is constructed from the provided *Name* value.

While some items registered with an iTool can contain sub-folders that are specified by identifiers, the file writer registration cannot. As such, any nested identifiers that are registered are not visible to the iTool system.

Note ───────────────────────────

If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item.

─────────────────────────────────

PROXY

Set this keyword to the identifier of the object that this registered item should utilize instead of providing a new object descriptor. If a proxy is registered, all requests and actions performed on this item are routed to the item specified by the identifier provided for this keyword. (See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of object descriptors.)

Version History

6.0	Introduced
6.1	Added DEFAULT keyword

See Also

ITREGISTER

IDLitTool::RegisterManipulator

The IDLitTool::RegisterManipulator procedure method registers a manipulator component with the iTool. Once registered, the iTool has the ability to instantiate this type of component when needed.

When a manipulator class is registered with the system, an object of the given class is created and added to the tools manipulator manager (an instance of IDLitManipulatorManager). To reference the new manipulator, the identifier that is provided should be prepended with the MANIPULATORS identifier level.

Syntax

Obj->[IDLitTool::]RegisterManipulator, *Name*, *ClassName* [, /DEFAULT]
   [, DESCRIPTION=*string*] [, ICON=*string*] [, IDENTIFIER=*string*]

Arguments

Name

A string containing the human readable name of the component type being registered with the iTool.

Note ───
If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.
───

ClassName

A string containing the class name of the component being registered. This class name is used by the iTool object to instantiate a component of this type when requested by the system.

Keywords

Note ───
Any keywords provided to this routine but not listed here are treated as property defaults for the registered item and applied to the registered object when it is created.
───

DEFAULT

If set, this registered item will be treated as the default manipulator for this iTool. Only one default manipulator can exist at anytime.

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being registered.

ICON

Set this keyword to the icon that should be used when displaying the manipulator in an iTool menubar. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier that should be used by the system for this visualization type. If not provided, an identifier is constructed from the provided name value.

Note ──

If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item.

───

Version History

6.0	Introduced

IDLitTool::RegisterOperation

The IDLitTool::RegisterOperation procedure method registers an operation component with the iTool. Once registered, the iTool has the ability to instantiate this type of operation when needed.

When an operation class is registered with the system, an object descriptor for this operation class is placed in the tools operations folder. To retrieve this descriptor at a later time, the iTool relative identifier would be OPERATIONS/identifier, where identifier is the identifier provided to this method.

Syntax

Obj->[IDLitTool::]RegisterOperation, *Name*, *ClassName*
    [, ACCELERATOR=string] [, /CHECKED] [, DESCRIPTION=*string*]
    [, /DROPLIST_EDIT] [, DROPLIST_INDEX=*value*]
    [, DROPLIST_ITEMS=*string array*] [, ICON=*string*] [, IDENTIFIER=*string*]
    [, PROXY=*string*] [, /SEPARATOR]

Arguments

Name

A string containing the human readable name of the operation type being registered with the iTool.

Note ——————————————————————————————————————

If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.

——

ClassName

A string containing the class name of the operation component being registered. This class name is used by the iTool object to instantiate an operation component of this type when requested.

Keywords

Note
Any keywords provided to this routine but not listed here are treated as property
defaults for the registered item and applied to the registered object when it is
created.

ACCELERATOR

Set this keyword to a string giving the keyboard accelerator to be used for the menu
item associated with this operation. For valid values see the ACCELERATOR
keyword to WIDGET_BUTTON.

Note
This keyword is only a hint to the Tool, and may be ignored if a non-standard user
interface is being used.

CHECKED

Set this keyword to indicate that a "checked" menu item should be used for this
operation.

Note
This keyword is only a hint to the Tool, and may be ignored if a non-standard user
interface is being used.

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being
registered.

DROPLIST_EDIT

Set this keyword to indicate that a droplist associated with this operation should be
editable (that is, the droplist should be a combobox widget). The default is to create a
non-editable droplist widget. The DROPLIST_ITEMS keyword must be set for this
keyword to have any effect.

Note
This keyword is only a hint to the iTool, and may be ignored if a non-standard user
interface is being used.

DROPLIST_INDEX

Set this keyword equal to the starting index of the droplist associated with this operation. The default is 0 (zero). The DROPLIST_ITEMS keyword must be set for this keyword to have any effect.

Note

This keyword is only a hint to the iTool, and may be ignored if a non-standard user interface is being used.

DROPLIST_ITEMS

Set this keyword equal to a scalar string or string array containing values to be used for the droplist. If this keyword is set, the DoAction method for the associated operation must accept a keyword called OPTION. When an item from the droplist is selected, the DoAction method will be called with the OPTION keyword set equal to the selected string value.

Note

This keyword is only a hint to the iTool, and may be ignored if a non-standard user interface is being used.

ICON

Set this keyword to the icon that should be used when displaying the operation in an iTool browser. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier for the iTool for this component type. If not provided, an identifier is constructed from the *Name*.

Operations are placed in the operation folder of the iTool component hierarchy. If a multiple level identifier is provided (indicated by the presence of one or more "/" characters), the item is placed in the corresponding subfolder of the tool's operation folder. If the specified subfolder is not present, it is created. This functionality allows operations to be classified in logical groupings and results in sub-menu items in the menus of the iTool interface.

See "iTool Object Hierarchy" (Chapter 2, *iTool Developer's Guide*) for a discussion of object identifiers and the iTool component hierarchy.

Note ———

If an item with the specified identifier has already been registered with the iTool
system, the existing item will be *replaced* by the new item.

———

PROXY

Set this keyword to the identifier of the object that this registered item should utilize
instead of providing a new object descriptor. If a proxy is registered, all requests and
actions performed on this item are routed to the item specified by the identifier
provided for this keyword. (See "iTool Object Identifiers" (Chapter 2, *iTool
Developer's Guide*) for a discussion of object descriptors.)

SEPARATOR

Set this keyword to indicate that a menu separator should be placed before this
operation, if this operation appears in a menu.

Note ———

This keyword is only a hint to the Tool, and may be ignored if a non-standard user
interface is being used.

———

Version History

6.0	Introduced
6.1	Added ACCELERATOR, CHECKED, DISABLE, DROPLIST_EDIT, DROPLIST_INDEX, DROPLIST_ITEMS, SEPARATOR keywords
6.2	Deprecated DISABLE keyword

For information on obsolete keywords, see Appendix I, "Obsolete Features".

IDLitTool::RegisterStatusBarSegment

The IDLitTool::RegisterStatusBarSegment procedure method registers a status message bar segment with the tool.

Syntax

Obj->[IDLitTool::]RegisterStatusBarSegment, *Name* [, IDENTIFIER=*string*]
   [, NORMALIZED_WIDTH=*scalar*]

Arguments

Name

A scalar string containing the name of the status bar segment.

Keywords

IDENTIFIER

Set this keyword to a string containing the relative identifier for the status bar segment being registered. If this keyword is not specified, the *Name* argument is used as the identifier. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

NORMALIZED_WIDTH

Set this keyword to a floating-point integer between 0 and 1.0 indicating the normalized width (relative to the overall width of the status bar) that this segment should occupy.

Version History

6.1	Introduced

See Also

IDLitTool::UnRegisterStatusBarSegment

IDLitTool::RegisterVisualization

The IDLitTool::RegisterVisualization procedure method registers a visualization component with the iTool. Once registered, the iTool has the ability to instantiate this type of visualization when needed.

When a visualization class is registered with the system, an object descriptor for this visualization class is placed in the iTool's visualization folder. To retrieve this descriptor at a later time, the iTool relative identifier would be: VISUALIZATIONS/identifier where identifier is the identifier provided to this method.

Syntax

Obj->[IDLitTool::]RegisterVisualization, *Name*, *ClassName* [, /DEFAULT]
    [, DESCRIPTION=*string*] [, ICON=*string*] [, IDENTIFIER=*string*]
    [, PROXY=*string*]

Arguments

Name

A string containing the human readable name of the visualization type being registered with the iTool.

Note
If the IDENTIFIER keyword is not supplied, the *Name* argument will be used as the basis for the component's identifier.

ClassName

A string containing the class name of the visualization component being registered. The iTool object uses this class name to instantiate a visualization component of this type when requested.

Keywords

Note
Any keywords provided to this routine but not listed here are treated as property defaults for the registered item and applied to the registered object when it is created.

DEFAULT

If set, this registered item will be treated as the default visualization for this iTool. Only one default visualization can exist at a time.

DESCRIPTION

Set this keyword to a string that provides a brief description of the component being registered.

ICON

Set this keyword to the icon that should be used when displaying the visualization in an iTool browser. See "System Resources" (Chapter 2, *iTool Developer's Guide*) for additional details.

IDENTIFIER

Set this keyword to the identifier that should be used by the system for this visualization type. If not provided, an identifier is constructed from the provided name value.

While some items registered with an iTool can contain sub-folders that are specified by identifiers, the visualization registration cannot. As such, any nested identifiers that are registered are not visible to the iTool system.

Note
If an item with the specified identifier has already been registered with the iTool system, the existing item will be *replaced* by the new item.

PROXY

Set this keyword to the identifier of the object that this registered item should utilize instead of providing a new object descriptor. If a proxy is registered, all requests and actions performed on this item are routed to the item specified by the identifier provided for this keyword.

Version History

6.0	Introduced

See Also

ITREGISTER

IDLitTool::SetProperty

The IDLitTool::SetProperty procedure method sets the value of an IDLitTool property, and should be called by the subclass' SetProperty method. This method also calls the superclass' SetProperty method.

Syntax

Obj->[IDLitTool::]SetProperty[, *PROPERTY=value]*

Arguments

None

Keywords

Any property listed under "IDLitTool Properties" on page 3971 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

See Also

IDLitTool::DoSetProperty

IDLitTool::UnRegister

The IDLitTool::UnRegister procedure method unregisters a component with the iTool. When a component is unregistered, it is no longer available to perform whatever function it performs, and it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegister, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the component to be removed from the iTool. To remove a component from the standard folders in the iTool's content registry, this identifier should contain the location of the component as well as the component identifier itself. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Valid destinations in the iTool are:

- Visualizations
- Operations
- Manipulators
- File Writers
- File Readers

Keywords

None

Version History

6.0	Introduced

IDLitTool::UnRegisterCustomization

The IDLitTool::UnRegisterCustomization procedure method unregistered an operation class (that was previously registered as the graphics customization operation to be associated with this tool).

Syntax

Obj->[IDLitTool::]UnRegisterCustomization

Keywords

None

Arguments

None

Version History

6.1	Introduced

IDLitTool::UnRegisterFileReader

The IDLitTool::UnRegisterFileReader procedure method unregisters a file reader component with the iTool. When a file reader is unregistered, it is no longer available to import files into the iTool, and it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegisterFileReader, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the file reader to be removed from the iTool. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitTool::UnRegisterFileWriter

The IDLitTool::UnRegisterFileWriter procedure method unregisters a component with the iTool. When a file writer is unregistered, it is no longer available to export files from the iTool, and it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegisterFileWriter, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the file writer to be removed from the iTool. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitTool::UnRegisterManipulator

The IDLitTool::UnRegisterManipulator procedure method unregisters a manipulator component with the iTool. When a manipulator is unregistered, it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegisterManipulator, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the manipulator to be removed from the iTool. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitTool::UnRegisterOperation

The IDLitTool::UnRegisterOperation procedure method unregisters an operation component with the iTool. When an operation is unregistered, it is no longer available to perform actions within the iTool, and it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegisterOperation, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the component to be removed from the iTool. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitTool::UnRegisterStatusBarSegment

The IDLitTool::UnRegisterStatusBarSegment procedure method unregisters a status message bar segment.

Syntax

Obj->[IDLitTool::]UnRegisterStatusBarSegment, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the status bar segment to be unregistered. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.1	Introduced

See Also

IDLitTool::RegisterStatusBarSegment

IDLitTool::UnRegisterVisualization

The IDLitTool::UnRegisterVisualization procedure method unregisters a visualization component with the iTool. When a visualization is unregistered, visualizations of its type can no longer be created by the iTool, and it is removed from iTool menus and toolbars.

Syntax

Obj->[IDLitTool::]UnRegisterVisualization, *Identifier*

Arguments

Identifier

Set this to the relative identifier of the visualization to remove from the iTool. See "iTool Object Identifiers" (Chapter 2, *iTool Developer's Guide*) for a discussion of iTool identifiers.

Keywords

None

Version History

6.0	Introduced

IDLitToolbase

The IDLitToolbase class is a subclass of the IDLitTool class that *registers* all of the features (menu items, operations, manipulators, *etc*.) of a standard iTool. If your aim is to create a new iTool that shares the common features of the iTools included with IDL, you should base your new iTool on the IDLitToolbase class. Since IDLitToolbase is a subclass of IDLitTool, it inherits all of IDLitTool's methods and properties. Additional features included in the IDLitToolbase class are described in "Subclassing from the IDLitToolbase Class" (Chapter 5, *iTool Developer's Guide*).

Warning ───

The list of items registered by the IDLitToolbase class may change from release to release. If your aim is to have your tool present the same features as the standard iTools provided in an IDL release, subclass your tool from IDLitToolbase. If your aim is to create your own interface that stays static between releases of IDL, use IDLitToolbase as a template for your own tool, but do not subclass it directly.

───

This class is written in the IDL language. Its source code can be found in the file `idlittoolbase__define.pro` in the `lib/itools/framework` subdirectory of the IDL distribution.

Superclasses

IDLitTool

Note ──

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

───

Creation

See "IDLitTool::Init" on page 4000.

Properties

Objects of this class have no properties of their own, but do have properties inherited from any superclasses.

Methods

Objects of this class have no methods of their own, but do have methods inherited from any superclasses.

Examples

See "Example: Simple iTool" (Chapter 5, *iTool Developer's Guide*).

Version History

6.0	Introduced

See Also

Chapter 5, "Creating an iTool" (*iTool Developer's Guide*)

IDLitUI

The IDLitUI class serves as the link between the underlying functionality of an iTool and the IDL Widget interface that is displayed to the user. The user interface object provides the following functionality:

- Access to and communication with the underlying iTool object.
- Registration of various user interface elements that are part of the iTool.
- Registration and management of dialog sub-elements that are used by the iTool to perform specific tasks.

For additional information on the IDLitUI class, and user interface issues in general, see Chapter 11, "iTool User Interface Architecture" (*iTool Developer's Guide*).

This class is written in the IDL language. Its source code can be found in the file idlitui__define.pro in the lib/itools/ui_widgets subdirectory of the IDL distribution.

Superclasses

IDLitContainer

Note
See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitUI::Init" on page 4045.

Properties

Objects of this class have the following properties. See "IDLitUI Properties" on page 4036 for details on individual properties.

- GROUP_LEADER

Methods

This class has the following methods:

- IDLitUI::AddOnNotifyObserver

- IDLitUI::Cleanup
- IDLitUI::DoAction
- IDLitUI::GetProperty
- IDLitUI::GetTool
- IDLitUI::GetWidgetByName
- IDLitUI::Init
- IDLitUI::RegisterUIService
- IDLitUI::RegisterWidget
- IDLitUI::RemoveOnNotifyObserver
- IDLitUI::SetProperty
- IDLitUI::UnRegisterUIService
- IDLitUI::UnRegisterWidget

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Example: A Simple UI Panel" (Chapter 14, *iTool Developer's Guide*).

Version History

6.0	Introduced

See Also

Chapter 11, "iTool User Interface Architecture" (*iTool Developer's Guide*)

IDLitUI Properties

IDLitUI objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitUI::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitUI::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitUI::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- GROUP_LEADER

In addition, objects of this class inherit:

- IDLitContainer

GROUP_LEADER

A long integer containing the IDL Widget ID of the group leader widget for the user interface.

Property Type	Long Integer (Widget ID)		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLitUI::AddOnNotifyObserver

The IDLitUI::AddOnNotifyObserver procedure method is used to register a specified iTool component object as wishing to receive messages generated by the DoOnNotify method of another specified iTool component object.

Syntax

Obj->[IDLitUI::]AddOnNotifyObserver, *IdObserver*, *IdSubject*

Arguments

IdObserver

The object identifier of an iTool component object that is the *observer* expressing interest in the subject specified by *IdSubject*. Often, *IdObserver* is the object identifier of the object on which this method is being called.

The object specified by *IdObserver* must implement the OnNotify callback method, which is called when a notification message is dispatched to *IdObserver* by the DoOnNotify method of another iTool component object (usually the object specified by *IdSubject*). The OnNotify method has the following signature:

```
PRO ::OnNotify, idObject, idMessage, message
```

where

- *idObject* is the object identifier of the iTool component that is the source of the message.

- *idMessage* is a string that identifies the type of message being sent.

- *message* is the message data itself.

In general, the *idMessage* string is used by the OnNotify method to determine what type of action to take. See "IDLitIMessaging::DoOnNotify" on page 3807 for additional details.

IdSubject

A string identifying the item that *IdObserver* is interested in. This is normally the object identifier of a particular iTool component object, but it can be any string value. When a message sent via IDLitIMessaging::DoOnNotify specifies *IdSubject* as the originator, the *IdObserver* object's OnNotify method is called.

Keywords

None

Version History

6.0	Introduced

IDLitUI::Cleanup

The IDLitUI::Cleanup procedure method performs all cleanup on the object, and should be called by the Cleanup method of a subclass.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitUI::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitUI::DoAction

The IDLitUI::DoAction function method initiates an operation or action in the iTool object associated with this user interface. The identifier that is passed in as the argument to this method specifies the action that executes.

Syntax

Result = Obj->[IDLitUI::]doAction(*Identifier*)

Return Value

Returns 1 if the action succeeds, or 0 if the action fails.

Arguments

Identifier

This argument is set to a string identifier that specifies the object in the iTool that performs the operation or action that it implements.

Keywords

None.

Version History

6.0	Introduced

IDLitUI::GetProperty

The IDLitUI::GetProperty procedure method retrieves the value of an IDLitUI property, and should be called by the subclass' GetProperty method. This method also retrieves properties defined in the superclass.

Syntax

Obj->[IDLitUI::]GetProperty, [*PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitUI Properties" on page 4036 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitUI::GetTool

The IDLitUI::GetTool function method returns an object reference to the iTool with which the user interface is associated.

Syntax

Result = *Obj*->[IDLitUI::]GetTool()

Return Value

Returns an object reference to the iTool associated with the current user interface, or a null object if there is no associated iTool.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitUI::GetWidgetByName

The IDLitUI::GetWidgetByName function method returns the IDL Widget ID of a widget that has been registered with the user interface object via a call to the IDLitUI::RegisterWidget method.

Syntax

Result = Obj->[IDLitUI::]GetWidgetByName(*Name*)

Return Value

Returns the widget identifier (a long integer) of the widget specified by the Name argument, or 0 if the widget was not registered with the iTool system.

Arguments

Name

Set this argument to the name that the desired widget was registered with.

Keywords

None

Example

This method can be used to determine whether a given widget already exists and act accordingly. For example, the following code checks to determine whether a widget registered as myWidget exists; if it does, that widget is mapped and un-iconified:

```
wID = oUI->GetWidgetByName(myWidget)
IF(wID NE 0) THEN BEGIN
   WIDGET_CONTROL, wID, /MAP, ICONIFY=0 ;; show the widget
   RETURN
ENDIF
```

Similar code is used in many of the widget interface elements used by the standard iTools included with IDL.

Version History

6.0	Introduced

IDLitUI::Init

The IDLitUI::Init function method initializes the IDLitUI object, and should be called by the Init method of a subclass.

Note ────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLitUI', *oTool*)

or

Result = Obj->[IDLitUI::]Init(*oTool*)   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

oTool

An object reference to the IDLitTool object with which the user interface object is associated.

Keywords

None

Version History

6.0	Introduced

IDLitUI::RegisterUIService

The IDLitUI::RegisterUIService function method registers a *user interface service* with the user interface. Once the user interface service has been registered, the iTool with which the user interface is associated can call the UI service to display dialogs or other UI elements.

Note

Every UI service must implement a callback function that displays the requested user interface. See Chapter 13, "Creating a User Interface Service" (*iTool Developer's Guide*) for details.

Syntax

Restult = Obj->[IDLitUI::]RegisterUIService(*Name, Callback*)

Return Value

Returns an iTool object identifier for the UI service specified by *Name*.

Arguments

Name

A string containing the human readable name of the user interface being registered.

Callback

A string containing the name of the callback function for this UI service. The callback function is called when execution of the UI service is requested. The callback should have the following calling signature:

```
FUNCTION NAME, oUI, oTarget
```

where:

- *NAME* is the name of the callback function,
- *oUI* is an object reference to the user interface object of which the UI service is a part
- *oTarget* is an object reference to the object that is the target of the operation or action with which the UI service is associated.

Keywords

None

Version History

6.0	Introduced

IDLitUI::RegisterWidget

The IDLitUI::RegisterWidget function method registers an IDL widget hierarchy with the user interface object. Once a widget has been registered with the UI object, the UI can route messages to that widget and manage visibility if the widget is registered with the FLOATING property set.

Syntax

Result = Obj->[IDLitUI::]RegisterWidget(*wID*, *Name*, *Callback*[, /FLOATING])

Return Value

The iTool object identifier of the user interface adaptor that links the widget specified by *wID* with the iTool.

Arguments

wID

A long integer containing the widget ID of the widget being registered. This value is provided to the routine specified by the *Callback* argument when it is called.

Name

A string containing the human readable name for the widget being registered.

Callback

A string containing the name of a *callback procedure* for the widget. Any notification messages sent by the iTool to this widget are sent to this callback procedure. The callback procedure should have the following calling signature:

```
PRO NAME, wID, strID, message, messageData
```

where:

- *NAME* is the name of the callback procedure,
- *wID* is the widget ID provided to the IDLitUI:;RegisterWidget method,
- *strID* is a string containing the object identifier of the iTool object that triggered the message,
- *message* is the message being sent to the callback procedure,
- *messageData* is any data associated with the message.

Note ——
   If this argument is set to an empty string, no callbacks will be made to this widget.
———

Keywords

FLOATING

Set this keyword to treat the widget as a floating element of the specified iTool user
interface, to be managed by the user interface object. If this keyword is set, the
widget will only be visible if the associated iTool is "current," and the widget will be
destroyed when the iTool is destroyed.

Version History

6.0	Introduced

IDLitUI::RemoveOnNotifyObserver

The IDLitUI::RemoveOnNotifyObserver procedure method is used to un-register a specified iTool component object as wishing to receive messages generated by the DoOnNotify method of another specified iTool component object. This method reverses the action of calling the IDLitUI::AddOnNotifyObserver method.

Syntax

Obj->[IDLitUI::]RemoveOnNotifyObserver, *IdObserver*, *IdSubject*

Arguments

IdObserver

The object identifier of an iTool component object that is currently registered as an observer of the component specified by *IdSubject*. Often, this is the object identifier of the object on which method is being called.

IdSubject

The object identifier of the iTool component object that *IdObserver* is currently registered as observing. This is normally the object identifier of a particular iTool component object, but it can also be a string that references a global system service.

Keywords

None

Version History

6.0	Introduced

IDLitUI::SetProperty

The IDLitUI::SetProperty procedure method sets the value of an IDLitUI property, and should be called by the subclass' SetProperty method. This method also calls the superclass' SetProperty method.

Syntax

Obj->[IDLitUI::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitUI::UnRegisterUIService

The IDLitUI::UnRegisterUIService procedure method unregisters a user interface service with the user interface object.

Syntax

Obj->[IDLitUI::]UnRegisterUIService, *Name*

Arguments

Name

A string containing the name of the UI service to be unregistered.

Keywords

None

Version History

6.0	Introduced

IDLitUI::UnRegisterWidget

The IDLitUI::UnRegisterWidget procedure method unregisters a widget with the user interface object.

Syntax

Obj->[IDLitUI::]UnRegisterWidget, *Name*

Arguments

Name

A string containing the name of the widget to be unregistered.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization

The IDLitVisualization class represents the base visualization component, from which all iTool visualization classes should subclass. IDLitVisualization acts as a container and provides methods for adding, removing, and grouping visualization components.

This class is written in the IDL language. Its source code can be found in the file idlitvisualization__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

IDLgrModel

IDLitIMessaging

IDLitParameter

Note

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitVisualization::Init" on page 4084.

Properties

Objects of this class have the following properties. See "IDLitVisualization Properties" on page 4059 for details on individual properties.

- CENTER_OF_ROTATION
- IMPACTS_RANGE
- ISOTROPIC
- MANIPULATOR_TARGET
- PROPERTY_INTERSECTION
- SELECT_TARGET
- TYPE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has all the methods associated with the superclasses, plus the following methods:

- IDLitVisualization::Add
- IDLitVisualization::Aggregate
- IDLitVisualization::BeginManipulation
- IDLitVisualization::Cleanup
- IDLitVisualization::EndManipulation
- IDLitVisualization::Get
- IDLitVisualization::GetCenterRotation
- IDLitVisualization::GetCurrentSelectionVisual
- IDLitVisualization::GetDataSpace
- IDLitVisualization::GetDataString
- IDLitVisualization::GetDefaultSelectionVisual
- IDLitVisualization::GetManipulatorTarget
- IDLitVisualization::GetProperty
- IDLitVisualization::GetRequestedAxesStyle
- IDLitVisualization::GetSelectionVisual
- IDLitVisualization::GetTypes
- IDLitVisualization::GetXYZRange
- IDLitVisualization::Init
- IDLitVisualization::Is3D
- IDLitVisualization::IsIsotropic
- IDLitVisualization::IsManipulatorTarget
- IDLitVisualization::IsSelected
- IDLitVisualization::Move
- IDLitVisualization::On2DRotate

- IDLitVisualization::OnAxesRequestChange
- IDLitVisualization::OnAxesStyleRequestChange
- IDLitVisualization::OnDataChange
- IDLitVisualization::OnDataComplete
- IDLitVisualization::OnDataRangeChange
- IDLitVisualization::OnDimensionChange
- IDLitVisualization::OnWorldDimensionChange
- IDLitVisualization::Remove
- IDLitVisualization::RequestsAxes
- IDLitVisualization::Restore
- IDLitVisualization::Rotate
- IDLitVisualization::Scale
- IDLitVisualization::Select
- IDLitVisualization::Set3D
- IDLitVisualization::SetAxesRequest
- IDLitVisualization::SetAxesStyleRequest
- IDLitVisualization::SetCurrentSelectionVisual
- IDLitVisualization::SetData
- IDLitVisualization::SetDefaultSelectionVisual
- IDLitVisualization::SetParameterSet
- IDLitVisualization::SetProperty
- IDLitVisualization::UpdateSelectionVisual
- IDLitVisualization::VisToWindow
- IDLitVisualization::WindowToVis

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 6, "Creating a Visualization" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced
6.1	Deprecated GROUP_PARENT property

For more information on deprecated features, see Appendix I, "Obsolete Features".

IDLitVisualization Properties

IDLitVisualization objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLitVisualization::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be initialized via IDLitVisualization::Init. Properties with the word "Yes" in the "Set" column of the property table can be set via IDLitVisualization::SetProperty.

Note ———
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
——

Objects of this class have the following properties.

- CENTER_OF_ROTATION
- IMPACTS_RANGE
- ISOTROPIC
- MANIPULATOR_TARGET
- PROPERTY_INTERSECTION
- SELECT_TARGET
- TYPE

In addition, objects of this class inherit:

- IDLgrModel
- IDLitIMessaging
- IDLitParameter

CENTER_OF_ROTATION

A two- or three-element vector, [*x*, *y*] or [*x*, *y*, *z*] indicating the center (in data coordinates) of rotation for this visualization. If a two-element vector is supplied, the

z value remains unchanged. When retrieving the value of this property, the center of rotation is always returned as a three-element vector.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IMPACTS_RANGE

A boolean that, when set to 0, indicates that the *x*, *y*, and *z* range of the contents of this visualization should not impact the *x*, *y*, and *z* range of any visualization that contains it. By default, IMPACTS_RANGE is 1.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	Init: Yes	**Registered:** No

ISOTROPIC

A boolean that, when set to a non-zero value, indicates that this object should have isotropic scaling applied to it. By default, ISOTROPIC is 0 (isotropic scaling is not enforced).

Setting isotropic scaling to True implies that the dimensions of the visualization can be related to physical dimensions and that the ratio of the dimensions must be preserved. An example is an image, where the pixels are usually square and should remain square.

Setting isotropic scaling to False implies that the visualization dimensions do not relate to physical dimensions and that the ratio of the dimensions is arbitrary. An example is a plot, where the aspect ratio of the X and Y coordinates is arbitrary and can be changed for appearance's sake.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MANIPULATOR_TARGET

A boolean that, when set to a non-zero value, indicates that this object should be treated as a target for manipulations. By default, MANIPULATOR_TARGET is 0 (this object is not a target for manipulations). Whenever selection changes in a tool, each manipulator is checked against the selected visualization, to verify that the manipulator is allowable for that visualization. The MANIPULATOR_TARGET setting is only used when the manipulator does not have its TYPES property set. If the manipulator has its TYPES set, then the type must match the selected visualization (or a parent of the visualization).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PROPERTY_INTERSECTION

A boolean value that indicates whether the visualization should display the intersection or the union of the properties of any aggregated objects. Visualizations that display the union of their aggregated objects' properties appear in iTool browsers as a single visualization with one set of properties. Visualizations that display the intersection of their aggregated objects' properties appear in iTool browsers as a container for the aggregated objects, allowing access to the contained objects' properties as well as to those of the container. See "Working with Aggregated Properties" (Chapter 4, *iTool Developer's Guide*) for additional discussion of aggregated properties.

Property Type	Boolean		
Name String	*no default value*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

SELECT_TARGET

A Boolean value that tags the visualization object as the target object to be returned when any object contained by the visualization is selected via the IDLitVisualization::Select method.

- 0 = Do not tag the visualization object as the target object.
- 1 = Tag the visualization object as the target object (default).

This property is registered as a Boolean property, but it is hidden by default.

Property Type	Boolean		
Name String	Select target		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TYPE

A string or vector of strings that identify the type(s) that this visualization represents. See "Predefined iTool Visualization Classes" (Chapter 6, *iTool Developer's Guide*) for a list of predefined types.

Property Type	String		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLitVisualization::Add

The IDLitVisualization::Add procedure method adds objects to the visualization container.

This method overrides the superclass IDLgrModel::Add method. This specialized implementation performs the following actions:

- Stores visualizations in the correct order based on type so that they are correctly displayed

- Adds the objects to appropriate positions

- Handles property aggregation (if the AGGREGATE keyword is set)

- Updates this visualization's state flags (indicating whether this visualization is 3-D, isotropic, etc.) as appropriate

- Sends notification that the scene needs to be redrawn (unless the NO_UPDATE keyword is set)

Syntax

Obj->[IDLitVisualization::]Add, *Objects* [, /AGGREGATE] [, /NO_UPDATE] [, POSITION=*index*]

Arguments

Objects

An object reference (or array of object references), each referring to an atomic graphic object, an IDLgrModel, or another IDLitVisualization object to be added to the visualization container.

Keywords

AGGREGATE

Set this keyword to indicate that the object(s) being added should become part of this visualization's property aggregate. The properties of all aggregated objects are exposed as properties of this visualization (accessible via the GetProperty and SetProperty methods). See "Property Aggregation" (Chapter 4, *iTool Developer's Guide*) for additional details.

NO_UPDATE

Set this keyword to indicate that the overall scene should not be updated after the addition of the object(s). By default, the overall scene is updated.

POSITION

Set this keyword equal to a scalar or vector of zero-based index values. The number of elements specified must be equal to the number of object references specified by the *Objects* argument. Each index value specifies the position within this visualization container at which the corresponding object should be placed. The default is to add new objects at the end of the list of contained items.

Version History

6.0	Introduced
6.1	Deprecated GROUP keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

IDLitVisualization::Aggregate

The IDLitVisualization::Aggregate procedure method adds the given object(s) to this visualization's property aggregate. The properties of all aggregated objects are exposed as properties of this visualization (via ::GetProperty and ::SetProperty).

See "Property Aggregation" (Chapter 4, *iTool Developer's Guide*) for additional details.

Syntax

Obj->[IDLitVisualization::]Aggregate, *Objects*

Arguments

Objects

An object reference (or array of object references), each of which refers to an atomic graphic object, an IDLgrModel, or another IDLitVisualization object to be aggregated within this visualization container.

Keywords

None.

Version History

6.0	Introduced

IDLitVisualization::BeginManipulation

The IDLitVisualization::BeginManipulation procedure method handles notifications that an IDLitManipulator object is about to manipulate this visualization.

Note ———————————————————————————————————

Calling this method on this visualization object simply returns without action. This method is designed to be implemented by a sub-class (such as those listed in "Predefined iTool Visualization Classes" (Chapter 6, *iTool Developer's Guide*)).

Syntax

Obj->[IDLitVisualization::]BeginManipulation, *Manipulator*

Arguments

Manipulator

An object reference to the manipulator object sending notification.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::Cleanup

The IDLitVisualization::Cleanup procedure method performs all cleanup on the object, and should be called by the subclass' Cleanup method.

Note ─────────────────────────────────

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitVisualization::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::EndManipulation

The IDLitVisualization::EndManipulation procedure method handles notifications that an IDLitManipulator object has finished manipulating this visualization.

Note ───────────────────────────────────

Calling this method on this visualization object simply returns without action. This method is designed to be implemented by a sub-class (such as those listed in "Predefined iTool Visualization Classes" (Chapter 6, *iTool Developer's Guide*)).

───

Syntax

Obj->[IDLitVisualization::]EndManipulation, *Manipulator*

Arguments

Manipulator

An object reference to the manipulator object sending notification.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::Get

The IDLitVisualization::Get function method retrieves object(s) from the visualization.

Syntax

Result = Obj->[IDLitVisualization::]Get([, /ALL] [, COUNT=*variable*]
   [, ISA=*string* or *array of strings*] [, POSITION=*index* or *array of indices*]
   [, /SKIP_PRIVATE])

Return Value

Returns the reference of the object retrieved from the visualization. If the object is not contained by this visualization, a NULL object reference is returned.

Arguments

None

Keywords

ALL

Set this keyword to return an array of object references to all of the objects in the container.

COUNT

Set this keyword equal to a named variable that will contain the number of objects selected by the function.

ISA

Set this keyword equal to a class name or vector of class names. This keyword is used in conjunction with the ALL keyword. The ISA keyword filters the array returned by the ALL keyword, returning only the objects that inherit from the class or classes specified by the ISA keyword.

Note
  This keyword is ignored if the ALL keyword is not provided.

POSITION

Set this keyword equal to a scalar or array containing the zero-based indices of the positions of the objects to return.

SKIP_PRIVATE

Set this keyword to indicate that this method should return only those objects that do not have the PRIVATE property set.

Version History

6.0	Introduced

IDLitVisualization::GetCenterRotation

The IDLitVisualization::GetCenterRotation function method returns the center of rotation for this visualization.

Syntax

Result = Obj->[IDLitVisualization::]GetCenterRotation([, /NO_TRANSFORM]
   [, XRANGE=[*xmin*, *xmax*]] [, YRANGE=[*ymin*, *ymax*]] [, ZRANGE=[*zmin*,
   zmax]])

Return Value

Returns a two- or three-element vector, [*x*, *y*] or [*x*, *y*, *z*] indicating the center (in data coordinates) of the bounding box for this visualization if the center of rotation was not explicitly specified with the CENTER_OF_ROTATION property of this visualization. See the CENTER_OF_ROTATION property for more details.

Arguments

None

Keywords

NO_TRANSFORM

Set this keyword to indicate that this visualization's transform should not be applied when computing the *x*, *y*, and *z* ranges. By default, the transform is applied.

XRANGE

Set this keyword to a named variable that will contain a 2-element vector, [*xmin*, *xmax*], representing the *x* range of the bounding box for this visualization.

YRANGE

Set this keyword to a named variable that will contain a 2-element vector, [*ymin*, *ymax*], representing the *y* range of the bounding box for this visualization.

ZRANGE

Set this keyword to a named variable that will contain a 2-element vector, [*zmin*, *zmax*], representing the *z* range of the bounding box for this visualization.

Version History

6.0	Introduced
6.1	Deprecated DATA keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

IDLitVisualization::GetCurrentSelectionVisual

The IDLitVisualization::GetCurrentSelectionVisual function method returns the currently active selection visual object for this visualization.

Syntax

Result = Obj->[IDLitVisualization::]GetCurrentSelectionVisual()

Return Value

Returns a reference to an IDLitManipulatorVisual object. If no selection visual is currently active, the NULL object reference is returned.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetDataSpace

The IDLitVisualization::GetDataSpace function method returns a reference to the parent data space object within the graphics hierarchy that contains the visualization.

Syntax

Result = *Obj*->[IDLitVisualization::]GetDataSpace([, /UNNORMALIZED])

Return Value

Returns a reference to the nearest data space object in the graphics hierarchy. If no data space objects are found by walking up the hierarchy, then a null object reference is returned.

Arguments

None

Keywords

UNNORMALIZED

Set this keyword to indicate that the returned data space should be the parent data space that subclasses from the IDLitVisDataSpace class (which is not normalized) rather than the IDLitVisNormDataSpace class (which is normalized).

Version History

6.0	Introduced

IDLitVisualization::GetDataString

The IDLitVisualization::GetDataString function method retrieves a description of this visualization's data at the given *x*, *y*, and *z* location.

Note

This method is designed to be implemented as needed by subclasses. The IDLitVisualization::GetDataString method simply always returns an empty string

Syntax

Result = Obj->[IDLitVisualization::]GetDataString(*XYZLocation*)

Return Value

Returns a string describing the visualization's data at the given location.

Arguments

XYZLocation

A three-element vector representing the *x*, *y*, and *z* location of the data for which a string description is to be returned.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetDefaultSelectionVisual

The IDLitVisualization::GetDefaultSelectionVisual function method returns an object that serves as the default selection visual for this visualization.

Note ──

If the visualization on which this method is called is not a manipulator target (see "MANIPULATOR_TARGET" on page 4061), the default selection visual returned by this method will be used as the current selection visual whenever the visualization is selected.

───

Syntax

Result = Obj->[IDLitVisualization::]GetDefaultSelectionVisual()

Return Value

Returns a reference to an IDLitManipulatorVisual object.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetManipulatorTarget

The IDLitVisualization::GetManipulatorTarget function method retrieves the manipulator target associated with this visualization. The manipulator target may be this visualization itself.

Syntax

Result = Obj->[IDLitVisualization::]GetManipulatorTarget()

Return Value

Returns an object reference to the manipulator target, or a NULL object reference if none is found.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetProperty

The IDLitVisualization::GetProperty procedure method retrieves the value of a property or group of properties for the object.

Syntax

Obj->[IDLitVisualization::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitVisualization Properties" on page 4059 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitVisualization::GetRequestedAxesStyle

The IDLitVisualization::GetRequestedAxesStyle function method returns a scalar value indicating the axes style requested by this visualization. This method returns the axes style request made by the first visualization within the hierarchy (beginning with the root visualization) to make a request. If none of the visualizations in the hierarchy requests an axes style then -1 is returned.

Syntax

Result = Obj->[IDLitVisualization::]GetRequestedAxesStyle( )

Return Value

Returns a scalar value indicating the requested axes style. Possible return values are:

Value	Requested Axes Style
0	None.
1	At Dataspace Minimum.
2	Box Axes.
3	Crosshairs.
-1	No visualization in the hierarchy requested axes.

Table 31-9: Axes Style Values

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::GetSelectionVisual

The IDLitVisualization::GetSelectionVisual function method retrieves the selection visual for this visualization that corresponds to the given manipulator.

Syntax

Result = Obj->[IDLitVisualization::]GetSelectionVisual(*Manipulator*)

Return Value

Returns a reference to an IDLitManipulatorVisual object that corresponds to the given manipulator. If this visualization already has a selection visual for the given manipulator, a reference to that selection visual is returned. Otherwise, a default selection visual will be requested from the manipulator, added to the visualization, and returned.

Arguments

Manipulator

Set this argument to a reference to an IDLitManipulator object that identifies the manipulator for which a selection visual is to be retrieved.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetTypes

The IDLitVisualization::GetTypes function method identifies the types that this visualization represents, including base types and any specializations.

Note ──

This method is designed to be implemented as needed by subclasses of the IDLitVisualization class. Calling this method on the IDLitVisualization class itself returns the following string array: [`'VISUALIZATION'`, `'_VISUALIZATION'`, *AnySpecifiedTypes*] where *AnySpecifiedTypes* are provided by any value set for the TYPE property of the IDLitVisualization class.

───

Syntax

Result = *Obj*->[IDLitVisualization::]GetTypes()

Return Value

Returns a vector of strings identifying the types that this visualization represents. See "Predefined iTool Visualization Classes" (Chapter 6, *iTool Developer's Guide*) for a list of predefined types

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::GetXYZRange

The IDLitVisualization::GetXYZRange function method computes the *x*, *y*, and *z* ranges of the overall contents of the visualization, taking into account the IMPACTS_RANGE property setting for itself and its contents.

Syntax

Result = Obj->[IDLitVisualization::]GetXYZRange(*XRange*,*YRange*, *ZRange*
    [, /DATA] [, /NO_TRANSFORM])

Return Value

Returns a 1 if the *x*, *y*, and *z* ranges were successfully computed, or 0 otherwise.

Arguments

XRange

A named variable that, upon return, will contain a two-element vector, [*xmin*, *xmax*], representing the *x*-range of the contents of this visualization that impact ranges.

YRange

A named variable that, upon return, will contain a two-element vector, [*ymin*, *ymax*], representing the *y*-range of the contents of this visualization that impact ranges.

ZRange

A named variable that, upon return, will contain a two-element vector, [*zmin*, *zmax*], representing the *z*-range of the contents of this visualization that impact ranges.

Keywords

DATA

Set this keyword to indicate that the ranges should be computed for the full data sets of the contents of this visualization. By default, if the keyword is not set, the ranges are computed for the displayed portions of the data sets.

NO_TRANSFORM

Set this keyword to indicate that this visualization's transform matrix should not be applied when computing the *x*, *y*, and *z* ranges. By default, the transform matrix is applied.

Version History

6.0	Introduced

IDLitVisualization::Init

The IDLitVisualization::Init function method initializes the visualization object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitVisualization' [, *PROPERTY=value*])

or

Result = Obj->[IDLitVisualization::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLitVisualization Properties" on page 4059 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitVisualization::Is3D

The IDLitVisualization::Is3D function method determines whether or not this visualization is marked as being three-dimensional.

Syntax

Result = Obj->[IDLitVisualization::]Is3D()

Return Value

Returns 1 if this visualization is marked as being three-dimensional, or 0 if it is not three-dimensional.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::IsIsotropic

The IDLitVisualization::IsIsotropic function method indicates whether or not this visualization (or any of its contents) is marked as being isotropic. See the ISOTROPIC property for more information.

Syntax

Result = Obj->[IDLitVisualization::]IsIsotropic()

Return Value

Returns 1 if the visualization or any of the items it contains has the ISOTROPIC property set, or 0 otherwise.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::IsManipulatorTarget

The IDLitVisualization::IsManipulatorTarget function method determines whether or not this visualization is a manipulator target.

Syntax

Result = Obj->[IDLitVisualization::]IsManipulatorTarget()

Return Value

Returns 1 if this visualization is a manipulator target, or 0 if it is not.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::IsSelected

The IDLitVisualization::IsSelected function method determines if this visualization is currently selected or not.

Syntax

Result = Obj->[IDLitVisualization::]IsSelected()

Return Value

Returns 1 if this visualization is currently selected, or 0 if it is not selected.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::Move

The IDLitVisualization::Move procedure method moves an object from one position in the visualization container to a new position. Use the IDLitVisualization::Get method to return the objects within the visualization.

The positions of the objects within a container controls how they are rendered. The object whose location has the lowest index value is rendered first. If several objects are located at the same point in three-dimensional space, the object rendered first will occlude objects rendered later.

Note

This method overrides the IDL_Container::Move method, which IDLitVisualization inherits since IDL_Container is a superclass of IDLgrModel. This specialized implementation of the Move method ensures visualizations are stored in the correct order based on type when they are moved. Those items that must appear on top of other objects are stored as the last items in the list of objects contained by this visualization.

Syntax

Obj->[IDLitVisualization::]Move, *Source, Destination*

Arguments

Source

The zero-based index of the current location of the object to be moved.

Destination

The zero-based index of the new location where the object will reside after being moved.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::On2DRotate

The IDLitVisualization::On2DRotate procedure method notifies objects that use the visualization's data when the rotation of the parent dataspace changes.

Syntax

Obj->[IDLitVisualization::]On2DRotate, *Notifier, IsRotated*

Arguments

Notifier

An object reference to the parent object that is sending notification when the dataspace rotation changes.

IsRotated

A scalar value that is non-zero if the dataspace is now rotated, or zero otherwise.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::OnAxesRequestChange

The IDLitVisualization::OnAxesRequestChange procedure method notifies objects that use the visualization's data when the axes of a contained object change.

Syntax

Obj->[IDLitVisualization::]OnAxesRequestChange, *Notifier, AxesRequest*

Arguments

Notifier

An object reference to the object that is sending notification when axes change.

AxesRequest

A scalar value representing the new axes request. Allowable values are:

Value	Requested Axes
0	No axes requested.
1	Axes requested.
2	Axes should be automatically computed.

Table 31-10: Allowable AxesRequest Values

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::OnAxesStyleRequestChange

The IDLitVisualization::OnAxesStyleRequestChange procedure method notifies objects that use the visualization's data when the axes style of a contained object changes.

Syntax

Obj->[IDLitVisualization::]OnAxesStyleRequestChange, *Notifier, StyleRequest*

Arguments

Notifier

An object reference to the object that is sending notification when the axes style changes.

StyleRequest

A scalar value representing the new axes style request. Allowable values are:

Value	Requested Axes Style
0	None.
1	At Dataspace Minimum.
2	Box Axes.
3	Crosshairs.
-1	No visualization in the hierarchy requested axes.

Table 31-11: Axes Style Values

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::OnDataChange

The IDLitVisualization::OnDataChange procedure method notifies objects that use the visualization's data when the visualization's data changes.

Note

 This method is generally not called explicitly.

Syntax

Obj->[IDLitVisualization::]OnDataChange, *Notifier*

Arguments

Notifier

A reference to the object that is sending notification when the data changes.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::OnDataComplete

The IDLitVisualization::OnDataComplete procedure method notifies objects that use the visualization's data when changes to the visualization's data are complete.

Note
This method is generally not called explicitly.

Syntax

Obj->[IDLitVisualization::]OnDataComplete, *Notifier*

Arguments

Notifier

A reference to the object that is sending notification when the data changes are complete.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::OnDataRangeChange

The IDLitVisualization::OnDataRangeChange procedure method notifies objects that use the visualization's data when the range of the visualization's data changes.

Note ───

This method is generally not called explicitly.

───

Syntax

Obj->[IDLitVisualization::]OnDataRangeChange, *Notifier*, *XRange*, *YRange*, *Zrange*

Arguments

Notifier

A reference to the object that is sending notification when the data range changes.

XRange

A two-element vector, [*xmin*, *xmax*], representing the new *x*-range.

YRange

A two-element vector, [*ymin*, *ymax*], representing the new *y*-range.

ZRange

A two-element vector, [*zmin*, *zmax*], representing the new *z*-range.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::OnDimensionChange

The IDLitVisualization::OnDimensionChange procedure method notifies objects that use the visualization's data when the dimensionality of the visualization's data changes.

Syntax

Obj->[IDLitVisualization::]OnDimensionChange, *Notifier, Is3D*

Arguments

Notifier

An object reference to the object that is sending notification when the dimensionality changes.

Is3D

A scalar value that is non-zero if the object is now three-dimensional, or zero otherwise.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::OnWorldDimensionChange

The IDLitVisualization::OnWorldDimensionChange procedure method notifies objects that use the visualization's data when the dimensionality of the visualization's parent dataspace changes.

Syntax

Obj->[IDLitVisualization::]OnWorldDimensionChange, *Notifier, Is3D*

Arguments

Notifier

An object reference to the parent object that is sending notification when the dimensionality changes.

Is3D

A scalar value that is non-zero if the object is now three-dimensional, or zero otherwise.

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::Remove

The IDLitVisualization::Remove procedure method removes the given object(s) from the visualization.

This method overrides the IDL_Container::Remove method, which IDLitVisualization inherits since IDL_Container is a superclass of IDLgrModel. This specialized implementation of the Remove method performs the following actions:

- Handles property aggregation

- Updates this visualization's state flags (indicating whether this visualization is 3-D, isotropic, etc.) as appropriate

- Sends notification that the scene needs to be redrawn (unless the NO_UPDATE keyword is set)

Syntax

Obj->[IDLitVisualization::]Remove, *Object* [, /NO_UPDATE]

Arguments

Object

A reference (or vector of references) to the object(s) to be removed from this visualization.

Keywords

NO_UPDATE

Set this keyword to indicate the scene should not be updated after objects are removed. By default, the overall scene is updated.

Version History

6.0	Introduced
6.1	Added NO_UPDATE keyword

IDLitVisualization::RequestsAxes

The IDLitVisualization::RequestsAxes function method indicates whether or not the visualization requests axes. Most visualization classes do request axes. However, axes, images, ROIs, map grids, profile lines, and backgrounds do not request axes.

Syntax

Result = Obj->[IDLitVisualization::]RequestsAxes( )

Return Value

Returns a 1 if the visualization does request axes, or 0 if does not request axes.

Arguments

None

Keywords

None

Version History

6.1	Introduced

IDLitVisualization::Restore

The IDLitVisualization::Restore procedure method performs any transitional work required after an object of this class has been restored from a SAVE file, to ensure that its state is appropriate for the current version.

Note ————————————————————————————————

This method overrides the implementation in the IDLitComponent class. This specialized implementation ensures that all axes requests and axis style requests are set properly.

——

Syntax

Obj->[IDLitVisualization::]Restore

Arguments

None

Keywords

None

Version History

6.1	Introduced

See Also

IDL_Savefile, SAVE, RESTORE

IDLitVisualization::Rotate

The IDLitVisualization::Rotate procedure method rotates this visualization about the given axis by the given angle.

This method overrides the superclass's IDLgrModel::Rotate method. This specialized implementation rotates about a center of rotation rather than about the origin, [0,0,0].

Syntax

Obj->[IDLitVisualization::]Rotate, *Axis*, *Angle* [, CENTER_OF_ROTATION=[*x*, *y*, *z*]] [, /PREMULTIPLY]

Arguments

Axis

A three-element vector of the form [*x*, *y*, *z*] describing the axis about which the visualization is to be rotated.

Angle

A scalar value indicating the angle of rotation (measured in degrees).

Keywords

CENTER_OF_ROTATION

Set this keyword to a three-element vector, [x, y, *z*], representing the center of the rotation. By default, the visualization's own center of rotation (accessible through "IDLitVisualization::GetCenterRotation" on page 4071) will be used.

PREMULTIPLY

Set this keyword to cause the rotation matrix specified by *Axis* and *Angle* to be pre-multiplied to this visualization's current transformation matrix. By default, the rotation matrix is post-multiplied.

Note
In pre-multiplication, the current visualization's transform and scaling are applied before the specified rotation. In post-multiplication, the specified rotation is applied before the visualization's transformation and scaling.

Version History

6.1	Introduced

IDLitVisualization::Scale

The IDLitVisualization::Scale procedure method scales the visualization by the given scale factors.

Syntax

Obj->[IDLitVisualization::]Scale, *SX*, *SY*, *SZ* [, CENTER_OF_ROTATION=[*x*, *y*] | [*x*, *y*, *z*]] [, /PREMULTIPLY]

Arguments

SX

The factor in the *x*-dimension by which the visualization is to be scaled.

SY

The factor in the *y*-dimension by which the visualization is to be scaled.

SZ

The factor in the *z*-dimension by which the visualization is to be scaled.

Keywords

CENTER_OF_ROTATION

Set this keyword to a 2- or 3-element vector, [*x*, *y*] or [*x*,*y*,*z*], representing the center of rotation (in data coordinates) to be used as the center for scaling. By default, if PREMULTIPLY is set, then this visualization's own center of rotation will be used as the center for scaling; if PREMULTIPLY is not set, the result of transforming this visualization's center of rotation by its own transformation matrix will be used as the center for scaling.

PREMULTIPLY

Set this keyword to cause the scaling matrix specified by *Sx*, *Sy*, and *Sz* to be pre-multiplied to this visualization's transformation matrix. By default, the scaling matrix is post-multiplied.

Version History

6.0	Introduced

IDLitVisualization::Select

The IDLitVisualization::Select procedure method handles notification of mechanisms that key off the current selection (such as the visualization browser) when this visualization has been selected.

Syntax

Obj->[IDLitVisualization::]Select[, *Mode*]
  [, /ADDITIVE | /SELECT | /TOGGLE | /UNSELECT] [, /NO_NOTIFY]

Arguments

Mode

A scalar that indicates the selection mode. Valid values include:

- 0 - Unselect (deselect this visualization).

- 1 - Select (set this visualization as the current selection). This mode is the default.

- 2 - Toggle (toggle the selection of this visualization). Use the **CRTL** key to toggle.

- 3 - Additive (add this visualization to the current selection list). Use the **SHIFT** key to add.

Keywords

ADDITIVE

Set this keyword to indicate that the selection mode is additive. This is equivalent to setting *Mode* to 3.

NO_NOTIFY

Set this keyword to indicate that this visualization's parent should not be notified of this selection. By default, the parent is notified.

SELECT

Set this keyword to indicate that the selection mode is select. This is equivalent to setting *Mode* to 1.

TOGGLE

Set this keyword to indicate that the selection mode is toggle. This is equivalent to setting *Mode* to 2.

UNSELECT

Set this keyword to indicate that the selection mode is unselect. This is equivalent to setting *Mode* to 0.

Version History

6.0	Introduced

IDLitVisualization::Set3D

The IDLitVisualization::Set3D procedure method sets a flag indicating this visualization is three-dimensional.

Syntax

Obj->[IDLitVisualization::]Set3D, *Is3D* [, /ALWAYS] [, /AUTO_COMPUTE]

Arguments

Is3D

A non-zero value indicates that the visualization is three-dimensional; 0 indicates that it is two-dimensional.

Keywords

ALWAYS

Set this keyword to indicate that the given 3-D setting always applies.

AUTO_COMPUTE

Set this keyword to indicate that the 3-D setting for this visualization should be auto-computed based upon the dimensionality of its contents. This keyword is mutually exclusive of the ALWAYS keyword, and the *Is3D* argument is ignored if AUTO_COMPUTE is set.

Version History

6.0	Introduced

IDLitVisualization::SetAxesRequest

The IDLitVisualization::SetAxesRequest procedure method sets the current axes request for this visualization.

Syntax

Obj->[IDLitVisualization::]SetAxesRequest [, *AxesRequest*]
   [, /ALWAYS | /AUTO_COMPUTE] [, /NO_NOTIFY]

Arguments

AxesRequest

A scalar value indicating whether this visualization requests axes:

- •   0 – Axes are not requested by the visualization
- •   1 – Axes are requested by the visualization.

Note ———————————————————————————————

If this argument is not present, the visualization is marked as requesting axes.

———————————————————————————————————————

Keywords

ALWAYS

Set this keyword to always request or not request axes as specified by the *AxesRequest* argument. This setting will override the requests made by children of the visualization.

AUTO_COMPUTE

Set this keyword to compute the axes for this visualization based on the axes requested by objects contained in the visualization.

Note ———————————————————————————————

This keyword is mutually exclusive of the ALWAYS keyword. If this keyword is set, the *AxesRequest* argument is ignored.

———————————————————————————————————————

NO_NOTIFY

Set this keyword to indicate that this visualization's parent should not be notified of a change in axes request. By default, the parent is notified.

Version History

6.1	Introduced

IDLitVisualization::SetAxesStyleRequest

The IDLitVisualization::SetAxesStyleRequest procedure method sets the current axes style request for this visualization. The axes container is automatically created whenever a data space is instantiated, but the default axes style property is 0 (None) until visualizations are added.

Whenever a visualization is added to the visualization container, it is queried for axes requirements. Most visualization classes do request axes (with the exception of axes, images, ROIs, map grids, profile lines, and backgrounds). When visualizations are added, and the current axes style value is 0 (None), then the axes style will be changed as follows:

- The axes style is set according to the request of the first visualization in the hierarchy to request a *particular* axes style. By default, most visualizations do not request a particular style. The exceptions are plots, which request style 2 (Box Axes) if non-polar, or style 3 (Crosshairs) if polar.

- The default style 1 (At Dataspace Minimum) is used if none of the visualizations in the hierarchy request a particular axes style.

Syntax

Obj->[IDLitVisualization::]SetAxesStyleRequest, *StyleRequest* [, /NO_NOTIFY]

Arguments

StyleRequest

A scalar value representing the requested axes style. The value should correspond to one of the values listed in the following table:

Value	Requested Axes Style
0	None.
1	At Dataspace Minimum.
2	Box Axes.
3	Crosshairs.
-1	No visualization in the hierarchy requested a particular axes style.

Table 31-12: Axes Style Values

Keywords

NO_NOTIFY

Set this keyword to indicate that this visualization's parent should not be notified of a change in the axes style request. By default, the parent is notified.

Version History

6.1	Introduced

IDLitVisualization::SetCurrentSelectionVisual

The IDLitVisualization::SetCurrentSelectionVisual procedure method sets the current selection visual for the given manipulator.

Syntax

Obj->[IDLitVisualization::]SetCurrentSelectionVisual, *Manipulator*

Arguments

Manipulator

An object reference (that subclasses from IDLitManipulator) identifying the manipulator that corresponds to the selection visual to be set as current.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::SetData

The IDLitVisualization::SetData function method sets the data parameter of the visualization.

Note
If the SetData method returns successfully, notification of a data change is issued to all observers of the data object.

Syntax

Result = Obj->[IDLitVisualization::]SetData(*Data*)

Return Value

Returns a 1 if successful, or 0 if it fails.

Arguments

Data

A reference to the data object to be associated with the visualization parameter.

Keywords

This method accepts all keywords accepted by the IDLitParameter::SetData method.

Version History

6.0	Introduced

IDLitVisualization::SetDefaultSelectionVisual

The IDLitVisualization::SetDefaultSelectionVisual procedure method sets the default selection visual to be associated with this visualization.

Note

If the visualization on which this method is called is not a manipulator target (see "MANIPULATOR_TARGET" on page 4061) the default selection visual set by this method will be used as the current selection visual whenever the visualization is selected.

Syntax

Obj->[IDLitVisualization::]SetDefaultSelectionVisual, *SelectionVisual*
    [, POSITION=*value*]

Arguments

SelectionVisual

A reference to the IDLitManipulatorVisual object that is added to the visualization object and serves as the default selection visual for this visualization.

Keywords

POSITION

Set this keyword equal to the zero-based position at which the selection visual should be inserted within the container. The default is to add the object to the end of the container (the visualization object).

Version History

6.0	Introduced

IDLitVisualization::SetParameterSet

The IDLitVisualization::SetParameterSet function method associates a parameter set with this visualization.

Note ──

If the SetParameterSet method returns successfully, notification of a data change is issued to all observers of the visualization's data.

──

Syntax

Result = Obj->[IDLitVisualization::]SetParameterSet(*ParameterSet*)

Return Value

Returns a 1 if successful, or a 0 otherwise.

Arguments

ParameterSet

A reference to the IDLitParameterSet object to be associated with the visualization.

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::SetProperty

The IDLitVisualization::SetProperty procedure method sets the value of a property or group of properties for the object.

Syntax

Obj->[IDLitVisualization::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitVisualization Properties" on page 4059 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitVisualization::UpdateSelectionVisual

The IDLitVisualization::UpdateSelectionVisual procedure method transforms this visualization's selection visual to match the visualization's geometry.

Syntax

Obj->[IDLitVisualization::]UpdateSelectionVisual

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitVisualization::VisToWindow

The IDLitVisualization::VisToWindow procedure method transforms given points from visualization data space to window device coordinates.

Syntax

Obj->[IDLitVisualization::]VisToWindow, *InX*, *InY*, *InZ*, *OutX*, *OutY*, *OutZ*
   [, /NO_TRANSFORM]

or

Obj->[IDLitVisualization::]VisToWindow, *InX*, *InY*, *OutX*, *OutY*
   [, /NO_TRANSFORM]

or

Obj->[IDLitVisualization::]VisToWindow, *InVerts*, *OutVerts* [, /NO_TRANSFORM]

Arguments

InX

A vector of input X values (in visualization data space).

InY

A vector of input Y values (in visualization data space). The number of elements of this vector must match the number of elements in *InX*.

InZ

A vector of input Z values (in visualization data space). The number of elements of this vector must match the number of elements in *InX*.

InVerts

A [2, *n*] or [3, *n*] array of input vertices (in visualization data space).

OutX

A named variable that will contain a vector of output X values (in window device coordinates).

OutY

A named variable that will contain a vector of output Y values (in window device coordinates).

OutZ

A named variable that will contain a vector of output Z values (in window device coordinates).

OutVerts

A named variable that will contain a vector of output vertices (in window device coordinates).

Keywords

NO_TRANSFORM

If this keyword is set, the current transformation matrix is not included in the computation. Setting this keyword is useful when computing selection visual scaling.

Version History

6.0	Introduced

IDLitVisualization::WindowToVis

The IDLitVisualization::WindowToVis procedure method transforms given points from window device coordinates to visualization data space.

Syntax

Obj->[IDLitVisualization::]WindowToVis, *InX*, *InY*, *InZ*, *OutX*, *OutY*, *OutZ*

or

Obj->[IDLitVisualization::]WindowToVis, *InX*, *InY*, *OutX*, *OutY*

or

Obj->[IDLitVisualization::]WindowToVis, *InVerts*, *OutVerts*

Arguments

InX

A vector representing the input x values (in window device coordinates).

InY

A vector representing the input y values (in window device coordinates). The number of elements of this vector must match the number of elements in *InX*.

InZ

A vector representing the input z values (in window device coordinates). The number of elements of this vector must match the number of elements in *InX*.

InVerts

A [2, *n*] or [3, *n*] array representing the input vertices (in window device coordinates).

OutX

A named variable that upon return will contain a vector representing the output x values (in visualization data space).

OutY

A named variable that upon return will contain a vector representing the output y values (in visualization data space).

OutZ

A named variable that upon return will contain a vector representing the output z values (in visualization data space).

OutVerts

A named variable that upon return will contain a vector representing the output vertices (in visualization data space).

Keywords

None

Version History

6.0	Introduced

IDLitWindow

The IDLitWindow class serves as the base class for all windows within the iTools framework.

Superclasses

IDLgrWindow

Note

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

Creation

See "IDLitWindow::Init" on page 4139.

Properties

Objects of this class inherit properties from the IDLgrWindow superclass. See "IDLgrWindow Properties" on page 4963 for descriptions of these properties.

Methods

This class has the following methods:

- IDLitWindow::Add
- IDLitWindow::AddWindowEventObserver
- IDLitWindow::Cleanup
- IDLitWindow::ClearSelections
- IDLitWindow::DoHitTest
- IDLitWindow::GetEventMask
- IDLitWindow::GetProperty
- IDLitWindow::GetSelectedItems
- IDLitWindow::Init
- IDLitWindow::OnEnter

- IDLitWindow::OnExit
- IDLitWindow::OnExpose
- IDLitWindow::OnKeyboard
- IDLitWindow::OnMouseDown
- IDLitWindow::OnMouseMotion
- IDLitWindow::OnMouseUp
- IDLitWindow::OnResize
- IDLitWindow::OnScroll
- IDLitWindow::OnTimer
- IDLitWindow::OnWheel
- IDLitWindow::Remove
- IDLitWindow::RemoveWindowEventObserver
- IDLitWindow::SetCurrentZoom
- IDLitWindow::SetEventMask
- IDLitWindow::SetManipulatorManager
- IDLitWindow::SetProperty
- IDLitWindow::SetTimerInterval
- IDLitWindow::ZoomIn
- IDLitWindow::ZoomOut

In addition, this class inherits the methods of its superclass.

Version History

6.0	Introduced
6.2	Added OnTimer and SetTimerInterval methods
6.3	Added OnEnter, OnExit, OnExpose, and OnResize methods
6.4	Added OnWheel method

IDLitWindow Properties

IDLitWindow objects inherit properties from the IDLgrWindow superclass. See "IDLgrWindow Properties" on page 4963 for descriptions of these properties.

Properties with the word "Yes" in the "Get" column of the table can be retrieved via IDLitWindow::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLitWindow::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLitWindow::SetProperty.

IDLitWindow::Add

The IDLitWindow::Add procedure method adds the given object(s) to the window.

Syntax

Obj->[IDLitWindow::]Add, *Objects* [, POSITION=*value*]

Arguments

Objects

A reference (or array of references) to the object(s) to be added to the window. Any of the objects that inherit from IDLgrViewGroup are added directly to the window's scene, which represents a container for all of the views (and their corresponding visualization hierarchies) that appear within a window. The remaining objects are added to the current view within the window's scene.

Keywords

POSITION

Set this keyword equal to a scalar or array containing the zero-based indices of the position within the container at which the new object should be placed.

Version History

6.0	Introduced

IDLitWindow::AddWindowEventObserver

The IDLitWindow::AddWindowEventObserver procedure method adds the given object(s) to the list of observers that are to be notified of events that occur within the window. Each observer must implement one or more methods corresponding to bits in the IDLitWindow object's event mask, as set by the IDLitWindow::SetEventMask method:

Bit	Value	Event Type	Required Methods
0	1	Button Events	OnMouseDown OnMouseUp
1	2	Motion Events	OnMouseMotion
2	4	Keyboard Events	OnKeyboard
3	8	Tracking Events	*n/a*
4	16	Timer Events	OnTimer
5	32	Wheel Events	OnWheel

Table 31-13: Event Mask values and their corresponding methods

Note
See "Designing a Behavior Object" (Chapter 10, *Object Programming*) for examples that implement the OnTimer event in an animation display.

When an event occurs within this window, the corresponding method (from the list above) will be called for each observer in the window's list.

See the IDLitWindow methods of the same name for information on creating window observer methods.

Syntax

Obj->[IDLitWindow::]AddWindowEventObserver, *Objects*

Arguments

Objects

A reference (or vector of references) to the object(s) to be added as window event observers.

Keywords

None

Version History

6.0	Introduced

See Also

IDLitWindow::OnKeyboard, IDLitWindow::OnMouseDown, IDLitWindow::OnMouseMotion, IDLitWindow::OnMouseUp, IDLitWindow::OnTimer, IDLitWindow::OnWheel, IDLitWindow::SetEventMask

IDLitWindow::Cleanup

The IDLitWindow::Cleanup procedure method performs all cleanup on the object.

Note ———————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitWindow::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWindow::ClearSelections

The IDLitWindow::ClearSelections procedure method clears the window's list of currently selected items (within its current view). The items within the current view that had been selected are deselected.

Syntax

Obj->[IDLitWindow::]ClearSelections

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWindow::DoHitTest

The IDLitWindow::DoHitTest function method performs a hit test to determine which visualizations within the destination are displayed at a given pixel location.

Note ──

The objects returned in *Result* are the "top-level" objects (usually IDLgrModel or IDLitVisualization objects). Objects *contained* by the returned objects can be returned using the SUB_HIT keyword.

───

Syntax

Result = Obj->[IDLitWindow::]DoHitTest(*X*, *Y* [, DIMENSIONS=[*width*, *height*]]
    [, /ORDER] [, SUB_HIT=*variable*] [, UNITS={0 | 1 | 2 | 3}])

Return Value

Returns a vector of references to the objects (usually IDLgrModel or IDLitVisualization objects) that appear at the given location. If no visualizations are displayed at that location, a null reference is returned.

Arguments

X

A floating-point value representing the *x*-location at which the hit test is to be performed

Y

A floating-point value representing the *y*-location at which the hit test is to be performed.

Keywords

DIMENSIONS

Set this keyword to a two-element integer vector, [*w*, *h*], to specify the dimensions (width and height) of the hit test box. The hit test box is centered at the location specified by the *X* and *Y* arguments. Any object that falls within this hit test box will be included in the return vector. By default, the hit test box is 3 pixels by 3 pixels.

ORDER

Set this keyword to control the ordering of objects in the returned hit test list when the objects are at the same distance from the viewer. Set ORDER=0 (the default) to return the objects in the order in which they were drawn. Set ORDER=1 to return objects in the reversed order from which they were drawn.

Note ───

If the visualization objects use DEPTH_TEST_FUNCTION=4 (less than or equal), then it is recommended that the ORDER keyword be set to 1 to ensure that objects at the same depth are returned in the same order in which they appear visually.

───

SUB_HIT

Set this keyword to a named variable that will contain references to all *contained* visualization objects that satisfy all of the following conditions:

- The objects are contained by the nearest hit visualization (the first object in the return value)

- The objects are SELECT_TARGETs (see "IDLgrModel" on page 4469)

- The objects are actively displayed at the given *X* and *Y* coordinates

The results of SUB_HIT are returned in the order in which the sub-hit visualizations appear in the graphics hierarchy. Sub-hits are only returned for the first visualization.

UNITS

Set this keyword to a scalar value to indicate the units of measure for the *X*, *Y* arguments and the DIMENSIONS keyword. Valid values include:

- 0 = Device (default)

- 1 = Inches

- 2 = Centimeters

- 3 = Normalized: relative to the dimensions of the primary monitor/screen, as stored in the SCREEN_DIMENSIONS property

Version History

6.0	Introduced
6.1	Added ORDER keyword

IDLitWindow::GetEventMask

The IDLitWindow::GetEventMask function method returns a bitwise mask representing the events that are enabled for this window.

Syntax

Result = Obj->[IDLitWindow::]GetEventMask([, BUTTON_EVENTS=*variable*]
   [, KEYBOARD_EVENTS=*variable*] [, MOTION_EVENTS=*variable*]
   [, TIMER_EVENTS=*variable*] [, TRACKING_EVENTS=*variable*]
   [, WHEEL_EVENTS=*variable*])

Return Value

Returns the bitwise mask as an unsigned long integer. The bits in the mask are as follows:

Bit	Value	Event
0	1	Button Events
1	2	Motion Events
2	4	Keyboard Events
3	8	Tracking Events
4	16	Timer Events
5	32	Wheel Events

Table 31-14: Bits of the Event Mask

Arguments

None

Keywords

BUTTON_EVENTS

Set this keyword equal to a named variable that will contain a 1 if mouse button events are currently enabled for this window, or a 0 otherwise.

KEYBOARD_EVENTS

Set this keyword equal to a named variable that will contain a 1 if keyboard events are currently enabled for this window, or a 0 otherwise.

MOTION_EVENTS

Set this keyword equal to a named variable that will contain a 1 if mouse motion events are currently enabled for this window, or a 0 otherwise.

TIMER_EVENTS

Set this keyword equal to a named variable that will contain a 1 if timer events are currently enabled for this window, or a 0 otherwise.

TRACKING_EVENTS

Set this keyword equal to a named variable that will contain a 1 if tracking events are currently enabled for this window, or a 0 otherwise.

WHEEL_EVENTS

Set this keyword equal to a named variable that will contain a 1 if wheel events are currently enabled for this window, or a 0 otherwise.

Version History

6.0	Introduced
6.2	Added TIMER_EVENTS keyword
6.4	Added WHEEL_EVENTS keyword

IDLitWindow::GetProperty

The IDLitWindow::GetProperty procedure method retrieves the value of an IDLitWindow property, and should be called by the subclass' GetProperty method. This method also retrieves properties defined in the superclass.

Syntax

Obj->[IDLitWindow::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitWindow Properties" on page 4126 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitWindow::GetSelectedItems

The IDLitWindow::GetSelectedItems function method returns the objects (visualizations only, by default) currently selected within this window's scene.

Syntax

Result = Obj->[IDLitWindow::]GetSelectedItems([, /ALL] [, COUNT=*named variable*])

Return Value

Returns a vector of references to the objects currently selected within this window's scene. If no objects are currently selected, this function returns a –1.

Arguments

None

Keywords

ALL

Set this keyword to return all classes of selected items. By default, only visualizations are returned.

COUNT

Set this keyword to a named variable that will contain the number of items returned by this method.

Version History

6.0	Introduced
6.1	Added ALL keyword

IDLitWindow::Init

The IDLitWindow::Init function method initializes the window object.

This function method initializes the IDLitWindow object, and should be called by the subclass's Init method. This method also calls the superclass's Init method.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLitWindow'[, *PROPERTY=value*])

or

Result = Obj->[IDLitWindow::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or 0 otherwise.

Arguments

None

Keywords

Any property listed under "IDLitWindow Properties" on page 4126 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitWindow::OnEnter

Syntax | Arguments | Keywords | Version History

The IDLitWindow::OnEnter procedure method handles notification from the window that a mouse enter event has occurred.

Note

This method is only a stub and provides no functionality. In your subclass of IDLitWindow, you should override this method to provide your own functionality. Your method will be automatically called when a mouse enter event occurs.

Syntax

Obj->[IDLitWindow::]OnEnter

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitWindow::OnExit

The IDLitWindow::OnExit procedure method handles notification from the window that a mouse exit event has occurred.

Note ————————————————————————————

This method is only a stub and provides no functionality. In your subclass of IDLitWindow, you should override this method to provide your own functionality. Your method will be automatically called when a mouse exit event occurs.

Syntax

Obj->[IDLitWindow::]OnExit

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLitWindow::OnExpose

Syntax | Arguments | Keywords | Version History

The IDLitWindow::OnExpose procedure method handles notification from the window that an expose event has occurred.

Note

By default, the OnExpose method will automatically redraw the graphics hierarchy. If you are using a subclass of IDLitWindow and require additional functionality, you should override this method. Your method will be automatically called when an expose event occurs.

Syntax

Obj->[IDLitWindow::]OnExpose, *X*, *Y*, *Width*, *Height*

Arguments

X

A floating-point value representing the *x*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Y

A floating-point value representing the *y*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Width

A floating-point value representing the width of the newly exposed portion of the canvas (in device coordinates).

Height

A floating-point value representing the height of the newly exposed portion of the canvas (in device coordinates).

Keywords

None

Version History

6.3	Introduced

IDLitWindow::OnKeyboard

The IDLitWindow::OnKeyboard procedure method handles notification (from the native window device) that a keyboard event has occurred, and passes along that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also *simulate* a keyboard event by calling this method directly.

Note

Window event observers that handle keyboard events *must* implement the OnKeyboard method, as described in "Implementing the OnKeyboard Interface" on page 4147. In addition, window event observers must implement the OnMouseDown, OnMouseMotion, and OnMouseUp methods. See IDLitWindow::AddWindowEventObserver for details.

Syntax

Obj->[IDLitWindow::]OnKeyboard, *IsASCII*, *Character*, *KeySymbol*, *X*, *Y*, *Press*, *Release*, *Modifiers*

Arguments

IsASCII

A scalar byte value that indicates whether the keyboard event corresponds to a character in the ASCII character set. If *IsASCII* is non-zero, the *Character* argument will be set to that ASCII character. If *IsASCII* is zero, the *KeySymbol* argument will be set to a numeric value indicating the key that was pressed.

Character

If *IsASCII* is non-zero, this argument is set to a byte value containing the ASCII character that corresponds to the key that was pressed. Otherwise, this argument is set to zero.

KeySymbol

If *IsASCII* is zero, this argument is set to a long integer that indicates the key that was pressed. Otherwise, this argument is set to zero. Valid values for key symbols include:

1	Shift
2	Control
3	Caps Lock
4	Alt
5	Left
6	Right
7	Up
8	Down
9	Page Up
10	Page Down
11	Home
12	End

X,Y

Long integers containing the *x*-coordinate and *y*-coordinate of the mouse cursor (in device coordinates) at the time of the event.

Press

A long integer indicating whether this event represents a key press. This argument is non-zero if the event is the result of pressing the key.

Release

A long integer indicating whether this event represents a key release. This argument is non-zero if the event is the result of releasing the key.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the keyboard event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-15: Modifier Values

Keywords

None

Implementing the OnKeyboard Interface

When defining a window event observer that handles keyboard events, you must implement an OnKeyboard procedure method with the following signature:

```
PRO OnKeyboard, Window, IsASCII, Character, KeySymbol, X, Y, $
    Press, Release, Modifiers
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated, and all of the other arguments are described above.

In addition, you must implement OnMouseDown, OnMouseMotion, and OnMouseUp procedure methods, as discussed in "IDLitWindow::AddWindowEventObserver" on page 4128.

Version History

6.0	Introduced
6.1	Corrected syntax to read *IsASCII* instead of *IsAlphaNumeric*
	Corrected *KeySymbol* values
	Added *X*, *Y*, *Press*, *Release*, *Modifiers* arguments

See Also

IDLitWindow::AddWindowEventObserver, IDLitWindow::OnMouseDown, IDLitWindow::OnMouseMotion, IDLitWindow::OnMouseUp

IDLitWindow::OnMouseDown

The IDLitWindow::OnMouseDown procedure method handles notification (from the native window device) that a mouse down event has occurred, and passes along that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also *simulate* a mouse down event by calling this method directly.

Note ──

Window event observers that handle mouse down events *must* implement the OnMouseDown method, as described in "Implementing the OnMouseDown Interface" on page 4150. In addition, window event observers must implement the OnKeyboard, OnMouseMotion, and OnMouseUp methods. See IDLitWindow::AddWindowEventObserver for details.

──

Syntax

Obj->[IDLitWindow::]OnMouseDown, *X*, *Y*, *ButtonMask*, *Modifiers*, *NumClicks*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

ButtonMask

An integer containing a bitwise mask indicating which of the left, center, or right mouse button was pressed:

Bitmask	Mouse Button
1	Left
2	Middle
4	Right

Table 31-16: Bitmask for Button Events

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time the mouse button is pressed. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bitmask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-17: Bits of the Modifier Key Mask

NumClicks

An integer indicating the number of times the mouse button was clicked.

Keywords

None

Implementing the OnMouseDown Interface

When defining a window event observer that handles mouse down events, you must implement an OnMouseDown procedure method with the following signature:

```
PRO OnMouseDown, Window, X, Y, ButtonMask, Modifiers, NumClicks
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated, and all of the other arguments are described above.

In addition, you must implement OnKeyboard, OnMouseMotion, and OnMouseUp procedure methods, as discussed in "IDLitWindow::AddWindowEventObserver" on page 4128.

Version History

6.0	Introduced

See Also

IDLitWindow::AddWindowEventObserver, IDLitWindow::OnKeyboard,
IDLitWindow::OnMouseMotion, IDLitWindow::OnMouseUp

IDLitWindow::OnMouseMotion

The IDLitWindow::OnMouseMotion procedure method handles notification (from the native window device) that a mouse motion event has occurred, and passes along that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also *simulate* a mouse motion event by calling this method directly.

Note —————————————————————————————————————

Window event observers that handle mouse motion events *must* implement the OnMouseMotion method, as described in "Implementing the OnMouseMotion Interface" on page 4153. In addition, window event observers must implement the OnKeyboard, OnMouseDown, and OnMouseUp methods. See IDLitWindow::AddWindowEventObserver for details.

Syntax

Obj->[IDLitWindow::]OnMouseMotion, *X*, *Y*, *Modifiers*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time the mouse button is pressed. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bitmask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control

Table 31-18: Bits of the Modifier Key Mask

Bit	Value	Modifier Key
2	4	Caps Lock
3	8	Alt

Table 31-18: Bits of the Modifier Key Mask

Keywords

None

Implementing the OnMouseMotion Interface

When defining a window event observer that handles mouse motion events, you must implement an OnMouseMotion procedure method with the following signature:

```
PRO OnMouseMotion, Window, X, Y, Modifiers
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated, and all of the other arguments are described above.

In addition, you must implement OnKeyboard, OnMouseDown, and OnMouseUp procedure methods, as discussed in "IDLitWindow::AddWindowEventObserver" on page 4128.

Version History

6.0	Introduced

See Also

IDLitWindow::AddWindowEventObserver, IDLitWindow::OnKeyboard, IDLitWindow::OnMouseDown, IDLitWindow::OnMouseUp

IDLitWindow::OnMouseUp

The IDLitWindow::OnMouseUp procedure method handles notification (from the native window device) that a mouse up event has occurred, and passes along that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also *simulate* a mouse up event by calling this method directly.

Note
Window event observers that handle mouse up events *must* implement the OnMouseUp method, as described in "Implementing the OnMouseUp Interface" on page 4155. In addition, window event observers must implement the OnKeyboard, OnMouseDown, and OnMouseMotion methods. See IDLitWindow::AddWindowEventObserver for details.

Syntax

Obj->[IDLitWindow::]OnMouseUp, *X*, *Y*, *ButtonMask*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

ButtonMask

An integer containing a bitwise mask indicating which of the left, center, or right mouse button was released:

Bitmask	Mouse Button
1	Left
2	Middle
4	Right

Table 31-19: Bitmask for Button Events

Keywords

None

Implementing the OnMouseUp Interface

When defining a window event observer that handles mouse up events, you must implement an OnMouseUp procedure method with the following signature:

```
PRO OnMouseUp, Window, X, Y, ButtonMask
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated, and all of the other arguments are described above.

In addition, you must implement OnKeyboard, OnMouseMotion, and OnMouseMotion procedure methods, as discussed in "IDLitWindow::AddWindowEventObserver" on page 4128.

Version History

6.0	Introduced

See Also

IDLitWindow::AddWindowEventObserver, IDLitWindow::OnKeyboard, IDLitWindow::OnMouseDown, IDLitWindow::OnMouseMotion

IDLitWindow::OnResize

The IDLitWindow::OnResize procedure method handles notification from the window that a resize event has occurred.

Note

By default, the OnResize method will automatically resize the window and then call the OnResize method for the contained scene. If you are using a subclass of IDLitWindow and require additional functionality, you should override this method. Your method will be automatically called when a resize event occurs.

Syntax

Obj->[IDLitWindow::]OnResize, *Width*, *Height*

Arguments

Width

A floating-point value representing the new width of the canvas (in device coordinates).

Height

A floating-point value representing the new height of the canvas (in device coordinates).

Keywords

None

Version History

6.3	Introduced

IDLitWindow::OnScroll

The IDLitWindow::OnScroll procedure method handles notification (from the native window device) that a scrolling event has occurred. This notification is passed on to the window's scene, which handles the cropping of each of its contained views. A scene represents a container for all of the views (and their corresponding visualization hierarchies) that appear within a window.

Syntax

Obj->[IDLitWindow::]OnScroll, *X*, *Y*

Arguments

X

A long integer representing the *x*-coordinate of the lower left corner of the visible portion of the canvas (in device coordinates) after the scroll.

Y

A long integer representing the *y*-coordinate of the lower left corner of the visible portion of the canvas (in device coordinates) after the scroll.

Keywords

None

Version History

6.0	Introduced

IDLitWindow::OnTimer

The IDLitWindow::OnTimer procedure method handles notification (from the native window device) that a timer event has occurred, and passes that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also *simulate* a timer event by calling this method directly.

Note ——
Window event observers that handle timer events *must* implement the OnTimer method, as described in "Implementing the OnTimer Interface" on page 4158. See IDLitWindow::AddWindowEventObserver for details.

——

Note ——
See "Designing a Behavior Object" (Chapter 10, *Object Programming*) for examples that implement the OnTimer method in an animation display.

——

Syntax

Obj->[IDLitWindow::]OnTimer

Arguments

None

Keywords

None

Implementing the OnTimer Interface

When defining a window event observer that handles timer events, you must implement an OnTimer procedure method with the following signature:

```
PRO OnTimer, Window
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated.

Version History

6.2	Introduced

See Also

IDLitWindow::AddWindowEventObserver

IDLitWindow::OnWheel

The IDLitWindow::OnWheel procedure method handles notification (from the native window device) that a mouse wheel event has occurred, and passes along that notification to all observers in the list of window event observers (as specified by calls to the IDLitWindow::AddWindowEventObserver method). You can also simulate a mouse wheel event by calling this method directly.

Note ————————————————————————————————

Window event observers that handle mouse wheel events must implement the OnWheel method, as described in "Implementing the OnWheel Interface" on page 4161.

———

Syntax

Obj->[IDLitWindow::]OnWheel, *X*, *Y*, *Delta*, *Modifiers*

Arguments

X

A long integer representing the *x*-location (in device coordinates) of the mouse event.

Y

A long integer representing the *y*-location (in device coordinates) of the mouse event.

Delta

A long integer giving the direction and distance that the wheel was rolled. Pushing the wheel generates positive values, pulling the wheel generates negative values. The magnitude of the value depends on the device setting for the individual mouse, but is usually limited to small integer values such as +1, -1, +2, -2, etc.

Modifiers

A long integer containing a bitwise mask indicating which modifier keys are active at the time of the wheel event. If a bit is zero, the key is up; if the bit is set, the key is pressed. The following table describes the bits in this bit mask:

Bit	Value	Modifier Key
0	1	Shift
1	2	Control
2	4	Caps Lock
3	8	Alt

Table 31-20: Modifier Values

Keywords

None

Implementing the OnWheel Interface

When defining a window event observer that handles mouse wheel events, you must implement an OnWheel procedure method with the following signature:

```
PRO MyObject::OnWheel, Window, X, Y, Delta, Modifiers
```

where the *Window* argument is an object reference to the IDLitWindow object in which the event was generated, and all of the other arguments are described above.

Version History

6.4	Introduced

See Also

IDLitWindow::AddWindowEventObserver

IDLitWindow::Remove

The IDLitWindow::Remove procedure method removes the given object(s) from the window.

Syntax

Obj->[IDLitWindow::]Remove, *Object* [, /ALL] [, POSITION=index]

Arguments

Object

A reference (or vector of references) to the object(s) to be removed from this window.

Keywords

ALL

Set this keyword to remove all objects from the container. If this keyword is set, the *Object* argument is not required.

POSITION

Set this keyword equal to the zero-based index of the object to be removed. If the *Object* argument is supplied, this keyword is ignored.

Version History

6.0	Introduced

IDLitWindow::RemoveWindowEventObserver

The IDLitWindow::RemoveWindowEventObserver procedure method removes the given object(s) from the list of observers that are notified of events that occur within this window.

Syntax

Obj->[IDLitWindow::]RemoveWindowEventObserver, *Objects*

Arguments

Objects

A reference (or vector of references) to the object(s) to be removed from the list of window event observers.

Keywords

None

Version History

6.0	Introduced

IDLitWindow::Resize

The IDLitWindow::RemoveWindowEventObserver procedure method removes the given object(s) from the list of observers that are notified of events that occur within this window.

Syntax

Obj->[IDLitWindow::]Resize, *Objects*

Arguments

Objects

A reference (or vector of references) to the object(s) to be removed from the list of window event observers.

Keywords

None

Version History

6.3	Introduced

IDLitWindow::SetCurrentZoom

The IDLitWindow::SetCurrentZoom procedure method sets the current zoom factor for this window by changing its virtual dimensions. Setting the zoom factor on this window overrides any zoom factor inherited from the IDLgrWindow. The contents of the window are updated to reflect the new zoom factor.

Syntax

Obj->[IDLitWindow::]SetCurrentZoom, *ZoomFactor* [, /RESET]

Arguments

ZoomFactor

A positive floating point value indicating the zoom factor to be applied to the window. Values less than 1.0 result in a zooming out; values greater than 1.0 result in a zooming in on the contents of the window.

Keywords

RESET

Set this keyword to indicate that the zoom factor should be reset to 1.0. If this keyword is present, the *ZoomFactor* argument is ignored.

Version History

6.0	Introduced

IDLitWindow::SetEventMask

The IDLitWindow::SetEventMask procedure method enables the given events within this window.

When an event occurs within this window, if the corresponding event type is enabled, then the list of its window event observers will be notified of the event. See "IDLitWindow::AddWindowEventObserver" on page 4128 for more details.

Syntax

Obj->[IDLitWindow::]SetEventMask, [*EventMask*] [, /BUTTON_EVENTS]
   [, /KEYBOARD_EVENTS] [, /MOTION_EVENTS] [, /TIMER_EVENTS]
   [, /TRACKING_EVENTS] [, /WHEEL_EVENTS]

Arguments

EventMask

An unsigned long integer representing the bitwise mask for the events that are to be enabled for this window. The bits in the mask are as follows:

Bit	Value	Event
0	1	Button Events
1	2	Motion Events
2	4	Keyboard Events
3	8	Tracking Events
4	16	Timer Events
5	32	Wheel Events

Table 31-21: Bits of the Event Mask

This argument is optional; the keywords described below may be used instead.

Keywords

BUTTON_EVENTS

Set this keyword to indicate that mouse button events are to be enabled for this window.

KEYBOARD_EVENTS

Set this keyword to indicate the keyboard events are to be enabled for this window.

MOTION_EVENTS

Set this keyword to indicate that mouse motion events are to be enabled for this window.

TIMER_EVENTS

Set this keyword to indicate that timer events are to be enabled for this window.

TRACKING_EVENTS

Set this keyword to indicate that tracking events are to be enabled for this window.

Warning ————————————————————————————————

In order to receive tracking events, you *must* implement the IDLitWindow::OnEnter and IDLitWindow::OnExit methods in your own subclass of the IDLitWindow class.

——

WHEEL_EVENTS

Set this keyword to indicate that mouse wheel events are to be enabled for this window.

Version History

6.0	Introduced
6.2	Added TIMER_EVENTS keyword
6.4	Added WHEEL_EVENTS keyword

IDLitWindow::SetManipulatorManager

The IDLitWindow::SetManipulatorManager procedure method sets the given IDLitManipulatorManager object as the current manager of this window's manipulators.

Syntax

Obj->[IDLitWindow::]SetManipulatorManager, *Manager*

Arguments

Manager

A reference to the IDLitManipulatorManager object that is to serve as the manager for this window's manipulators.

Keywords

None

Version History

6.0	Introduced

IDLitWindow::SetProperty

The IDLitWindow::SetProperty procedure method sets the value of an IDLitWindow property, and should be called by the subclass's SetProperty method. This method also calls the superclass's SetProperty method.

Syntax

Obj->[IDLitWindow::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitWindow Properties" on page 4126 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitWindow::SetTimerInterval

The IDLitWindow::SetTimerInterval procedure method specifies the floating-point number of seconds between timer events. When a timer event occurs, the window calls the OnTimer method of all window event observers. The generation of timer events is controlled by the window event mask.

See "Controlling the Animation Rate" (Chapter 10, *Object Programming*) for examples of using this method in an animation display.

Syntax

Obj->[IDLitWindow::]SetTimerInterval, *Interval*

Arguments

Interval

The default interval value is 0, which indicates that the timer event interval is the smallest amount of time allowed by the system.

Keywords

None

Version History

6.2	Introduced

IDLitWindow::ZoomIn

The IDLitWindow::ZoomIn procedure method causes the current zoom factor for this window to be increased (that is, multiplied by the factor given by the inherited IDLgrWindow ZOOM_BASE property). The contents of the window are updated to reflect the new zoom factor. See "IDLitWindow::SetCurrentZoom" on page 4165 for additional details.

Syntax

Obj->[IDLitWindow::]ZoomIn

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWindow::ZoomOut

The IDLitWindow::ZoomOut procedure method causes the current zoom factor for this window to be decreased (that is, divided by the factor given by the inherited IDLgrWindow ZOOM_BASE property). The current contents of the window are updated to reflect the new zoom factor. See "IDLitWindow::SetCurrentZoom" on page 4165 for additional details.

Syntax

Obj->[IDLitWindow::]ZoomOut

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWriter

The IDLitWriter class defines the interface used to construct file writers for the iTools framework. Objects of this class are not intended to be created as standalone entities; rather, this class should be included as the superclass of an iTool file writer class.

This class is written in the IDL language. Its source code can be found in the file idlitwriter__define.pro in the lib/itools/framework subdirectory of the IDL distribution.

Superclasses

IDLitComponent

IDLitIMessaging

Note ———————————————————————————————

See the "iTools Object Model Diagram" (Chapter 2, *iTool Developer's Guide*) for a visual representation of the iTools object model hierarchy.

―――

Creation

See "IDLitWriter::Init" on page 4180.

Properties

Objects of this class have the following properties. See "IDLitWriter Properties" on page 4175 for details on individual properties.

- TYPES

Methods

This class has the following methods:

- IDLitWriter::Cleanup
- IDLitWriter::GetFileExtensions
- IDLitWriter::GetFilename
- IDLitWriter::GetProperty

- IDLitWriter::Init
- IDLitWriter::IsA
- IDLitWriter::SetData
- IDLitWriter::SetFilename
- IDLitWriter::SetProperty

In addition, this class inherits the methods of its superclasses.

Examples

See Chapter 10, "Creating a File Writer" (*iTool Developer's Guide*) for examples using this class and its methods.

Version History

6.0	Introduced

IDLitWriter Properties

IDLitWriter objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the properties table can be retrieved via IDLitWriter::GetProperty. Properties with the word "Yes" in the "Init" column of the properties table can be initialized via IDLitWriter::Init. Properties with the word "Yes" in the "Set" column of the properties table can be set via IDLitWriter::SetProperty.

Note ————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

————————————————————————————————————

Objects of this class have the following properties.

- TYPES

In addition, objects of this class inherit:

- IDLitComponent
- IDLitIMessaging

TYPES

Set this property to a string or an array of strings indicating the types of data that this file writer accepts. iTools data types are described in Chapter 3, "Data Management" (*iTool Developer's Guide*). Set this property to a null string (`' '`) to specify that the file reader can accept all types of data.

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

IDLitWriter::Cleanup

The IDLitWriter::Cleanup procedure method performs all cleanup on the object, and should be called by the subclass' Cleanup method.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLitWriter::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWriter::GetFileExtensions

The IDLitWriter::GetFileExtensions method is called by the system to retrieve the file extensions supported by this particular writer.

Syntax

Result = Obj->[IDLitWriter::]GetFileExtensions([, COUNT=*count*])

Return Value

Returns a scalar or string array that contains the file extensions associated with this writer.

Arguments

None

Keywords

COUNT

Set this keyword to a named variable that will contain the number of file extensions returned by this method.

Version History

6.0	Introduced

IDLitWriter::GetFilename

The IDLitWriter::GetFilename function method is called by the system to retrieve the current filename associated with this writer. Due to the automated nature of the file writer system, filenames can be associated with a file writer and then the file can be written at a later time. This method allows direct access to the file currently associated with the writer.

In addition, this methodology is helpful when multiple writes are performed from a given file.

Syntax

Result = Obj->[IDLitWriter::]GetFilename()

Return Value

Returns a string containing the current file name associated with this writer, or an empty string if no filename has been associated.

Arguments

None

Keywords

None

Version History

6.0	Introduced

IDLitWriter::GetProperty

The IDLitWriter::GetProperty procedure method retrieves the value of an IDLitWriter property, and should be called by the subclass' GetProperty method. This method also retrieves properties defined in the superclasses.

Syntax

Obj->[IDLitWriter::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLitWriter Properties" on page 4175 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.0	Introduced

IDLitWriter::Init

The IDLitWriter::Init function method initializes the IDLitWriter object, and should be called by the subclass' Init method. This method also calls the superclass' Init method.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLitWriter' [, *Extensions*] [, *PROPERTY=value*])

or

Result = Obj->[IDLitWriter::]Init([, *Extensions*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or 0 otherwise.

Arguments

Extensions

A optional argument containing a scalar or string array with the file extensions that are common for this file type. These values should not include the period that is often associated with file extensions (i.e., a correct value is 'jpeg' and not '.jpeg'). If this argument is not set, or if a null string is provided, IDL does not include this file writer in the list of filters in a file-selection dialog, but still uses it when attempting to match a file to a writer.

Keywords

Any property listed under "IDLitWriter Properties" on page 4175 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

IDLitWriter::IsA

The IDLitWriter::IsA function method is called by the system to determine if the given file is of the type supported by this file writer. Often this is used to determine what file writer to use when opening a new file.

The default behavior provided by this method is to check the file extension on the provided file name with the extensions provided to this object during initialization.

When a new writer is implemented, the default behavior can be used, or the developer can provide further logic to determine if the provided file is the correct type.

Syntax

Result = Obj->[IDLitWriter::]IsA(*Filename*)

Return Value

Returns a 1 if the writer supports this type of file, or a 0 if the writer does not support this type of file.

Arguments

Filename

A string scalar representing of the filename, which is used to check and determine if the writer supports its format.

Keywords

None

Version History

6.0	Introduced

IDLitWriter::SetData

The IDLitWriter::SetData function method is called by the system to set the data for the current file. When called, the writer should access the current filename and write the desired data.

This method will contain a majority of the implementation for a new writer class.

Syntax

Result = Obj->[IDLitWriter::]SetData(*Data*)

Return Value

Returns a 1 if successful, or a 0 if the initialization failed.

Arguments

Data

A data object that contains the information to be written.

Keywords

None

Version History

6.0	Introduced

IDLitWriter::SetFilename

The IDLitWriter::SetFilename procedure method is called by the system to set the current filename associated with this writer. Due to the automated nature of the file writer system, filenames can be associated with a file writer and then the file can be written at a later time.

Syntax

Obj->[IDLitWriter::]SetFilename, *Filename*

Arguments

Filename

A string that contains the filename associated with this writer.

Keywords

None

Version History

6.0	Introduced

IDLitWriter::SetProperty

The IDLitWriter::SetProperty procedure method sets the value of an IDLitWriter property, and should be called by the subclass' SetProperty method. This method also calls the superclass' SetProperty method.

Syntax

Obj->[IDLitWriter::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLitWriter Properties" on page 4175 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.0	Introduced

Chapter 32
Graphics Object Classes

This chapter describes IDL's built-in graphics class library.

IDLgrAxis

An axis object represents a single vector that may include a set of tick marks, tick labels, and a title.

An IDLgrAxis object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrAxis::Init" on page 4222.

Properties

Objects of this class have the following properties. See "IDLgrAxis Properties" on page 4192 for details on individual properties.

- ALL
- AM_PM
- COLOR
- DAYS_OF_WEEK
- DEPTH_TEST_FUNCTION
- DIRECTION
- EXTEND
- HIDE
- LOG
- MINOR
- NOTEXT
- PARENT
- REGISTER_PROPERTIES

- ALPHA_CHANNEL
- CLIP_PLANES
- CRANGE
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- EXACT
- GRIDSTYLE
- LOCATION
- MAJOR
- MONTHS
- PALETTE
- RANGE
- SHADER

- SUBTICKLEN
- TEXTBASELINE
- TEXTUPDIR
- TICKDIR
- TICKFRMTDATA
- TICKLAYOUT
- TICKTEXT
- TICKVALUES
- USE_TEXT_COLOR
- XRANGE
- YRANGE
- ZRANGE

- TEXTALIGNMENTS
- TEXTPOS
- THICK
- TICKFORMAT
- TICKINTERVAL
- TICKLEN
- TICKUNITS
- TITLE
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrAxis::Cleanup
- IDLgrAxis::GetCTM
- IDLgrAxis::GetProperty
- IDLgrAxis::Init
- IDLgrAxis::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property

6.1	Added ALPHA_CHANNEL property
6.4	Added SHADER property

IDLgrAxis Properties

IDLgrAxis objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrAxis::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrAxis::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrAxis::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- AM_PM
- COLOR
- DAYS_OF_WEEK
- DEPTH_TEST_FUNCTION
- DIRECTION
- EXTEND
- HIDE
- LOG
- MINOR
- NOTEXT
- PARENT
- REGISTER_PROPERTIES
- SUBTICKLEN
- TEXTBASELINE
- TEXTUPDIR
- TICKDIR
- TICKFRMTDATA

- ALPHA_CHANNEL
- CLIP_PLANES
- CRANGE
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- EXACT
- GRIDSTYLE
- LOCATION
- MAJOR
- MONTHS
- PALETTE
- RANGE
- SHADER
- TEXTALIGNMENTS
- TEXTPOS
- THICK
- TICKFORMAT
- TICKINTERVAL

- TICKLAYOUT
- TICKTEXT
- TICKVALUES
- USE_TEXT_COLOR
- XRANGE
- YRANGE
- ZRANGE

- TICKLEN
- TICKUNITS
- TITLE
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ────────────────────────────────────

The fields of this structure may change in subsequent releases of IDL.

──

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the entire axis, including tick text and title text. The default value of 1.0 causes IDL to draw the axis completely opaque. If the value of this property is less than 1.0, then the pixels of the axis are blended with the pixels already on the screen, where the color of the axis is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha. Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results. This property has no effect on devices using indexed color mode. When the USE_TEXT_COLOR property is set to a non-zero value, the tick and title text is drawn using the value of the ALPHA_CHANNEL property from the

tick and/or title text objects. In other words, USE_TEXT_COLOR also implies using the text objects' alpha as well as its color.

Note ───

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

──

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

AM_PM

A string array of 2 names to be used for the names of the AM and PM string when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the TICKFORMAT property.

Property Type	String array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

CLIP_PLANES

A 4 by *n* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ───

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

──

Note ───

Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

──

Note

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color to be used as the foreground color for this axis. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0, 0, 0].

Property Type	Color		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CRANGE

A double-precision floating-point vector of the form [*minval*, *maxval*] that will contain the actual full range of the axis. This computed range may not exactly match the requested range provided via the RANGE property due to tick mark rounding and effects of the EXTEND property.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DAYS_OF_WEEK

A string array of 7 names to be used for the names of the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the TICKFORMAT property.

Property Type	String array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

0	Inherit the value set by the parent model or view (the default). The parent view always enables depth testing. A model may also enable or disable depth testing.
1	Explicitly disable depth buffer testing while drawing this object.
2	Explicitly enable depth testing for this object

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always

sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

0	INHERIT	Use value from parent model or view
1	NEVER	Never passes
2	LESS	Passes if the object's depth is less than the depth buffer's value
3	EQUAL	Passes if the object's depth is equal to the depth buffer's value
4	LESS OR EQUAL	Passes if the object's depth is less than or equal to the depth buffer's value
5	GREATER	Passes if the object's depth is greater than or equal to the depth buffer's value
6	NOT EQUAL	Passes if the object's depth is not equal to the depth buffer's value
7	GREATER OR EQUAL	Passes if the object's depth is greater than or equal to the depth buffer's value
8	ALWAYS	Always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled:

0	Inherit the value set by the parent model or view (the default). The parent view always enables depth writing. A model may also enable or disable depth writing.
1	Explicitly disable depth buffer writing while rendering this object.
2	Explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DIRECTION

An integer value that specifies which axis is being created:

0	Create X axis
1	Create Y axis
2	Create Z axis

Specifying this property is the same as specifying the optional *Direction* argument to the IDLgrAxis::Init method.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Direction		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

EXACT

A Boolean value that determines whether to force the axis range to be exactly as specified. If this property is not set, the range may be lengthened or shortened slightly to allow for evenly spaced tick marks.

Property Type	Boolean		
Name String	Use exact axis range		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

EXTEND

A Boolean value that determines whether to extend the axis slightly beyond the range of data to be plotted, which is a value specified by the RANGE property. This can be useful when you specify the axis range based on the minimum and maximum data values, but do not want the graphic to extend all the way to the end of the axis. The amount by which the axis is extended is determined by the system using a number of factors, including the MAJOR property of the axis.

Property Type	Boolean		
Name String	Extend axis		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

GRIDSTYLE

An integer or two-element vector that indicates the line style that should be used to draw the axis' tick marks. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \leq repeat \leq 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, GRIDSTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

In a property sheet, this property appears as a Linestyle drop-down list, with the following options:
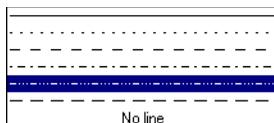
Property Type	Linestyle			
Name String	Line style			
Get: Yes	**Set:** Yes	**Init:** Yes		**Registered:** Yes

HIDE

A Boolean value or enumerated list item indicating whether this object should be drawn. Options:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LOCATION

A two- or three-element floating-point vector of the form [*x, y*] or [*x, y, z*] to specify the coordinate through which the axis should pass. The default is [0, 0, 0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LOG

A Boolean value that indicates whether the axis is logarithmic.

Property Type	Boolean		
Name String	Use logarithmic axis		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MAJOR

An integer representing the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

Property Type	Integer		
Name String	Number of major ticks		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MINOR

An integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

Property Type	Integer		
Name String	Number of minor ticks		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MONTHS

A string array of 12 names to be used for the names of the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the TICKFORMAT property.

Property Type	String array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

NOTEXT

A Boolean value or an enumerated list item indicating whether the tick labels and the axis title should be drawn.

Value	Property Sheet Value	Description
0	True	Draw tick labels and axis title (the default)
1	False	Do not draw tick labels and axis title

Property Type	ENUMLIST		
Name String	Text show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

The object reference of a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note ――――――――――――――――――――――――――――――――

Objects specified via this property are not automatically cleaned up when the IDLgrAxis object is destroyed.

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This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** No	**Init:** No	**Registered:** Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

RANGE

A two-element floating-point vector containing the minimum and maximum data values covered by the axis. The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the axis is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single

IDLgrShader object may be associated with additional axis objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SUBTICKLEN

A floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

Property Type	FLOAT		
Name String	Minor tick length		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTALIGNMENTS

A two-element floating-point vector, [*horizontal*, *vertical*], specifying the horizontal and vertical alignments for the tick text. Each alignment value should be a value between 0.0 and 1.0. For horizontal alignment, 0.0 left-justifies the text; 1.0 right-justifies the text. For vertical alignment, 0.0 bottom-justifies the text, 1.0 top-justifies the text.

The defaults are as follows:

- *X*-Axis: [0.5, 1.0] (centered horizontally, top-justified vertically)
- Y-Axis: [1.0, 0.5] (right-justified horizontally, centered vertically)
- Z-Axis: [1.0, 0.5] (right-justified horizontally, centered vertically)

Set this property to a scalar value to *restore* the default values after they have been explicitly set.

Property Type	Floating-point scalar or vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TEXTBASELINE

A two- or three-element floating-point vector describing the direction in which the baseline of the tick text is to be oriented. Use this property in conjunction with the TEXTUPDIR property to specify the plane on which the tick text lies. The default is [1,0,0].

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TEXTPOS

An integer that indicates on which side of the axis to draw the tick text labels. The table below describes the placement of the tick text with each setting.

Axis	TEXTPOS = 0	TEXTPOS = 1
X	Tick text will be drawn *below* the X axis, where *below* is defined as being toward the direction of the negative Y axis (this is the default).	Tick text will be drawn *above* the X axis, where *above* is described as being toward the direction of the positive Y axis.
Y	Tick text will be drawn to the *left* of the Y Axis, where *left* is defined as being toward the direction of the negative X axis (this is the default).	Tick text will be drawn to the *right* of the Y axis, where *right* is defined as being toward the direction of the positive X axis.
Z	Tick text will be drawn to the *left* of the Z axis, where *left* is defined as being toward the direction of the negative X axis (this is the default).	Tick text will be drawn to the *right* of the Z axis, where *right* is defined as being toward the direction of the positive X axis.

Table 32-1: Values for the TEXTPOS property

In a property sheet, this property appears as an enumerated list. Options:

• Below/left: Text will be drawn below the axis and to the left.

• Above/right: Text will be drawn above the axis and to the right.

Property Type	ENUMLIST		
Name String	Text position		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

TEXTUPDIR

A two- or three-element floating-point vector describing the direction in which the up-vector of the tick text is to be oriented. Use this property in conjunction with the TEXTBASELINE property to specify the plane on which the tick text lies. TEXTUPDIR should be orthogonal to TEXTBASELINE. The default is as follows:

- *X*-Axis: [0, 1, 0]

- *Y*-Axis: [0, 1, 0]

- *Z*-Axis: [0, 0, 1]

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

THICK

A floating-point value in points between 1.0 and 10.0 that specifies the line thickness used to draw the axis. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

In a property sheet, this property appears as a Thickness drop-down list with the following options:

Property Type	Thickness		
Name String	Line thickness		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKDIR

An integer value of zero or one to indicate the tick mark direction.

Axis	TICKDIR = 0	TICKDIR = 1
X	Tick marks will be drawn above the X axis, in the direction of the positive Y axis (this is the default).	Tick marks will be drawn below the X axis.
Y	Tick marks will be drawn to the right of the Y axis, in the direction of the positive X axis (this is the default).	Tick marks will be drawn to the left of the Y axis.
Z	Tick marks will be drawn to the right the Z axis, in the direction of the positive X axis (this is the default).	Tick marks will be drawn to the left of the Z axis.

Table 32-2: Tick Mark Direction Values

In a property sheet, this property appears as an enumerated list, with the following options:

- Right/above: Tick marks will be drawn above the axis and to the right.

- Left/below: Tick marks will be drawn below the axis and to the left.

Property Type	ENUMLIST		
Name String	Tick direction		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKFORMAT

A string, or an array of strings, in which each string represents a format string or the name of a function to be used to format the tick mark labels. If an array is provided, each string corresponds to a level of the axis. (The TICKUNITS property determines the number of levels for an axis.) If the number of strings stored in this property is one, GetProperty returns a scalar string, otherwise GetProperty returns an array of strings.

If the string begins with an open parenthesis, it is treated as a standard format string. (See "Format Codes" (Chapter 18, *Application Programming*).)

If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified.

If TICKUNITS are not specified:

- The callback function is called with three parameters: *Axis*, *Index*, and *Value*, where:

- *Axis* is the axis number: 0 for X axis, 1 for Y axis, 2 for Z axis

- *Index* is the tick mark index (indices start at 0)

- *Value* is the data value at the tick mark (a double-precision floating point value)

If TICKUNITS are specified:

The callback function is called with four parameters: *Axis*, *Index*, *Value*, and *Level*, where:

- *Axis*, *Index*, and *Value* are the same as described above.

- *Level* is the index of the axis level for the current tick value to be labeled. (Level indices start at 0.)

Whether or not TICKUNITS is specified, the callback function can also define a DATA keyword. If the callback function accepts the DATA keyword, it will be set equal to the value (if any) of the TICKFRMTDATA property.

Note ───

For more information, see "[XYZ]TICKFORMAT" on page 5478.

───

Used with the LABEL_DATE function, this property can easily create axes with date/time labels.

Property Type	String or string array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKFRMTDATA

A value of any type that will be passed to the user-supplied formatting callback function (specified via the TICKFORMAT property) as the value of the DATA keyword. By default, this value is undefined, indicating that the value of the DATA keyword will be undefined.

Note ───

TICKFRMTDATA will not be included in the structure returned via the ALL property to the IDLgrAxis::GetProperty method.

───

Property Type	Scalar of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKINTERVAL

A floating-point scalar indicating the interval between major tick marks for the first axis level. The default value is computed according to the axis RANGE and the number of major tick marks (MAJOR). This property takes precedence over MAJOR.

For example, if TICKUNITS=['S','H','D'], and TICKINTERVAL=30, then the interval between major ticks for the first axis level will be 30 seconds.

Property Type	FLOAT		
Name String	Tick interval		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

TICKLAYOUT

An integer scalar or enumerated list item that indicates the tick layout style to be used to draw each level of the axis. Valid values include:

Value	Property Sheet Value	Description
0	Axis plus labels	The axis line, major tick marks and tick labels are all included. Minor tick marks only appear on the first level of the axis. This is the default tick layout style.
1	Labels only	Only the labels for the major tick marks are drawn. The axis line, major tick marks, and minor tick marks are omitted.
2	Box style	Each major tick interval is outlined by a box. The tick labels are positioned within that box (left-aligned). For the first axis level only, the major and minor tick marks will also be drawn.

Note

For all tick layout styles, at least one tick label will appear on each level of the axis (even if no major tick marks fall along the axis line). If there are no major tick marks, the single tick label will be centered along the axis.

Property Type	ENUMLIST		
Name String	Tick layout		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

TICKLEN

A floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Major tick length		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKTEXT

An object reference to a single instance of the IDLgrText object class (with multiple strings) or a vector of instances of the IDLgrText object class (one per major tick) to specify the annotations to be assigned to the tickmarks. By default, with TICKTEXT set equal to a null object, IDL computes the tick labels based on major tick values. The positions of the provided text objects may be overwritten; position is determined according to tick mark location. The tickmark text will have the same color as the IDLgrAxis object, regardless of the color specified by the COLOR property of the IDLgrText object or objects, unless the USE_TEXT_COLOR property is specified.

Note

If IDL computes the tick labels, the text object it creates will be destroyed automatically when the axis object is destroyed, even if you have altered the properties of the text object. If you create your own text object containing tickmark text, however, it will *not* be destroyed automatically.

Property Type	Object reference or string vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKUNITS

A string (or a vector of strings) indicating the units to be used for axis tick labeling. If the number of levels in the axis is one, GetProperty returns a scalar string, otherwise GetProperty returns an array of strings.

If more than one unit is provided, the axis will be drawn in multiple levels, one level per unit.

The order in which the strings appear in the vector determines the order in which the corresponding unit levels will be drawn. The first string corresponds to the first level (the level nearest to the primary axis line).

Valid unit strings include:

- "Numeric"

- "Years"

- "Months"

- "Days"

- "Hours"

- "Minutes"

- "Seconds"

- "Time" - Use this value to indicate that the tick values are time values; IDL will determine the appropriate time intervals and tick label formats based upon the range of values covered by the axis.

- ""- Use the empty string to indicate that no tick units are being explicitly set. This implies that a single axis level will be drawn using the "Numeric" unit. This is the default setting.

If any of the time units are utilized, then the tick values are interpreted as Julian date/time values. Note that the singular form of each of the time value strings is also acceptable (e.g, TICKUNITS='Day' is equivalent to TICKUNITS='Days').

Note

Julian values must be in the range -1095 to 1827933925, which corresponds to calendar dates 1 Jan 4716 B.C.E. and 31 Dec 5000000 A.D., respectively.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	STRING		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKVALUES

A floating-point vector of data values representing the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the

axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TITLE

An object reference to an instance of the IDLgrText object class that specifies the title for the axis. The default is the null object, specifying that no title is drawn. The title will be centered along the axis, even if the text object itself has an associated location. The title will have the same color as the IDLgrAxis object, regardless of the color specified by the COLOR property of the IDLgrText object, unless the USE_TEXT_COLOR property is specified.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrAxis object is destroyed.

The IDLgrText object becomes a child of the IDLgrAxis object; therefore, to use the same IDLgrText object for multiple axes, you must use multiple IDLgrAxis objects.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

USE_TEXT_COLOR

A Boolean value that indicates whether, for the tick text and/or title of the axis, the color property values set for the given IDLgrText objects are to be used to draw those text items. By default, this value is zero, indicating that the color properties of the IDLgrText objects will be ignored, and that the COLOR property for the axis object will be used for these text items instead.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1 *$ Data$X$

Recommended values are:

$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Y = s_0 + s_1 *$ Data$Y$

Recommended values are:

$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Z = s_0 + s_1 * \text{Data}Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element double-precision floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrAxis::Cleanup

The IDLgrAxis::Cleanup procedure method performs all cleanup on the object.

Note ———

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrAxis::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrAxis::GetCTM

The IDLgrAxis::GetCTM function method returns the graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrAxis::]GetCTM([, DESTINATION=*objref*] [, PATH=*objref(s)*] [, TOP=*objref*])

Return Value

Returns the 4 x 4 double-precision floating-point graphics transform matrix.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the axis object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrAxis::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ——
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
——

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify
that the returned matrix accumulate from the object on which the GetCTM method is
called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrAxis::GetProperty

The IDLgrAxis::GetProperty procedure method retrieves the value of a property or group of properties for the axis.

Syntax

Obj->[IDLgrAxis::]GetProperty [, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrAxis Properties" on page 4192 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.0	Introduced

IDLgrAxis::Init

The IDLgrAxis::Init function method initializes an axis object.

Note ――――――――――――――――――――――――――――――――――――――

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

――

Syntax

Obj = OBJ_NEW('IDLgrAxis' [, *Direction*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrAxis::]Init([*Direction*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Direction

An integer value specifying which axis is being created. Specify 0 (zero) to create an X axis, 1 (one) to create a Y axis, or 2 to create a Z axis.

Note ――――――――――――――――――――――――――――――――――――――

The value specified by the *Direction* argument is used to initialize the value of the DIRECTION property of the IDLgrAxis object.

――

Keywords

Any property listed under "IDLgrAxis Properties" on page 4192 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrAxis::SetProperty

The IDLgrAxis::SetProperty procedure method sets the value of a property or group of properties for the axis.

Syntax

Obj->[IDLgrAxis::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrAxis Properties" on page 4192 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrBuffer

An IDLgrBuffer object is an in-memory, off-screen destination object. Object trees can be drawn to instances of the IDLgrBuffer object and the resulting image can be retrieved from the buffer using the Read() method. The off-screen representation avoids dithering artifacts by providing a full-resolution buffer for objects using either the RGB or Color Index color models.

Note ——
Objects or subclasses of this type can not be saved or restored.

Superclasses

IDLitComponent

Creation

See "IDLgrBuffer::Init" on page 4247.

Properties

Objects of this class have the following properties. See "IDLgrBuffer Properties" on page 4227 for details on individual properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- IMAGE_DATA
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS

- UNITS
- ZBUFFER_DATA

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrBuffer::Cleanup
- IDLgrBuffer::Draw
- IDLgrBuffer::Erase
- IDLgrBuffer::GetContiguousPixels
- IDLgrBuffer::GetDeviceInfo
- IDLgrBuffer::GetFontnames
- IDLgrBuffer::GetProperty
- IDLgrBuffer::GetTextDimensions
- IDLgrBuffer::Init
- IDLgrBuffer::PickData
- IDLgrBuffer::QueryRequiredTiles
- IDLgrBuffer::Read
- IDLgrBuffer::Select
- IDLgrBuffer::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
6.2	Added QueryRequiredTiles method

IDLgrBuffer Properties

IDLgrBuffer objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrBuffer::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrBuffer::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrBuffer::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- IMAGE_DATA
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS
- ZBUFFER_DATA

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties
associated with this object (except IMAGE_DATA and ZBUFFER_DATA).

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COLOR_MODEL

A Boolean value or enumerated list item that determines the color model to be used
for the buffer:

Value	Property Sheet Value	Description
0	RGB	RGB (default)
1	Indexed	Color Index

Note
See "Color and Destination Objects" (*Object Programming*) for more information.

Property Type	ENUMLIST		
Name String	Color model		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] that specifies the
dimensions of the buffer in units specified by the UNITS property. The default is
[640,480].

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GRAPHICS_TREE

An object reference of type IDLgrScene, IDLgrViewgroup, or IDLgrView that specifies the graphics tree of this object. If this property is set to a valid object reference, calling the Draw method on the destination object with no arguments will cause the object reference associated with this property to be drawn. If this object is valid and the destination object is destroyed, this object reference will be destroyed as well. By default the GRAPHICS_TREE property is set equal to the null-object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IMAGE_DATA

A byte array representing the image that is currently rendered within the buffer. If the buffer uses an RGB color model, the returned array will have dimensions (3, *xdim*, *ydim*). If the window object uses an indexed color model, the returned array will have dimensions (*xdim*, *ydim*).

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

N_COLORS

An integer that determines the number of colors (between 2 and 256) to be used if COLOR_MODEL is set to Color Index.

Property Type	Integer		
Name String	Number of colors		
Get: Yes	Set: No	Init: Yes	Registered: Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values to be loaded into the buffer's color lookup table.

Note ───

Objects specified via this property are not automatically cleaned up when the IDLgrBuffer object is destroyed.

───

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

QUALITY

An integer value or enumerated list item that indicates the rendering quality with which graphics are to be drawn to the buffer. Valid values are:

Value	Property Sheet Value	Description
0	Low	Low quality
1	Medium	Medium quality
2	High	High quality (the default)

Property Type	ENUMLIST		
Name String	Draw quality		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RESOLUTION

A two-element floating-point vector of the form [*xres*, *yres*] that specifies the device resolution in centimeters per pixel. This value is stored in double precision. The default value is: [0.035277778, 0.035277778] (72 DPI).

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Resolution		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SCREEN_DIMENSIONS

A two-element integer vector of the form [*width*, *height*] that specifies the maximum allowed dimensions (measured in device units) for the buffer object.

Note ───
  The maximum buffer dimension size is always 4096 by 4096.
───

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

UNITS

An integer value that indicates the units of measure for the DIMENSIONS property. Valid values are:

- 0 = Device (default)
- 1 = Inches
- 2 = Centimeters
- 3 = Normalized: relative to 1600 x 1200

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZBUFFER_DATA

A floating-point array representing the zbuffer that is currently within the buffer. The returned array will have dimensions (*xdim*, *ydim*).

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrBuffer::Cleanup

The IDLgrBuffer::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrBuffer::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrBuffer::Draw

The IDLgrBuffer::Draw procedure method draws the given picture to this graphics destination.

Note ──

Objects are drawn to the destination device in the order that they are added to the model, view, viewgroup, or scene object that contains them.

───

Syntax

Obj->[IDLgrBuffer::]Draw [, *Picture*] [, CREATE_INSTANCE={1 | 2}]
  [, DRAW_INSTANCE={1 | 2}]

Arguments

Picture

The view (an instance of an IDLgrView object), viewgroup (an instance of an IDLgrViewgroup object) or scene (an instance of an IDLgrScene object) to be drawn.

Keywords

CREATE_INSTANCE

Set this keyword equal to one to specify that this scene or view is the unchanging part of a drawing. Some destinations can make an instance from the current window contents without having to perform a complete redraw. If the view or scene to be drawn is identical to the previously drawn view or scene, this keyword can be set equal to 2 to hint the destination to create the instance from the current window contents if it can.

DRAW_INSTANCE

Set this keyword to specify that the instance, or unchanging part of the drawing, is drawn to the device first. IDL then draws the changing part of the drawing, indicated by the scene, view or viewgroup specified by the Picture argument.

If the value of this keyword is 1, IDL copies both the instance image (color buffer) and the instance depth buffer to the device.

If the value of this keyword is 2, IDL copies only the instance image to the device.

Version History

5.0	Introduced

IDLgrBuffer::Erase

The IDLgrBuffer::Erase procedure method erases this graphics destination.

Syntax

Obj->[IDLgrBuffer::]Erase [, COLOR=*index or RGB vector*]

Arguments

None

Keywords

COLOR

Set this keyword to the color to be used for the erase. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*].

Version History

5.0	Introduced

IDLgrBuffer::GetContiguousPixels

The IDLgrBuffer::GetContiguousPixels function method returns an array of long integers whose length is equal to the number of colors available in the index color mode (that is, the value of the N_COLORS property).

The returned array marks contiguous pixels with the ranking of the range's size. This means that within the array, the elements in the largest available range are set to zero, the elements in the second-largest range are set to one, etc. Use this range to set an appropriate colormap for use with the SHADE_RANGE property of the IDLgrSurface and IDLgrPolygon object classes.

To get the largest contiguous range, you could use the following IDL command:

```
result = obj->GetContiguousPixels()
Range0 = WHERE(result EQ 0)
```

A contiguous region in the colormap can be increasing or decreasing in values. The following would be considered contiguous:

```
[0,1,2,3,4]
[4,3,2,1,0]
```

Syntax

Result = Obj->[IDLgrBuffer::]GetContiguousPixels()

Return Value

Returns an array of long integers whose length is equal to the number of colors available in the index color mode.

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrBuffer::GetDeviceInfo

The IDLgrBuffer::GetDeviceInfo procedure method returns information which allows IDL applications to intelligently make decisions for optimal performance. For example, it allows an application to determine if RENDERER=1 is actually implemented in hardware. It also allows applications to make optimal quality decisions when dynamically building texture maps.

Syntax

Obj->[IDLgrBuffer::]GetDeviceInfo [, ALL=*variable*]
   [, MAX_NUM_CLIP_PLANES=*variable*]
   [, MAX_TEXTURE_DIMENSIONS=*variable*]
   [, MAX_TILE_DIMENSIONS=variable]
   [, MAX_VIEWPORT_DIMENSIONS=*variable*] [, NAME=*variable*]
   [, NUM_CPUS=*variable*] [, VENDOR=*variable*] [, VERSION=*variable*]

Arguments

None

Keywords

ALL

Set this keyword to a named variable which, upon return, contains a structure with the values of all the device information keywords as fields.

MAX_NUM_CLIP_PLANES

Set this keyword to a named variable that upon return will contain an integer that specifies the maximum number of user-defined clipping planes supported by the device.

MAX_TEXTURE_DIMENSIONS

Set this keyword equal to a named variable. Upon return, MAX_TEXTURE_DIMENSIONS contains a two-element integer array that specifies the maximum texture size supported by the device.

MAX_TILE_DIMENSIONS

Set this keyword equal to a named variable. Upon return,
MAX_TILE_DIMENSIONS contains a two element integer array that specifies the
maximum tile size supported by the device.

MAX_VIEWPORT_DIMENSIONS

Set this keyword equal to a named variable. Upon return,
MAX_VIEWPORT_DIMENSIONS contains a two-element integer array that
specifies the maximum size of a graphics display supported by the device.

NAME

Set this keyword equal to a named variable. Upon return, NAME contains the name
of the rendering device as a string.

NUM_CPUS

Set this keyword equal to a named variable. Upon return, NUM_CPUS contains an
integer that specifies the number of CPUs that are known to, and available to IDL.

Note

The NUM_CPUS keyword accurately returns the number of CPUs for the SUN and
Microsoft Windows platforms. For platforms other than these, the number returned
may not reflect the actual number of CPUs available to IDL in the current system.

VENDOR

Set this keyword equal to a named variable. Upon return, VENDOR contains the
name of the rendering device creator as a string.

VERSION

Set this keyword equal to a named variable. Upon return, VERSION contains the
version of the rendering device driver as a string.

Version History

5.0	Introduced
5.6	Added MAX_NUM_CLIP_PLANES keyword
6.2	Added MAX_TILE_DIMENSIONS keyword

IDLgrBuffer::GetFontnames

The IDLgrBuffer::GetFontnames function method returns the list of available fonts that can be used in IDLgrFont objects. This method will only return the names of the available TrueType fonts. Hershey fonts will not be returned. See Appendix H, "Fonts" for more information.

Syntax

Result = Obj->[IDLgrBuffer::]GetFontnames(*FamilyName*[, IDL_FONTS={0 | 1 | 2 }] [, STYLES=*string*])

Return Value

Returns the list of available fonts that can be used in IDLgrFont objects.

Arguments

FamilyName

A string representing the name of the font family to which all of the returned fonts must belong. The string may be a fully specified family name—such as "Helvetica". You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. To return all available family names, use "*".

Keywords

IDL_FONTS

Set this keyword to specify where to search for fonts that IDL may use. Set IDL_FONT to 1 to select only fonts installed by IDL and to 2 to select only fonts detected in the host operating system. The default value is 0, specifying that both IDL and operating system fonts should be returned.

STYLES

Set this keyword to a string specifying the styles that are to be matched by the returned font names. You can set STYLES to a fully specified style string, such as "Bold Italic". If you set STYLES to the null string, ' ', only fontnames without style modifiers will be returned. You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. The default value is

the string, "*", which returns all fontnames containing the *FamilyName* argument, with or without style modifiers.

Version History

5.0	Introduced

IDLgrBuffer::GetProperty

The IDLgrBuffer::GetProperty procedure method retrieves the value of a property or group of properties for the buffer.

Syntax

Obj->[IDLgrBuffer::]GetProperty[, *PROPERTY=variable*]

Keywords

Any property listed under "IDLgrBuffer Properties" on page 4227 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's super-class.

Version History

5.0	Introduced

IDLgrBuffer::GetTextDimensions

The IDLgrBuffer::GetTextDimensions function method retrieves the dimensions of a text or axis object that will be rendered in a window. In order to compute the effective text dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units. If the object specified is an axis object, the result encompasses the tick labels and the title of the axis (if any).

Note

The returned results take into account the setting of the IDLgrText RECOMPUTE_DIMENSIONS property.

Syntax

Result = Obj->[IDLgrBuffer::]GetTextDimensions(*TextObj* [, DESCENT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns the dimensions of a text or axis object that will be rendered in a window.

Arguments

TextObj

The object reference to a text or axis object for which text dimensions are requested.

Keywords

DESCENT

Set this keyword equal to a named variable that will contain an array of double-precision floating-point values (one for each string in the IDLgrText object). The values represent the distance to travel (parallel to the UPDIR vector) from the text baseline to reach the bottom of the lowest descender in the string. All values will be negative numbers, or zero. This keyword is valid only if *TextObj* is an IDLgrText object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the text dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrBuffer::GetTextDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ────────────────────────────────────

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

───

Version History

5.0	Introduced

IDLgrBuffer::Init

The IDLgrBuffer::Init function method initializes the buffer object.

Note ———————————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrBuffer' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrBuffer::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrBuffer Properties" on page 4227 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrBuffer::PickData

The IDLgrBuffer::PickData function method maps a point in the two-dimensional device space of the buffer to a point in the three-dimensional data space of an object tree. The resulting 3-D data space coordinates are returned in a user-specified variable. The PickData function returns one if the specified location in the buffer's device space "hits" a graphic object, or zero otherwise.

Warning

If you use the DEPTH_WRITE_DISABLE or DEPTH_TEST_DISABLE property of an object to prevent an object from modifying the depth buffer as it is drawn, this also prevents the object from affecting the result returned by the PickData method (the return value will be 0). The PickData method relies on the contents of the depth buffer at the time it is called to compute and return its results. Be sure that the depth buffer contents are appropriate for getting the expected results from PickData.

Syntax

Result = Obj->[IDLgrBuffer*::*]PickData(*View*, *Object*, *Location*, *XYZLocation*
   [, DIMENSIONS=*[width,height]*][, PATH=*objref(s)*]
   [, PICK_STATUS=*variable*])

Return Value

Returns one if the specified location in the buffer's device space "hits" a graphic object, or zero otherwise.

Arguments

View

The object reference of an IDLgrView object that contains the object being picked.

Object

The object reference of a model or atomic graphic object from which the data space coordinates are being requested.

Note

Even though you can specify any object for this argument, the location that is returned may not lie on this object. If another object is in front of the specified object then the returned location lies on the object in front. However, the coordinate system used is that of the object specified by this argument.

Location

A two-element vector [*x*, *y*] specifying the location in the buffer's device space of the point to pick data from.

XYZLocation

A named variable that will contain the three-dimensional double-precision floating-point data space coordinates of the picked point. Note that the value returned in this variable is a location, not a data value.

Note

If the atomic graphic object specified as the target has been transformed using either the LOCATION or DIMENSIONS properties (this is only possible with IDLgrAxis, IDLgrImage, and IDLgrText objects), these transformations will *not* be included in the data coordinates returned by the PickData function. This means that you may need to re-apply the transformation accomplished by specifying LOCATION or DIMENSIONS once you have retrieved the data coordinates with PickData. This situation does not occur if you transform the axis, text, or image object using the [XYZ]COORD_CONV properties.

Keywords

DIMENSIONS

Set this keyword to a two-element array [*w*, *h*] to specify data picking should occur for all device locations that fall within a *pick box* of these dimensions. The pick box will be centered about the coordinates [*x, y*] specified in the *Location* argument, and will occupy the rectangle defined by:

```
(x-(w/2), y-(h/2)) - (x+(w/2), y+(h/2))
```

By default, the pick box covers a single pixel. The array returned via the *XYZLocation* argument will have dimensions [*3, w, h*].

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to map the device position to a data space coordinate. Each path object reference specified with this keyword must contain an alias. The data space coordinate is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued.

Note

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

PICK_STATUS

Set this keyword to a named variable that will contain "hit" information for each pixel in the pick box. If the DIMENSIONS keyword is not set, the PICK_STATUS will be a scalar value exactly matching the *Result* of the method call. If the DIMENSIONS keyword is set, the PICK_STATUS variable will be an array matching the dimensions of the pick box. Each value in the PICK_STATUS array corresponds to a pixel in the pick box, and will be set to one of the following values:

Value	Description
-1	The pixel falls outside of the window's viewport.
0	No graphic object is "hit" at that pixel location.
1	A graphic object is "hit" at that pixel location.

Table 32-3: PICK_STATUS Keyword Values

Version History

5.0	Introduced
5.6	Added PICK_STATUS keyword

IDLgrBuffer::QueryRequiredTiles

The IDLgrBuffer::QueryRequiredTiles function method is used in conjunction with an IDLgrImage object that supports tiling. Initially, this type of IDLgrImage object contains no data. Call this method to determine what data to load into this destination object based on which tiles are visible in a view. Pass the results to IDLgrImage::SetTileData to load the required portion of the tiled image. When the Draw method is called, the destination object contains the image tiles that are the results of this method's query.

This method returns an array of named structures containing information about the tiles that are required, or a scalar integer with the value 0 if no tiles are required. The application can check that COUNT is greater than 0 before accessing the returned array.

Note

If the device is in Color Index mode (COLOR_MODEL=1) or the image has RENDER_METHOD=1 set, then IDL will generate an error as tiling is not supported under these circumstances.

Syntax

Result = Obj->[IDLgrBuffer::]QueryRequiredTiles(*View*, *Image*
[, ALL_VISIBLE=*value*] [, COUNT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns an array of named structures containing information about the tiles that are required, or a scalar integer with the value 0 if no tiles are required.

Each structure in the array describes one required tile and has the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile in pixels.

Table 32-4: IDLIMAGETILE Structure

Field	Data Type	Description
HEIGHT	Long	The height of the tile in pixels.
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of *n* (*n* > 0) indicates that the resolution is half that of the *n*-1 level.
DEST	OBJREF	The object reference to the destination object that was used to query for the required tiles.

Table 32-4: IDLIMAGETILE Structure (Continued)

The X, Y, WIDTH and HEIGHT elements are all relative to the specified LEVEL. For example, say a large image (level 0) has dimensions of 10000 by 10000 pixels. The tile structure [2048, 2048, 1024, 1024, 0] specifies a 1024 by 1024 pixel area where the lower-left corner of the tile is (2048, 2048) pixels from the lower-left corner of the original, level 0 image. This is shown in the left portion of the following figure.

When you zoom out to 50% of the original resolution, you can load the level 1 image (5000 by 5000 pixels), a subsampled version of the large image. Here, the tile [1024, 1024, 1024, 1024, 1] specifies a 1024 by 1024 pixel area of the image with the lower-left corner being (1024, 1024) from the lower-left corner of the image. Both of these tiles have their lower-left corner at the same physical location of the image, but the second tile covers four times the area as it is a lower resolution version of the data.

Figure 32-1: Interaction Between Image Level and Zoom with Equal Tile Sizes

Note

See "Image Tiling" (Chapter 4, *Object Programming*) for more information on creating an image pyramid and for tiling examples.

Arguments

View

An object reference to the IDLgrView object used to render the image object. This is required so the visible tiles can be determined.

Image

An object reference to the tiled IDLgrImage object that will be tested to determine which of its tiles are required.

Keywords

ALL_VISIBLE

Set this keyword if QueryRequiredTiles should return all tiles that are visible even if they already have tile data loaded at the required level.

COUNT

Set this keyword equal to a named variable that, on return, contains the number of tiles that are required.

PATH

Set this keyword equal to a vector of object references that uniquely defines the path through the graphics hierarchy used to compute which tiles are visible. Each object specified must contain an alias; tile visibility is computed for the version of the image object (specified by *Image*) that lies at the end of the specified path.

Specifying a unique path through the graphics hierarchy may require multiple objects if multiple aliases are used. If multiple objects are required to define the value of PATH, the objects must be specified in the order they appear in the path, beginning with the object that is closest to the root of the hierarchy.

If this keyword is not set, the path from *Image* to the top of the graphics hierarchy is determined by the PARENT properties of the objects in the hierarchy. In this case, no alias paths are followed.

Note ————————————————————————————————

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

————————————————————————————————

Version History

6.2	Introduced
7.0	Added PATH keyword to QueryRequiredTiles to handle aliases.

IDLgrBuffer::Read

The IDLgrBuffer::Read function method reads an image from a buffer. The returned value is an instance of the IDLgrImage object class.

Syntax

Result = Obj->[IDLgrBuffer::]Read()

Return Value

Returns an instance of the IDLgrImage object class.

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrBuffer::Select

The IDLgrBuffer::Select function method returns a list of objects selected at a specified location. If no objects are selected, the Select function returns -1.

Note
IDL returns a maximum of 512 objects. This maximum may be smaller if any of the objects are contained in deep model hierarchies. Because of this limit, it is possible that not all objects eligible for selection will appear in the list.

Syntax

Result = Obj->[IDLgrBuffer::]Select(*Picture, XY* [, DIMENSIONS=[*width*, *height*]] [, /ORDER] [, SUB_SELECTION=*variable*] [, UNITS={0 | 1 | 2 | 3}])

Return Value

Returns a list of objects selected at a specified location. Returns -1 if no objects are selected.

Arguments

Picture

The view, viewgroup, or scene (an instance of the IDLgrView, IDLgrViewgroup, or IDLgrScene class) whose children are among the candidates for selection.

If the first argument is a scene or viewgroup, then the returned object list will contain one or more views. If the first argument is a view, the list will contain atomic graphic objects (or model objects which have their SELECT_TARGET property set). Objects are returned in order, according to their distance from the viewer. The closer an object is to the viewer, the lower its index in the returned object list. If multiple objects are at the same distance from the viewer (views in a scene or 2-D geometry), the first object drawn will appear at a lower index in the list. (The ORDER keyword can be used to change this behavior.)

XY

A two-element array defining the center of the selection box in device space. By default, the selection box is 3 pixels by 3 pixels.

Keywords

DIMENSIONS

Set this keyword to a two-element array [*w*, *h*] to specify that the selection box will have a width *w* and a height *h*, and will be centered about the coordinates [*x*, *y*] specified in the *XY* argument. The box occupies the rectangle defined by:

```
(x-(w/2), y-(h/2)) - (x+(w/2), y+(h/2))
```

Any object which intersects this box is considered to be selected. By default, the selection box is 3 pixels by 3 pixels.

ORDER

Set this keyword to control how objects that are the same distance from the viewer are ordered in the selection list. If ORDER=0 (the default), the order of objects in the selection list will be the same as the order in which the objects are drawn. If ORDER=1, the order of objects in the selection list will be the reverse of the order in which they are drawn. This keyword has no affect on the ordering of objects that are not at the same distance from the viewer.

Tip
If you are using DEPTH_TEST_FUNCTION=4 ("less than or equal") on your graphics objects, set ORDER=1 to return objects at the same depth in the order in which they appear visually.

SUB_SELECTION

Set this keyword to a named variable that upon return will contain a vector of references to the graphic objects that were sub-selected at the given location. This vector includes all graphic objects that are:

- Graphic objects contained by the nearest selected object (the first object in the return value)

- Select targets (IDLgrModel objects with the SELECT_TARGET property set)

- Graphic objects displayed at the given *XY* location

UNITS

Set this keyword to indicate the units of measure. Valid values are:

0	Device (default)
1	Inches
2	Centimeters
3	Normalized: relative to the dimensions of the graphics destination

Version History

5.0	Introduced
6.1	Added SUB_SELECTION keyword

IDLgrBuffer::SetProperty

The IDLgrBuffer::SetProperty procedure method sets the value of a property or group of properties for the buffer.

Syntax

Obj->[IDLgrBuffer::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrBuffer Properties" on page 4227 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrClipboard

An IDLgrClipboard object sends Object Graphics output to the operating system native clipboard or to a file in bitmap or vector format. The FILENAME, VECTOR, and POSTSCRIPT keyword values in the IDLgrClipboard::Draw method, and the platform on which the call is issued determine the file type and destination. See IDLgrClipboard::Draw for details.

Note

Objects or subclasses of this type can not be saved or restored.

Superclasses

IDLitComponent

Creation

See "IDLgrClipboard::Init" on page 4288.

Properties

Objects of this class have the following properties. See "IDLgrClipboard Properties" on page 4266 for details on individual properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrClipboard::Cleanup
- IDLgrClipboard::Draw
- IDLgrClipboard::GetContiguousPixels
- IDLgrClipboard::GetDeviceInfo
- IDLgrClipboard::GetFontnames
- IDLgrClipboard::GetProperty
- IDLgrClipboard::GetTextDimensions
- IDLgrClipboard::Init
- IDLgrClipboard::QueryRequiredTiles
- IDLgrClipboard::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Examples

This example demonstrates the process of copying the contents of an IDL graphics display object (a buffer or a window) to the system clipboard, where it becomes available for pasting into another application. The example also uses the IDLgrClipboard::Draw method to create a platform-dependent file type in the current directory.

```
PRO SendingPlotToClipboard

; Determine the path to the "damp_sn2.dat" file.
signalFile = FILEPATH('damp_sn2.dat', $
   SUBDIRECTORY = ['examples', 'data'])

; Initialize the parameters of the data within the file.
signalSize = 512
signal = BYTARR(signalSize, /NOZERO)

; Open the file, read in data, and then close the file.
OPENR, unit, signalFile, /GET_LUN
READU, unit, signal
FREE_LUN, unit
```

```
; Determine viewplane size and margins.
offsetScale = 150.
viewOffset = offsetScale*[-1., -1., 1., 1.]
signalRange = MAX(signal) - MIN(signal)

; Initialize the display objects.
windowSize = [512, 384]
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = windowSize, $
   TITLE = 'Damped Sine Wave with Noise')

; Use an IDLgrViewgroup as the picture rather than
; an IDLgrView. This is used  as a container for the
; "loose" objects, such as the IDLgrText objects that
; are the axis titles.
oViewgroup = OBJ_NEW('IDLgrViewgroup')
oWindow->SetProperty, GRAPHICS_TREE = oViewgroup

; Add an IDL container to the viewgroup to hold text objects.
oContainer = OBJ_NEW('IDL_CONTAINER')
oViewgroup->Add, oContainer

oView = OBJ_NEW('IDLgrView', $
   VIEWPLANE_RECT = [0., 0., signalSize, signalRange] + $
   viewOffset)
oViewgroup->Add, oView
oModel = OBJ_NEW('IDLgrModel')
oView->Add, oModel

; Initialize the plot object.
oPlot = OBJ_NEW('IDLgrPlot', signal, COLOR = [0, 0, 255])
oModel->Add, oPlot

; Obtain plot ranges.
oPlot->GetProperty, XRANGE = xPlotRange, $
   YRANGE = yPlotRange

; Initialize axes objects, which are based on the plot
; ranges.
oXTitle = OBJ_NEW('IDLgrText', 'Time (seconds)')
oContainer->Add, oXTitle
oXAxis = OBJ_NEW('IDLgrAxis', 0, RANGE = xPlotRange, $
   LOCATION = [xPlotRange[0], yPlotRange[0]], /EXACT, $
   TITLE = oXTitle, TICKDIR = 0, $
   TICKLEN = (0.02*(yPlotRange[1] - yPlotRange[0])))
oModel->Add, oXAxis
oYTitle = OBJ_NEW('IDLgrText', 'Amplitude (centimeters)')
oContainer->Add, oYTitle
```

```
oYAxis = OBJ_NEW('IDLgrAxis', 1, RANGE = yPlotRange, $
   LOCATION = [xPlotRange[0], yPlotRange[0]], /EXACT, $
   TITLE = oYTitle, TICKDIR = 0, $
   TICKLEN = (0.02*(xPlotRange[1] - xPlotRange[0])))
oModel->Add, oYAxis
oModel->Translate, -50., -50., 0.
oWindow->Draw

; Determine the centimeter to pixel resolution of the
; plot on the screen.
oWindow->GetProperty, RESOLUTION = screenResolution

; Initialize clipboard destination object.
oClipboard = OBJ_NEW('IDLgrClipboard', QUALITY = 2, $
   DIMENSIONS = windowSize, $
   RESOLUTION = screenResolution, $
   GRAPHICS_TREE = oViewgroup)

; Determine the type of export file, which depends on
; the screen device.
screenDevice = !D.NAME
CASE screenDevice OF
   'X': fileExtension = '.ps'
   'WIN': fileExtension = '.emf'
   ELSE: BEGIN
      OBJ_DESTROY, [oWindow, oClipboard]
      RETURN
      END
ENDCASE
clipboardFile = 'damp_sn2' + fileExtension

; Display the view within the clipboard destination,
; which exports to a PS or EMF.
oClipboard->Draw, FILENAME = clipboardFile, $
   /VECTOR
oClipboard->Draw, FILENAME = 'damp_sn2.eps', $
   /POSTSCRIPT, /VECTOR

; Place the image on the system clipboard, so that
; it can be pasted into another application.
oClipboard->Draw, /VECTOR

; Cleanup object references. Before destroying the
; IDLgrClipboard object, reset its GRAPHICS_TREE
; to NULL so the IDLgrViewgroup can remain associated
; with the IDLgrWindow. Interactive destruction
; of the IDLgrWindow will free the other graphics objects
; implicitly.
oClipboard->SetProperty, GRAPHICS_TREE = OBJ_NEW()
```

```
OBJ_DESTROY, oClipboard

END
```

Version History

5.1	Introduced
6.2	Added QueryRequiredTiles method

IDLgrClipboard Properties

IDLgrClipboard objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrClipboard::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrClipboard::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrClipboard::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure that contains the values of all of the retrievable properties associated with this object.

Property Type	Anonymous structure		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

COLOR_MODEL

An integer value or enumerated list item that determines whether to use the indexed color model for the clipboard buffer:

Value	Property Sheet Value	Description
0	RGB	RGB (default)
1	Indexed	Color Index

Note

See "Color and Destination Objects" (*Object Programming*) for more information.

Property Type	ENUMLIST		
Name String	Color model		
Get: Yes	Set: No	Init: Yes	Registered: Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] to specify the dimensions of the clipboard buffer in units specified by the UNITS property. The default is [640,480].

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

GRAPHICS_TREE

An object reference of type IDLgrScene, IDLgrViewgroup, or IDLgrView that specifies the graphic tree of this object. If this property is set to a valid object reference, calling the Draw method on the destination object with no arguments will cause the object reference associated with this property to be drawn. If this object is valid and the destination object is destroyed, this object reference will be destroyed as well. By default the GRAPHICS_TREE property is set equal to the null-object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_COLORS

An integer value that determines the number of colors (between 2 and 256) to be used if COLOR_MODEL is set to Color Index.

Property Type	Integer		
Name String	Number of colors		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values that are to be loaded into the clipboard buffer's color lookup table.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrClipboard object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

QUALITY

An integer value or enumerated list item indicating the rendering quality at which graphics are to be drawn to the clipboard buffer. Valid values are:

Value	Property Sheet Value	Description
0	Low	Low quality
1	Medium	Medium quality
2	High	High quality (the default)

Property Type	ENUMLIST		
Name String	Draw quality		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RESOLUTION

A two-element floating-point vector of the form [*xres*, *yres*] specifying the device resolution in centimeters per pixel. This value is stored in double precision. The default value is: [0.035277778, 0.035277778] (72 DPI).

Note ───

To match screen rendering on an IDLgrClipboard object, the following properties should be matched between the devices: DIMENSIONS, UNITS, RESOLUTION, COLOR_MODEL and N_COLORS.

───

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Resolution		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

SCREEN_DIMENSIONS

A two-element integer vector of the form [*width*, *height*] that specifies the maximum allowed dimensions (measured in device units) for the clipboard object.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

UNITS

An integer value that indicates the units of measure for the DIMENSIONS property. Valid values are:

- 0 = Device (default)

- 1 = Inches

- 2 = Centimeters

- 3 = Normalized (relative to 1600 x 1200)

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IDLgrClipboard::Cleanup

The IDLgrClipboard::Cleanup procedure method performs all cleanup on the object.

Note ——————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrClipboard::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrClipboard::Draw

The IDLgrClipboard::Draw procedure method draws the given picture to this graphics destination.

Writing to a File

The file type produced when the IDLgrClipboard::Draw method is passed an IDLgrView, IDLgrViewgroup, or IDLgrScene object varies depending upon keyword settings and the platform on which the call is issued. If the FILENAME keyword is set to a non-empty string, the name of the file IDL creates is specified by the string. If the FILENAME keyword is a non-zero, numeric value, IDL creates a file named idl.*ext* where *ext* is replaced with the appropriate extension shown in parentheses in the following table.

Keyword Settings	Windows File Type	UNIX File Type
VECTOR = 1, POSTSCRIPT = 1	Encapsulated PostScript (EPS)	Encapsulated PostScript (EPS)
VECTOR = 1, POSTSCRIPT = 0	Enhanced MetaFile (EMF)	Encapsulated PostScript (EPS)
VECTOR = 0, POSTSCRIPT = 1	Encapsulated PostScript (EPS)	Encapsulated PostScript (EPS)
VECTOR = 0, POSTSCRIPT = 0	Bitmap (BMP)	Encapsulated PostScript (EPS)

Table 32-5: File Types Produced by IDLgrClipboard Draw Method

Writing to the Clipboard

Objects can be written to the operating system clipboard using IDLgrClipboard::Draw. When the FILENAME keyword equals an empty string (" "), equals 0 (zero), or is not specified, the output is written to the clipboard.

Note

The IDLgrClipboard object empties the Windows clipboard before writing to it.

Note

When VECT_SORTING=0, objects are drawn to the destination device in the order that they are added to the model, view, viewgroup, or scene object that contains them. Otherwise, objects are drawn to the destination device based on their average depth value.

Syntax

Obj->[IDLgrClipboard::]Draw [, *Picture*] [, /CMYK] [, FILENAME=*string*]
   [, /ISOLATIN1] [, POSTSCRIPT=*value*] [, VECT_SHADING={ 0 | 1 }]
   [, VECT_SORTING={ 0 | 1 }]
   [, VECT_TEXT_RENDER_METHOD={ 0 | 1 }] [, VECTOR={ 0 | 1 }]

Arguments

Picture

The view (an instance of an IDLgrView object), viewgroup (an instance of an IDLgrViewgroup object), or scene (an instance of an IDLgrScene object) to be drawn.

Keywords

CMYK

This keyword has an effect only when the output format is Encapsulated PostScript (POSTSCRIPT=1). Set this keyword to create a PostScript file using the CMYK (cyan, magenta, yellow, and black) color model. The default is a PostScript file using the RGB (red, green, blue) color model. This keyword applies to both bitmap and vector graphic PostScript files.

The CMYK format is a subtractive color model that is better suited for color printing. This color model allows some document processing applications and printer control software to easily adjust the overall brightness of an image by manipulating a single channel (K). PostScript files created with the CMYK color model must be processed by an interpreter capable of interpreting PostScript Language Level 2 or higher.

FILENAME

To write to a file, set this keyword as follows:

- Set to a string that represents the name of the file to which the output should be written.

- Set to any non-zero numerical value. IDL generates a filename based upon the values of the POSTSCRIPT and VECTOR keywords, and the platform. See "Writing to a File" in the introductory section for details.

If the value is an empty string (" "), equals 0 (zero), or is not specified, the output is written to the clipboard.

Note
You are strongly encouraged to specify a string for this value. The ability to specify a numerical value is maintained for backward compatibility, but its usage should be deprecated.

ISOLATIN1

Set this keyword to use Adobe ISO Latin 1 font encoding with any font that supports such coding. Use of this keyword allows access to many commonly-used foreign characters. This keyword is ignored if the generated output is not PostScript.

POSTSCRIPT

Set this keyword to a non-zero value to indicate that the generated output should be in Encapsulated PostScript format. By default, the generated output is in Bitmap format on Windows platforms and Encapsulated PostScript on UNIX platforms.

VECT_SHADING

This keyword has an effect only when generating vector output (VECTOR=1) and when the output format is Encapsulated PostScript (POSTSCRIPT=1).

This keyword controls the appearance of smooth (Gouraud) shaded IDLgrPolygon and IDLgrSurface objects. Valid values are:

- 0 = disable smooth shading. This causes all polygons and surfaces to be rendered with flat shading. This may be valuable when using slower PostScript interpreters or when memory and stack space are limited. Smoothly shaded polygons require more resources as well as time.

- 1 = enable smooth shading (default). This renders smooth (Gouraud) shaded polygons and surfaces in the Encapsulated PostScript file.

Note ───
Polygons and surfaces in Enhanced MetaFiles (EMF) files will be rendered using flat shading. Only the output in Encapsulated PostScript (EPS) files is affected by this keyword, and only when the VECTOR keyword has been set. See "Bitmap and Vector Graphic Output" (Chapter 12, *Object Programming*) for details about vector graphic output.
───

VECT_SORTING

This keyword has an effect only when generating vector output (VECTOR=1).

This keyword controls the way object primitives in a picture appear in the destination. Valid values are:

- 0 = disable sorting. The object primitives appear in the vector output file in the same order they are drawn on the display device. This is the order in which they appear in the graphics tree.

- 1 = enable sorting (default). The objects are ordered from back to front based on each primitive object's average depth value.

Note ───
Objects that intersect each other, IDLgrImage objects (which do not update the depth buffer), and objects contained within transparent views might not sort correctly. See "Controlling What is Displayed in Vector Graphics" (Chapter 12, *Object Programming*).
───

VECT_TEXT_RENDER_METHOD

This keyword has an effect only when generating vector output (VECTOR=1).

This keyword controls the way text is rendered in a vector graphic file. Valid values are:

- 0 = render text as text primitives (default). The output device renders the text as text primitives. This allows the text to be edited by object-based graphics programs.

- 1 = render text as triangles. The text is rendered as a series of filled triangles in the vector file. This produces text that closely matches the text on the display device, but the output file size is larger, and the text can not be easily edited.

Note —————————————————————————————————
The results of attempting to edit the text primitives depends upon the sophistication
of the graphics program. An Enhanced MetaFile (EMF) inserted into a Microsoft
Word document can be edited. However, not all versions of Microsoft Word
support advanced 3-D graphic primitives such as those associated with obliquely or
vertically aligned text. Choosing to edit a file with non-horizontally aligned text
may result in the text being flattened into two dimensions. Typically, each letter
becomes its own string and alignment is altered. To edit non-horizontal text and
preserve the original quality, create an Encapsulated PostScript (EPS) file that can
be modified in a more sophisticated object-oriented image editing program.

Note —————————————————————————————————
See "Text Rendering in Vector Graphics" (Chapter 12, *Object Programming*) for
more information.

VECTOR

Set this keyword to indicate the type of graphics primitives generated. Valid values
are:

- 0 = generate bitmap graphics (default). Render the scene to a buffer and then
  copy the buffer to the clipboard or file in bitmap format. The bitmap retains the
  quality of the original image, but the bitmaps cannot be effectively scaled on
  all devices.

- 1 = generate vector graphics. Render the scene using simple vector operations
  that result in a representation of the scene that is scalable. The vector
  representation does not retain all the attributes of the original image, but it can
  be effectively scaled on other devices. On Windows, the representation is the
  Windows Enhanced Metafile (EMF). On UNIX platforms, the representation
  is Encapsulated PostScript (EPS).

Note —————————————————————————————————
Transparent objects in a view are not rendered in vector graphic files. Semi-
transparent objects are rendered fully opaque. See "Bitmap and Vector Graphic
Output" (Chapter 12, *Object Programming*) for a complete discussion of when to
output to bitmap or vector graphics based on picture content.

Version History

5.1	Introduced
6.1	Added CMYK, VECT_SHADING, VECT_SORTING, and VECT_TEXT_RENDER_METHOD keywords
6.4	Added ISOLATIN1 keyword

IDLgrClipboard::GetContiguousPixels

The IDLgrClipboard::GetContiguousPixels function method returns an array of long integers whose length is equal to the number of colors available in the index color mode (that is, the value of the N_COLORS property).

The returned array marks contiguous pixels with the ranking of the range's size. This means that within the array, the elements in the largest available range are set to zero, the elements in the second-largest range are set to one, etc. Use this range to set an appropriate colormap for use with the SHADE_RANGE property of the IDLgrSurface and IDLgrPolygon object classes.

To get the largest contiguous range, you could use the following IDL command:

```
result = obj->GetContiguousPixels()
Range0 = WHERE(result EQ 0)
```

A contiguous region in the colormap can be increasing or decreasing in values. The following would be considered contiguous:

```
[0,1,2,3,4]
[4,3,2,1,0]
```

Syntax

Result = Obj->[IDLgrClipboard::]GetContiguousPixels()

Return Value

Returns an array of long integers whose length is equal to the number of colors available in the index color mode.

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrClipboard::GetDeviceInfo

The IDLgrClipboard::GetDeviceInfo procedure method returns information which allows IDL applications to intelligently make decisions for optimal performance. For example, it allows an application to determine if RENDERER=1 is actually implemented in hardware. It also allows applications to make optimal quality decisions when dynamically building texture maps.

Syntax

Obj->[IDLgrClipboard::]GetDeviceInfo [, ALL=*variable*]
   [, MAX_NUM_CLIP_PLANES=*variable*]
   [, MAX_TEXTURE_DIMENSIONS=*variable*]
   [MAX_TILE_DIMENSIONS=*variable*]
   [, MAX_VIEWPORT_DIMENSIONS=*variable*] [, NAME=*variable*]
   [, NUM_CPUS=*variable*] [, VENDOR=*variable*] [, VERSION=*variable*]

Arguments

None

Keywords

ALL

Set this keyword to a named variable which, upon return, contains a structure with the values of all the device information keywords as fields.

MAX_NUM_CLIP_PLANES

Set this keyword to a named variable that upon return will contain an integer that specifies the maximum number of user-defined clipping planes supported by the device.

MAX_TEXTURE_DIMENSIONS

Set this keyword equal to a named variable. Upon return, MAX_TEXTURE_DIMENSIONS contains a two element integer array that specifies the maximum texture size supported by the device.

MAX_TILE_DIMENSIONS

Set this keyword equal to a named variable. Upon return, MAX_TILE_DIMENSIONS contains a two element integer array that specifies the maximum tile size supported by the device.

MAX_VIEWPORT_DIMENSIONS

Set this keyword equal to a named variable. Upon return, MAX_VIEWPORT_DIMENSIONS contains a two element integer array that specifies the maximum size of a graphics display supported by the device.

NAME

Set this keyword equal to a named variable. Upon return, NAME contains the name of the rendering device as a string.

NUM_CPUS

Set this keyword equal to a named variable. Upon return, NUM_CPUS contains an integer that specifies the number of CPUs that are known to, and available to IDL.

Note

The NUM_CPUS keyword accurately returns the number of CPUs for the SUN and Microsoft Windows platforms. For platforms other than these, the number returned may not reflect the actual number of CPUs available to IDL in the current system.

VENDOR

Set this keyword equal to a named variable. Upon return, VENDOR contains the name of the rendering device creator as a string.

VERSION

Set this keyword equal to a named variable. Upon return, VERSION contains the version of the rendering device driver as a string.

Version History

5.1	Introduced

5.6	Added MAX_NUM_CLIP_PLANES keyword
6.2	Added MAX_TILE_DIMENSIONS keyword

IDLgrClipboard::GetFontnames

The IDLgrClipboard::GetFontnames function method returns the list of available fonts that can be used in IDLgrFont objects. This method will only return the names of the available TrueType fonts. Hershey fonts will not be returned; see Appendix H, "Fonts" for more information.

Syntax

Result = Obj->[IDLgrClipboard::]GetFontnames(*FamilyName* [, IDL_FONTS={0 | 1 | 2}] [, STYLES=*string*])

Return Value

Returns the list of available fonts that can be used in IDLgrFont objects.

Arguments

FamilyName

A string representing the name of the font family to which all of the returned fonts must belong. The string may be a fully specified family name—such as "Helvetica". You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. To return all available family names, use "*".

Keywords

IDL_FONTS

Set this keyword to specify where to search for fonts that IDL may use. Set IDL_FONT to 1 to select only fonts installed by IDL and to 2 to select only fonts detected in the host operating system. The default value is 0, specifying that both IDL and operating system fonts should be returned.

STYLES

Set this keyword to a string specifying the styles that are to be matched by the returned font names. You can set STYLES to a fully specified style string, such as "Bold Italic". If you set STYLES to the null string, ' ', only fontnames without style modifiers will be returned. You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. The default value is

the string, "*", which returns all fontnames containing the *FamilyName* argument, with or without style modifiers.

Version History

5.1	Introduced

IDLgrClipboard::GetProperty

The IDLgrClipboard::GetProperty procedure method retrieves the value of a property or group of properties for the clipboard buffer.

Syntax

Obj->[IDLgrClipboard::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrClipboard Properties" on page 4266 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrClipboard::GetTextDimensions

The IDLgrClipboard::GetTextDimensions function method retrieves the dimensions of a text or axis object that will be rendered in the clipboard buffer. In order to compute the effective text dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units. If the object specified is an axis object, the result encompasses the tick labels and the title of the axis (if any).

Note

The returned results take into account the setting of the IDLgrText RECOMPUTE_DIMENSIONS property.

Syntax

Result = Obj->[IDLgrClipboard::]GetTextDimensions(*TextObj*
   [, DESCENT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns the dimensions of a text or axis object that will be rendered in the clipboard buffer.

Arguments

TextObj

The object reference to a text or axis object for which the text dimensions are requested.

Keywords

DESCENT

Set this keyword equal to a named variable that will contain an array of double-precision floating-point values (one for each string in the IDLgrText object). The values represent the distance to travel (parallel to the UPDIR vector) from the text baseline to reach the bottom of the lowest descender in the string. All values will be negative numbers, or zero. This keyword is valid only if *TextObj* is an IDLgrText object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the text dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrClipboard::GetTextDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ―――――――――――――――――――――――――――――――――

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
―――

Version History

5.1	Introduced

IDLgrClipboard::Init

The IDLgrClipboard::Init function method initializes the clipboard object.

Note ────────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLgrClipboard' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrClipboard::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrClipboard Properties" on page 4266 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrClipboard::QueryRequiredTiles

The IDLgrCliboard::QueryRequiredTiles function method is used in conjunction with an IDLgrImage object that supports tiling. Initially, this type of IDLgrImage object contains no data. Call this method to determine what data to load into this destination object based on which tiles are visible in a view. Pass the results to IDLgrImage::SetTileData to load the required portion of the tiled image. When the Draw method is called, the destination object contains the image tiles that are the results of this method's query.

Note ──

Clipboard support of tiled images is not available in vector mode (when the IDLgrClipboard::Draw method VECTOR keyword is set to 1).

──

This method returns an array of named structures containing information about the tiles that are required, or a scalar integer with the value 0 if no tiles are required. The application can check that COUNT is greater than 0 before accessing the returned array.

Note ──

Tiled images are not supported when generating vector graphics for the clipboard. Bitmap mode (VECTOR=0) must be used when drawing tiled images to an IDLgrClipboard.

──

Note ──

If the device is in Color Index mode (COLOR_MODEL=1) or the image has RENDER_METHOD=1 set, then IDL will generate an error as tiling is not supported under these circumstances.

──

Syntax

Result = Obj->[IDLgrClipboard::]QueryRequiredTiles(*View*, *Image*
   [, ALL_VISIBLE=*value*] [, COUNT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns an array of named structures containing information about the tiles that are required, or a scalar integer with the value 0 if no tiles are required.

Each structure in the array describes one required tile and has the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile in pixels.
HEIGHT	Long	The height of the tile in pixels.
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of n ($n > 0$) indicates that the resolution is half that of the n-1 level.
DEST	OBJREF	The object reference to the destination object that was used to query for the required tiles.

Table 32-6: IDLIMAGETILE Structure

The X, Y, WIDTH and HEIGHT elements are all relative to the specified LEVEL. For example, say a large image (level 0) has dimensions of 10000 by 10000 pixels. The tile structure [2048, 2048, 1024, 1024, 0] specifies a 1024 by 1024 pixel area where the lower-left corner of the tile is (2048, 2048) pixels from the lower-left corner of the original, level 0 image. This is shown in the left portion of the following figure.

When you zoom out to 50% of the original resolution, you can load the level 1 image (5000 by 5000 pixels), a subsampled version of the large image. Here, the tile [1024, 1024, 1024, 1024, 1] specifies a 1024 by 1024 pixel area of the image with the lower-left corner being (1024, 1024) from the lower-left corner of the image. Both of these tiles have their lower-left corner at the same physical location of the image, but the second tile covers four times the area as it is a lower resolution version of the data.

Figure 32-2: Interaction Between Image Level and Zoom with Equal Tile Sizes

Note ———

See "Image Tiling" (Chapter 4, *Object Programming*) for more information on creating an image pyramid and for tiling examples.

Arguments

View

An object reference to the IDLgrView object used to render the image object. This is required so the visible tiles can be determined.

Image

An object reference to the tiled IDLgrImage object that will be tested to determine which of its tiles are required.

Keywords

ALL_VISIBLE

Set this keyword if QueryRequiredTiles should return all tiles that are visible even if they already have tile data loaded at the required level.

COUNT

Set this keyword equal to a named variable that, on return, contains the number of tiles that are required.

PATH

Set this keyword equal to a vector of object references that uniquely defines the path through the graphics hierarchy used to compute which tiles are visible. Each object specified must contain an alias; tile visibility is computed for the version of the image object (specified by *Image*) that lies at the end of the specified path.

Specifying a unique path through the graphics hierarchy may require multiple objects if multiple aliases are used. If multiple objects are required to define the value of PATH, the objects must be specified in the order they appear in the path, beginning with the object that is closest to the root of the hierarchy.

If this keyword is not set, the path from *Image* to the top of the graphics hierarchy is determined by the PARENT properties of the objects in the hierarchy. In this case, no alias paths are followed.

Note ——————————————————————————————
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
——————————————————————————————————————

Version History

6.2	Introduced
7.0	Added PATH keyword to QueryRequiredTiles to handle aliases.

IDLgrClipboard::SetProperty

The IDLgrClipboard::SetProperty procedure method sets the value of a property or group of properties for the clipboard buffer.

Syntax

Obj->[IDLgrClipboard::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrClipboard Properties" on page 4266 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrColorbar

The IDLgrColorbar object consists of a color-ramp with an optional framing box and annotation axis. The object can be horizontal or vertical.

An IDLgrColorbar object is a *composite object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

This object class is implemented in the IDL language. Its source code can be found in the file idlgrcolorbar__define.pro in the lib subdirectory of the IDL distribution.

Superclasses

IDLgrModel

IDLitComponent

Creation

See "IDLgrColorbar::Init" on page 4314.

Properties

Objects of this class have the following properties. See "IDLgrColorbar Properties" on page 4298 for details on individual properties.

- ALL
- BLUE_VALUES
- COLOR
- DIMENSIONS
- GREEN_VALUES
- HIDE
- MAJOR
- MINOR
- PALETTE
- PARENT

- RED_VALUES
- SHOW_AXIS
- SHOW_OUTLINE
- SUBTICKLEN
- THICK
- THREED
- TICKFORMAT
- TICKFRMTDATA
- TICKLEN
- TICKTEXT
- TICKVALUES
- TITLE
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrColorbar::Cleanup
- IDLgrColorbar::ComputeDimensions
- IDLgrColorbar::GetProperty
- IDLgrColorbar::Init
- IDLgrColorbar::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.1	Introduced

IDLgrColorbar Properties

IDLgrColorbar objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrColorbar::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrColorbar::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrColorbar::SetProperty.

Note ──

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties. See "IDLgrColorbar Properties" on page 4298 for details on individual properties.

- ALL
- BLUE_VALUES
- COLOR
- DIMENSIONS
- GREEN_VALUES
- HIDE
- MAJOR
- MINOR
- PALETTE
- PARENT
- RED_VALUES
- SHOW_AXIS
- SHOW_OUTLINE
- SUBTICKLEN
- THICK
- THREED
- TICKFORMAT
- TICKFRMTDATA

- • TICKLEN
- • TICKTEXT
- • TICKVALUES
- • TITLE
- • XCOORD_CONV
- • XRANGE
- • YCOORD_CONV
- • YRANGE
- • ZCOORD_CONV
- • ZRANGE

In addition, objects of this class inherit:

- • IDLgrModel
- • IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note —————————————————————————————

The fields of this structure may change in subsequent releases of IDL.

—————————————————————————————————

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

BLUE_VALUES

A byte vector containing the blue values for the color palette. Setting this value is the same as specifying the *aBlue* argument to the IDLgrColorbar::Init method.

Property Type	Byte vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color to be used as the foreground color for the axis and outline box. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0, 0, 0].

Property Type	Color		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DIMENSIONS

A two element integer vector [*dx*, *dy*] that specifies the size of the ramp display (not the axis) in pixels. If *dx* > *dy*, the colorbar is drawn horizontally with the axis placed below or above the ramp box depending on the value of the SHOW_AXIS property. If *dx* < *dy*, the colorbar is drawn vertically with the axis placed to the right or left of the ramp box depending on the value of the SHOW_AXIS property. The default value is [16,256].

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GREEN_VALUES

A byte vector containing the green values for the color palette. Setting this value is the same as specifying the *aGreen* argument to the IDLgrColorbar::Init method.

Property Type	Byte vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value to indicate whether this object should be drawn:

- 0 = Draw graphic (the default)

- 1 = Do not draw graphic

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MAJOR

An integer that represents the number of major tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MAJOR equal to zero suppresses major tickmarks entirely.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MINOR

An integer representing the number of minor tick marks. The default is -1, specifying that IDL will compute the number of tickmarks. Setting MINOR equal to zero suppresses minor tickmarks entirely.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PALETTE

An object reference to an instance of the IDLgrPalette object class. If this property is a valid object reference, the colors within the IDLgrPalette are used to specify the colors for the colorbar.

Note ───

Objects specified via this property are not automatically cleaned up when the IDLgrColorbar object is destroyed.

───

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PARENT

An object reference to the object that contains this colorbar.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

RED_VALUES

A byte vector that contains the red values for the color palette. Setting this value is the same as specifying the *aRed* argument to the IDLgrColorbar::Init method.

Property Type	Byte vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHOW_AXIS

An integer value that indicates whether the axis should be drawn:

- 0 = Do not display axis (the default)
- 1 = Display axis on left side or below the color ramp
- 2 = Display axis on right side or above the color ramp

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHOW_OUTLINE

A Boolean value indicating whether the colorbar bounds should be outlined:

- 0 = Do not display outline (the default)
- 1 = Display outline

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SUBTICKLEN

A floating-point scale ratio specifying the length of minor tick marks relative to the length of major tick marks. The default is 0.5, specifying that the minor tick mark is one-half the length of the major tick mark.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, specifying the line thickness used to draw the axis and box outline, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THREED

A Boolean value that determines whether to create the colorbar as a graphic object that can be fully transformed in three dimensions on initialization. By default, the colorbar always faces the viewer and is drawn at z=0.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKFORMAT

Either a standard IDL format string (see *"Format Codes"* (Chapter 18, *Application Programming*) for details on format codes) or a string containing the name of a user-supplied function that returns a string to be used to format the axis tick mark labels. The function should accept integer arguments for the direction of the axis, the index of the tick mark, and the value of the tick mark, and should return a string to be used as the tick mark's label. The function may optionally accept a keyword called DATA,

which will be automatically set to the TICKFRMTDATA value. The default TICKFORMAT is '', the null string, which indicates that IDL will determine the appropriate format for each value.

Note ───

If the user-defined function's name does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate tick mark labels. This function is defined with either three or four parameters, depending on whether TICKUNITS is specified. For more information, see "[XYZ]TICKFORMAT" on page 5478.

───

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKFRMTDATA

A user-defined value of any type passed via the DATA keyword to the user-supplied formatting function specified via the TICKFORMAT property, if any. By default, this value is undefined, indicating that the DATA property will be undefined (and furthermore, need not be supported by the user-supplied function). Note that TICKFRMTDATA will not be included in the structure returned via the ALL property to the IDLgrColorbar::GetProperty method.

Property Type	Scalar of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKLEN

A floating-point value that specifies the length of each major tick mark, measured in data units. The recommended, and default, tick mark length is 0.2. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKTEXT

An object reference to either a single instance of the IDLgrText object class (with multiple strings) or to a vector of instances of the IDLgrText object class (each with a single string) that specifies the annotations to be assigned to the tick marks. By default, TICKTEXT is set to the NULL object, which indicates that IDL will compute tick annotations based upon the major tick values. The positions and orientation of the provided text object(s) may be overwritten by the colorbar.

Note ───
Objects specified via this property are not automatically cleaned up when the IDLgrColorbar object is destroyed.

──

Property Type	Object reference or object reference vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TICKVALUES

A floating-point vector of data values that represent the values at each tick mark. If TICKVALUES is set to 0, the default, IDL computes the tick values based on the axis range and the number of major ticks. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TITLE

An object reference to an instance of the IDLgrText object class to specify the title for the axis. The default is the null object, specifying that no title is drawn. The title will be centered along the axis, even if the text object itself has an associated location.

Note ───
Objects specified via this property are not automatically cleaned up when the IDLgrColorbar object is destroyed.

──

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1 *$ Data$X$

Recommended values are:

$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] specifying the range of the *x* data coordinates covered by the colorbar.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that converts Y coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Y = s_0 + s_1 *$ Data$Y$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of the *Y* data coordinates covered by the colorbar.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that converts Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$NormalizedZ = s_0 + s_1 * DataZ$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element double-precision floating-point vector of the form [*zmin*, *zmax*] specifying the range of the *Z* data coordinates covered by the colorbar.

Note

Until the colorbar is drawn to the destination object, the [XYZ]RANGE properties will be zero. Use the ComputeDimensions method on the colorbar object to get the data dimensions of the colorbar prior to a draw operation.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrColorbar::Cleanup

The IDLgrColorbar::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY,*Obj*

or

Obj->[IDLgrColorbar::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrColorbar::ComputeDimensions

The IDLgrColorbar::ComputeDimensions function method retrieves the dimensions of a colorbar object for the given destination object. In order to compute the effective dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a three-element double-precision floating-point vector [*xDim, yDim, zDim*] representing the dimensions of the colorbar object measured in data units.

Syntax

Result = Obj->[IDLgrColorbar::]ComputeDimensions(*DestinationObj*
   [, PATH=*objref(s)*])

Return Value

Returns the dimensions of a colorbar object for the given destination object.

Arguments

DestinationObject

The object reference to a destination object (IDLgrBuffer, IDLgrClipboard, IDLgrPrinter, or IDLgrWindow) for which the dimensions of the colorbar are being requested.

Keywords

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrColorbar::ComputeDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ————————————————————————————————————
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
————————————————————————————————————

Version History

5.1	Introduced

IDLgrColorbar::GetProperty

The IDLgrColorbar::GetProperty procedure method retrieves the value of a property or group of properties for the colorbar.

Syntax

Obj->[IDLgrColorbar::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrColorbar Properties" on page 4298 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrColorbar::Init

The IDLgrColorbar::Init function method initializes the colorbar object.

Note ───
Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLgrColorbar' [, *aRed*, *aGreen*, *aBlue*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrColorbar::]Init([*aRed, aGreen, aBlue*] [, *PROPERTY=value*])
    (In a lifecycle method only.)

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note ───
The values specified by the *aRed*, *aGreen*, and *aBlue* arguments are used to initialize the value of the RED_VALUES, GREEN_VALUES, and BLUE_VALUES, properties of the IDLgrColorbar object.

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Note ───
If *aRed*, *aGreen*, and *aBlue* are not provided, the color palette will default to a 256 entry greyscale ramp.

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aRed

A vector containing the red values for the color palette. These values should be within the range of 0 < *Value* < 255. The number of elements comprising the *aRed* vector must not exceed 256.

aGreen

A vector containing the green values for the color palette. These values should be within the range of 0 < *Value* < 255. The number of elements comprising the *aGreen* vector must not exceed 256.

aBlue

A vector containing the blue values for the color palette. These values should be within the range of 0 < *Value* < 255. The number of elements comprising the *aBlue* vector must not exceed 256.

Keywords

Any property listed under "IDLgrColorbar Properties" on page 4298 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrColorbar::SetProperty

The IDLgrColorbar::SetProperty procedure method sets the value of a property or group of properties for the colorbar.

Syntax

Obj->[IDLgrColorbar::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrColorbar Properties" on page 4298 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrContour

The IDLgrContour object draws a contour plot from data stored in a rectangular array or from a set of unstructured points. Both line contours and filled contour plots can be created.

An IDLgrContour object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

The object stores the following argument or property in double-precision if the DOUBLE_DATA property is specified, and in single-precision otherwise.

Superclasses

IDLitComponent

Creation

See "IDLgrContour::Init" on page 4356.

Properties

Objects of this class have the following properties. See "IDLgrContour Properties" on page 4320 for details on individual properties.

- ALL
- AM_PM
- C_COLOR
- C_LABEL_INTERVAL
- C_LABEL_OBJECTS
- C_LINESTYLE
- C_USE_LABEL_COLOR
- C_VALUE
- COLOR
- DAYS_OF_WEEK
- DEPTH_TEST_DISABLE

- ALPHA_CHANNEL
- ANISOTROPY
- C_FILL_PATTERN
- C_LABEL_NOGAPS
- C_LABEL_SHOW
- C_THICK
- C_USE_LABEL_ORIENTATION
- CLIP_PLANES
- DATA_VALUES
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION

- DEPTH_WRITE_DISABLE
- DOUBLE_DATA
- DOUBLE_GEOM
- DOWNHILL
- FILL
- GEOM
- GEOMX
- GEOMY
- GEOMZ
- HIDE
- LABEL_FONT
- LABEL_FORMAT
- LABEL_FRMTDATA
- LABEL_UNITS
- MAX_VALUE
- MIN_VALUE
- MONTHS
- N_LEVELS
- PALETTE
- PARENT
- PLANAR
- POLYGONS
- REGISTER_PROPERTIES
- SHADE_RANGE
- SHADER
- SHADING
- TICKINTERVAL
- TICKLEN
- USE_TEXT_ALIGNMENTS
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrContour::AdjustLabelOffsets
- IDLgrContour::Cleanup
- IDLgrContour::GetCTM
- IDLgrContour::GetLabelInfo
- IDLgrContour::GetProperty
- IDLgrContour::Init

- IDLgrContour::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.1	Introduced
5.6	Added AM_PM, C_LABEL_INTERVAL, CLIP_PLANES, C_LABEL_OBJECTS, C_LABEL_NOGAPS, C_LABEL_SHOW, C_USE_LABEL_COLOR, C_USE_LABEL_ORIENTATION, DAYS_OF_WEEK, LABEL_FONT, LABEL_FORMAT, LABEL_FRMATDATA, LABEL_UNITS, MONTHS, and USE_TEXT_ALIGNMENTS properties
6.1	Added ALPHA_CHANNEL property
6.4	Added SHADER property

See Also

CONTOUR, ISOCONTOUR

IDLgrContour Properties

IDLgrContour objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrContour::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrContour::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrContour::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties. See "IDLgrContour Properties" on page 4320 for details on individual properties.

- ALL
- ALPHA_CHANNEL
- AM_PM
- ANISOTROPY
- C_COLOR
- C_FILL_PATTERN
- C_LABEL_INTERVAL
- C_LABEL_NOGAPS
- C_LABEL_OBJECTS
- C_LABEL_SHOW
- C_LINESTYLE
- C_THICK
- C_USE_LABEL_COLOR
- C_USE_LABEL_ORIENTATION
- C_VALUE
- CLIP_PLANES
- COLOR
- DATA_VALUES
- DAYS_OF_WEEK
- DEPTH_OFFSET
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- DOUBLE_DATA
- DOUBLE_GEOM
- DOWNHILL
- FILL
- GEOM
- GEOMX
- GEOMY
- GEOMZ
- HIDE
- LABEL_FONT
- LABEL_FORMAT

- LABEL_FRMTDATA
- LABEL_UNITS
- MAX_VALUE
- MIN_VALUE
- MONTHS
- N_LEVELS
- PALETTE
- PARENT
- PLANAR
- POLYGONS
- REGISTER_PROPERTIES
- SHADE_RANGE
- SHADER
- SHADING
- TICKINTERVAL
- TICKLEN
- USE_TEXT_ALIGNMENTS
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties associated with this object except DATA_VALUES and GEOM.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

Set this property to a floating-point value in the range [0.0, 1.0] to specify the opacity of the contour. The default value of 1.0 causes IDL to draw the contours completely opaque. If the value of this property is less than 1.0, then the pixels of the contours are blended with the pixels already on the screen, where the color of the contour is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha. Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results. This property has no effect on devices using indexed color

mode. If contour colors (C_COLOR property) are supplied, then the value of this property is used for the contour alpha if the C_COLOR property does not contain alpha values (3-channel RGB colors). If the C_COLOR property does contain alpha values (4-channel RGBA colors), then the alpha from each contour color is used. When contour labels (either text or symbols) are used and a label's corresponding value in the C_USE_LABEL_COLOR property is zero, the value of this property is used for the label alpha if contour colors are not provided or if the contour colors are provided and do not contain alpha values. If the alpha values are supplied in the C_COLOR property, then each label uses the alpha from its corresponding C_COLOR contour color. When contour labels (either text or symbols) are used and a label's corresponding value in the C_USE_LABEL_COLOR property is non-zero, then the value of the label object's ALPHA_CHANNEL property is used to draw the label. In other words, C_USE_LABEL_COLOR also implies using the label object's alpha as well as its color.

Note

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

AM_PM

A string vector of two values indicating the names of the AM and PM strings when processing explicitly formatted dates (CAPA, CApA, and CapA format codes) with the LABEL_FORMAT property.

Property Type	String vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ANISOTROPY

A three-element floating-point vector [*x, y, z*] that represents the multipliers to be applied to the internally computed correction factors along each axis that account for

anisotropic geometry. Correcting for anisotropy is particularly important for the appropriate representations of downhill tickmarks.

By default, IDL will automatically compute correction factors for anisotropy based on the [XYZ] range of the contour geometry. If the geometry (as provided via the GEOMX, GEOMY, and GEOMZ keywords) falls within the range [*xmin*, *ymin*, *zmin*] to [*xmax*, *ymax*, *zmax*], then the default correction factors are computed as follows:

```
dx = xmax - xmin
dy = ymax - ymin
dz = zmax - zmin
; Get the maximum of the ranges:
maxRange = (dx > dy) > dz
IF (dx EQ 0) THEN xcorrection = 1.0 ELSE $
   xcorrection = maxRange / dx
IF (dy EQ 0) THEN ycorrection = 1.0 ELSE $
   ycorrection = maxRange / dy
IF (dz EQ 0) THEN zcorrection = 1.0 ELSE $
   zcorrection = maxRange / dz
```

This internally computed correction is then multiplied by the corresponding [*x, y, z*] values of the ANISOTROPY property. The default value for this property is [1,1,1]. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Anistrophy		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

C_COLOR

A vector of colors to be used to specify the color of each contour level. The vector may be of the form [*n*] where each entry is a color index, or of the form [3,*n*] where each 3-element row is an RGB color, or of the form [4,*n*] where each 4-element row is an RGBA color. To remove contour colors after they have been set, set C_COLOR to a scalar.

If C_COLOR is not specified, the entire contour plot is drawn in the single color provided by the COLOR property, which is the default action. If there are no contour colors, GetProperty returns a value of -1 for this property.

If there are more contour levels than elements in C_COLOR, the elements of C_COLOR are cyclically repeated.

Property Type	USERDEF		
Name String	Colors		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

C_FILL_PATTERN

An array of IDLgrPattern objects that represent the patterns to be applied at each contour level if the FILL property is non-zero. If there are more contour levels than fill patterns, the patterns will be cyclically repeated. If this property is set to any scalar value, all contour levels are filled with a solid color (this is the default). If there are no fill pattern objects stored in this property, GetProperty will return a value of -1.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Fill patterns		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

C_LABEL_INTERVAL

A floating-point vector that indicates the distance (measured parametrically relative to the length of each contour path) between labels for each contour level. If the number of contour levels exceeds the number of provided intervals, the C_LABEL_INTERVAL values will be repeated cyclically. The default is 0.4.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

C_LABEL_NOGAPS

An integer vector that indicates whether gaps should be computed for the labels at the corresponding contour value. A zero value indicates that gaps will be computed for labels at that contour value; a non-zero value indicates that no gaps will be computed for labels at that contour value. If the number of contour levels exceeds the number of elements in this vector, the C_LABEL_NOGAPS values will be repeated cyclically.

By default, gaps for the labels are computed for all levels (so that a contour line does not pass through the label).

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

C_LABEL_OBJECTS

An array of object references that provides examples of labels to be drawn for each contour level. The objects specified via this property must inherit from one of the following classes:

- IDLgrSymbol
- IDLgrText

If a single object is provided, and it is an IDLgrText object, each of its strings will correspond to a contour level. If a vector of objects is used, any IDLgrText objects should have only a single string; each object will correspond to a contour level.

By default, with C_LABEL_OBJECTS set equal to a null object, IDL computes text labels that are the string representations of the corresponding contour level values. Note that the objects specified via this property are used as descriptors only. The actual objects drawn as labels are generated by IDL, and may be accessed via the IDLgrContour::GetLabelInfo method. The contour labels will have the same color as the corresponding contour level (see C_COLOR) unless the C_USE_LABEL_COLOR property is specified. The orientation of the label will be automatically computed unless the C_USE_LABEL_ORIENTATION property is specified. The horizontal and vertical alignment of any text labels will default to 0.5 (i.e., centered) unless the USE_TEXT_ALIGNMENTS property is specified.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯
The object(s) set via this property will not be destroyed automatically when the contour is destroyed.

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Property Type	Object reference array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

C_LABEL_SHOW

An integer vector that indicates whether labels are shown. For each contour value, if the corresponding value in the C_LABEL_SHOW vector is non-zero, the contour line for that contour value will be labeled. If the number of contour levels exceeds the number of elements in this vector, the C_LABEL_SHOW values will be repeated cyclically. The default is 0 indicating that no contour levels will be labeled.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

C_LINESTYLE

An integer array of linestyles that represent the linestyles to be applied at each contour level. The array may be either a vector of integers representing pre-defined linestyles, or an array of 2-element vectors representing a stippling pattern specification. If there are more contour levels than linestyles, the linestyles will be cyclically repeated. If this property is set to any scalar value, all levels are drawn as solid lines (this is the default). If there are no linestyles specified for this property, GetProperty will return a value of -1.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Linestyles		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

C_THICK

A floating-point array of line thicknesses that represent the thickness to be applied at each contour level, where each element is a value between 1.0 and 10.0. If there are more contour levels than line thicknesses, the thicknesses will be cyclically repeated. If this property is set to any scalar value, all contour levels are drawn with a line thickness of 1.0 points (this is the default). If there are no thicknesses specified for this property, GetProperty will return a value of -1.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Thicknesses		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

C_USE_LABEL_COLOR

An integer vector that indicates whether the COLOR property value for each of the label objects (for the corresponding contour level) is to be used to draw that label. If the number of contour levels exceeds the number of elements in this vector, the C_USE_LABEL_COLOR values will be repeated cyclically. By default, this value is zero, indicating that the COLOR properties of the label objects will be ignored, and the C_COLOR property for the contour object will be used instead.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

Note

When user-defined IDLgrSymbol objects are used for labels in an IDLgrContour object and C_USE_LABEL_COLORS is set to non-zero values, all properties including the color are defined by the object composing the user-defined symbol, and not from the values set on the symbol object itself. For example, a green bow

tie-shaped IDLgrPolyline is assigned to the symbol object, and this symbol object is assigned to the C_LABEL_OBJECTS property. If C_USE_LABEL_COLOR is set, there will be green bow tie shaped labels on the contour lines. If C_USE_LABEL_COLOR is not set, the bow tie color is defined by C_COLOR. Properties defined on the symbol object itself are ignored in all cases.

C_USE_LABEL_ORIENTATION

An integer vector that indicates whether the orientation for each of the label objects (for the corresponding contour level) is to be used when drawing the label. For text, the orientation of the object corresponds to the BASELINE and UPDIR property values; for a symbol, this refers to the default (un-rotated) orientation of the symbol. If the number of contour levels exceeds the number of elements in this vector, the C_USE_LABEL_ORIENTATION values will be repeated cyclically. By default, this value is zero, indicating that orientation of the label object(s) will be set to automatically computed values (to correspond to the direction of the contour paths).

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

C_VALUE

A floating-point value or a floating-point vector for which contour values are to be drawn. Setting ONLY a scalar value of 0 will cause the default action of even sampling of contour levels across the DATA_VALUES, using the value of the N_LEVELS property to determine the number of samples. IDL will convert any other scalar value to a single element vector containing that value and will then use it as if the user had supplied it as a vector. If there are no values specified for this property, GetProperty will return a value of -1. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Level values		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array of dimensions that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ───

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

───

Note ───

Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

───

Note ───

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES keyword of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

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Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color to be used to draw the contours. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0,0,0]. This value will be ignored if the C_COLOR property is set to a vector.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DATA_VALUES

A floating-point vector or two-dimensional array that specifies the values to be contoured. The property is the same as the *Values* argument described in "IDLgrContour::Init" on page 4356. IDL converts and stores this data as double-precision floating-point if the argument is of type DOUBLE or if the DOUBLE_DATA property is set. Otherwise, the data is stored in single-precision. IDL returns the data as double-precision if it was stored in double-precision.

Property Type	Floating-point vector or array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DAYS_OF_WEEK

A string vector of 7 values that indicates the names to be used for the days of the week when processing explicitly formatted dates (CDWA, CDwA, and CdwA format codes) with the LABEL_FORMAT property.

Property Type	String vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_OFFSET

An integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

Note

Use this feature to remove stitching artifacts and not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used. This can lead to portability problems because a set of DEPTH_OFFSET values may produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET.

Note

DEPTH_OFFSET has no effect unless the FILL property is set.

Property Type	Integer		
Name String	Depth offset		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOUBLE_DATA

A Boolean value that indicates whether the object is to store data provided by either the *Values* argument or the DATA_VALUES property parameter in double-precision or single-precision floating-point.

- 0 = Single-precision floating-point
- 1 = Double-precision floating-point

IDL converts any value data already stored in the object to the requested precision, if necessary.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOUBLE_GEOM

A Boolean value that indicates whether the object is to store data provided by any of the GEOMX, GEOMY, or GEOMZ property parameters in double-precision or single-precision floating-point.

- 0 = Single-precision floating-point
- 1 = Double-precision floating-point

IDL converts any geometry data already stored in the object to the requested precision, if necessary.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOWNHILL

A Boolean value or enumerated list item that indicates whether downhill tick marks should be rendered as part of each contour level to indicate the downhill direction relative to the contour line.

Value	Property Sheet Value	Description
0	Hide	Do not render downhill tick marks (the default)
1	Show	Render downhill tick marks

Property Type	ENUMLIST		
Name String	Downhill ticks		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

FILL

A Boolean value that indicates whether the contours should be filled. The default is to draw the contour levels as lines without filling. Filling contour may produce less than satisfactory results if your data contains NaNs, or if the contours are not closed.

Property Type	Boolean		
Name String	Fill contours		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

GEOM

A floating-point array that contains the geometry associated with the contour. IDL returns this data in single-precision floating-point by default or in double-precision floating-point if the DOUBLE_GEOM property is set in the IDLgrContour::Init method.

The shape of the data contained in GEOM depends on the value of the GEOMZ property (and potentially the GEOMX and GEOMY properties). The following rules apply:

- If GEOMZ is a vector of *Z* values $[z_0, z_1, z_2, ...]$ (in which case it is presumed that GEOMX and GEOMY were also set as vectors), GEOM will contain a $3 \times N$ array of *XYZ* values: $[[x_0, y_0, z_0], [x_1, y_1, z_1], ...]$.

- If GEOMZ is a $3 \times N$ array of *XYZ* values $[[x_0, y_0, z_0], [x_1, y_1, z_1], ...]$, GEOM will contain a $3 \times N$ array of *XYZ* values: $[[x_0, y_0, z_0], [x_1, y_1, z_1], ...]$.

- If GEOMZ is an $N \times M$ array of *Z* values $[[z_0, z_1, z_2, ...], [z_N, z_{N+1}, z_{N+2}, ...], ...]$ (in which case it is presumed that GEOMX and GEOMY were also set as $N \times M$ arrays), GEOM will contain a $3 \times N \times M$ array of *XYZ* values: $[[[x_0, y_0, z_0], [x_1, y_1, z_1], ...], [[x_N, y_N, z_N], ...], ...]$

- If GEOMZ is a scalar and the PLANAR property contains a True value (in which case it is presumed that DATA_VALUES was set as an $N \times M$ array), GEOM will contain a $3 \times N \times M$ array of *XYZ* values: $[[[x_0, y_0, z_0], [x_1, y_1, z_1], ...], [[x_N, y_N, z_N], ...], ...]$

- If GEOMZ is a scalar and the PLANAR property contains a False value, GEOM will be undefined.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

GEOMX

A floating-point vector or two-dimensional array that specifies the X coordinates of the geometry with which the contour values correspond. If X is a vector, it must match the number of elements in the *Values* argument to the IDLgrContour::Init method or DATA_VALUES property value, or it must match the first of the two dimensions of the *Values* argument or DATA_VALUES property value (in which case, the X coordinates will be repeated for each row of data values). IDL converts and maintains this data as double-precision floating-point if the parameter is of type DOUBLE or if the DOUBLE_GEOM property is non-zero. Otherwise, the data is stored in single-precision. IDL returns the data as double-precision if it was stored in double-precision.

Property Type	Floating-point vector or array		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

GEOMY

A floating-point vector or two-dimensional array specifying the Y coordinates of the geometry with which the contour values correspond. If Y is a vector, it must match the number of elements in the *Values* argument to the IDLgrContour::Init method or DATA_VALUES property value, or it must match the second of the two dimensions of the *Values* argument or DATA_VALUES property value (in which case, the Y coordinates will be repeated for each column of data values). IDL converts and maintains this data as double precision floating point if the parameter is of type DOUBLE or if the DOUBLE_GEOM property is non-zero. Otherwise, the data is

stored in single precision. IDL returns the data as double precision if it was stored in double precision.

Property Type	Floating-point vector or array		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

GEOMZ

A floating-point scalar, a vector, or a two-dimensional array specifying the Z coordinates of the geometry with which the contour values correspond.

- If GEOMZ is a scalar and the PLANAR property contains a True value, the resulting contour geometry will be projected onto the plane Z=GEOMZ. If GEOMZ is a scalar, and the PLANAR property is not set, any geometry associated with the contour will be freed.

- If GEOMZ is a vector of Z coordinates, the number of elements in the vector should be the same as the number of elements in DATA_VALUES.

- If GEOMZ is an array and the leading dimension is 3, then the data is treated as a list or array of 3-D vertices. The product of the array dimensions following the 3 should equal the number of DATA_VALUES.

- If GEOMZ is an array and the leading dimension is not 3, then the data is treated as a list or array of single Z coordinates. If the number of dimensions is 2, then the data is treated as a 2-D array of Z values. Otherwise, it is treated as a vector of Z values. In either case, the total number of elements in the array should be the same as the number of DATA_VALUES.

- If GEOMZ is not set, the geometry will be derived from the DATA_VALUES property (if it is set to a two-dimensional array). In this case, the connectivity is implied. The X and Y coordinates match the row and column indices of the array, and the Z coordinates match the data values.

IDL converts and maintains this data as double precision floating point if the parameter is of type DOUBLE or if the DOUBLE_GEOM property is non-zero.

Otherwise, the data is stored in single precision. IDL returns the data as double precision if it was stored in double precision.

Property Type	Floating-point scalar, vector, or array		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value or enumerated list item that indicates whether this object should be drawn:

Value	Property Sheet	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LABEL_FONT

An object reference to an IDLgrFont object that describes the default font to be used for contour labels. This font will be used for all text labels automatically generated by IDL (i.e., if C_LABEL_SHOW is set but the corresponding C_LABEL_OBJECTS text object is not provided), or for any text label objects provided via C_LABEL_OBJECTS that do not already have the font property set. The default value for this property is a NULL object reference, indicating that 12 pt. Helvetica will be used.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrContour object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_FORMAT

A string that represents a format string or the name of a function to be used to format the contour labels. If the string begins with an open parenthesis, it is treated as a standard format string. (Refer to the Format Codes in the IDL Reference Guide.) If the string does not begin with an open parenthesis, it is interpreted as the name of a callback function to be used to generate contour level labels.

The callback function is called with three parameters: Axis, Index, and Value, where:

- Axis is simply the value 2 to indicate that values along the Z axis are being formatted. (This allows a single callback routine to be used for both axis labeling and contour labeling.)

- Index is the contour level index (indices start at 0).

- Value is the data value of the current contour level.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_FRMTDATA

A user-defined value of any type passed via the DATA keyword to the user-supplied formatting function specified via the LABEL_FORMAT property, if any. By default, this value is 0, indicating that the DATA keyword will not be set (and furthermore, need not be supported by the user-supplied function).

Note

LABEL_FRMTDATA will not be included in the structure returned via the ALL property to the IDLgrContour::GetProperty method.

Property Type	Scalar of any type		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

LABEL_UNITS

A string that indicates the units to be used for default contour level labeling.

Valid unit strings include:

- "Numeric"
- "Years"
- "Months"
- "Days"
- "Hours"
- "Minutes"
- "Seconds"
- "Time" - Use this value to indicate that the contour levels correspond to time values; IDL will determine the appropriate label format based upon the range of values covered by the contour Z data.
- "" - The empty string is equivalent to the "Numeric" unit. This is the default.

If any of the time units are utilized, then the contour values are interpreted as Julian date/time values.

Note ───

The singular form of each of the time unit strings is also acceptable (for example, LEVEL_UNITS='Day' is equivalent to LEVEL_UNITS='Days').

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Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MAX_VALUE

A floating point value that indicates the maximum value to be plotted. Data values greater than this value are treated as missing data. The default is the maximum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Maximum value		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

MONTHS

A string vector of 12 values indicating the names to be used for the months when processing explicitly formatted dates (CMOA, CMoA, and CmoA format codes) with the C_LABEL_FORMAT keyword.

Property Type	String vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

MIN_VALUE

A floating-point value that indicates the minimum value to be plotted. Data values less than this value are treated as missing data. The default is the minimum value of the input Z data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Minimum value		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

N_LEVELS

An integer value that indicates the number of contour levels to generate. This property is ignored if the C_VALUE property is set to a vector, in which case, the number of levels is derived from the number of elements in that vector. Set this

property to zero to indicate that IDL should compute a default number of levels based on the range of data values. This is the default.

Property Type	INTEGER		
Name String	Number of levels		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note ───

Objects specified via this property are not automatically cleaned up when the IDLgrContour object is destroyed.

───

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: No	**Set:** No	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this contour.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

PLANAR

A Boolean value or enumerated list item that indicates whether the contoured data is to be projected onto a plane. This property is ignored if GEOMZ is not a scalar.

Value	Property Sheet Value	Description
0	Planar	Any geometry associated with the contour will be freed
1	Three-D	Projects the contoured data onto a plane at the Z locations provided by the GEOMZ property (the default)

Property Type	ENUMLIST		
Name String	Projection		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

POLYGONS

An integer array of polygon descriptions that represents the connectivity information for the data to be contoured (as specified in the *Values* argument or the DATA_VALUES property). A polygon description is an integer or long word array of the form: [*n*, i0, i1, ..., i*n*-1], where *n* is the number of vertices that define the polygon, and i0..i*n*-1 are indices into the *X*, *Y*, and *Z* arguments that represent the polygon vertices. To ignore an entry in the POLYGONS array, set the vertex count, *n*, to 0. To end the drawing list, even if additional array space is available, set *n* to -1. If this property is not specified, a single polygon will be generated.

Note

The connectivity array described by POLYGONS allows an individual object to contain more than one polygon. Vertex, normal, and color information can be shared by the multiple polygons. Consequently, the polygon object can represent an entire mesh and compute reasonable normal estimates in most cases.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

SHADE_RANGE

A two-element integer array that specifies the range of pixel values (color indices) to use for shading. The first element is the color index for the darkest pixel. The second element is the color index for the brightest pixel. This value is ignored when the contour is drawn to a graphics destination that uses the RGB color model.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the contour is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional contour objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADING

An integer value or enumerated list item that indicates the type of shading to use:

Value	Property Sheet Value	Description
0	Flat	The color has a constant intensity for each face of the contour, based on the normal vector (the default)
1	Gouraud	The colors are interpolated between vertices, and then along scanlines from each of the edge intensities

Property Type	ENUMLIST		
Name String	Shading		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKINTERVAL

A floating-point value that indicates the distance between downhill tickmarks, in data units. If TICKINTERVAL is not set, or if you explicitly set it to zero, IDL will compute the distance based on the geometry of the contour. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Downhill tick interval		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TICKLEN

A floating-point value that indicates the length of the downhill tickmarks, in data units. If TICKLEN is not set, or if you explicitly set it to zero, IDL will compute the

length based on the geometry of the contour. IDL converts, maintains, and returns this data as double-precision floating-point

Property Type	FLOAT		
Name String	Downhill tick length		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

USE_TEXT_ALIGNMENTS

A Boolean value that indicates whether, for any IDLgrText labels (as specified via the C_LABEL_OBJECTS property), the ALIGNMENT and VERTICAL_ALIGNMENT property values for the given IDLgrText object(s) are to be used to draw the corresponding labels. By default, this value is zero, indicating that the ALIGNMENT and VERTICAL_ALIGNMENT properties of the label IDLgrText object(s) will be set to default values (0.5 for each, indicating centered labels).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}X = s_0 + s_1 * \text{Data}X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] specifying the range of the *X* data coordinates covered by the contour.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Y = s_0 + s_1 * \text{Data}Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), \ 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of the *Y* data coordinates covered by the contour.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors that converts Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Z = s_0 + s_1 * \text{Data}Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ZRANGE

A two-element double-precision floating-point vector of the form [*zmin*, *zmax*] that specifies the range of the *Z* data coordinates covered by the contour.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrContour::AdjustLabelOffsets

The IDLgrContour::AdjustLabelOffsets procedure method adjusts the offsets at which contour labels are positioned.

Syntax

Obj->[IDLgrContour::]AdjustLabelOffsets, *LevelIndex, LabelOffsets*

Arguments

LevelIndex

The index of the contour level for which the label offsets are being adjusted. This value must be greater than or equal to zero and less than the number of levels (refer to the N_LEVELS property in the IDLgrContour::Init method).

LabelOffsets

A scalar or vector of floating point offsets, [t0, t1, …], that indicate the parametric offsets along the length of each contour line at which each label is to be positioned. The number of elements in this vector must exactly match the number of elements returned in the LABEL_OFFSETS vector retrieved via the IDLgrContour::GetLabelInfo method for the same level.

Keywords

None

Version History

5.1	Introduced

IDLgrContour::Cleanup

The IDLgrContour::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrContour::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrContour::GetCTM

The IDLgrContour::GetCTM method returns the 4 x 4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrContour::]GetCTM([, DESTINATION=*objref*]
   [, PATH=*objref(s)*] [, TOP=*objref*])

Return Value

Returns the graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the surface object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrContour::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.1	Introduced

IDLgrContour::GetLabelInfo

The IDLgrContour::GetLabelInfo procedure method retrieves information about the labels for a contour. The returned information is only valid until the next time the C_LABEL_INTERVAL or C_LABEL_OBJECTS property is modified using the IDLgrContour::SetProperty method, or the offsets are adjusted using the IDLgrContour::AdjustLabelOffsets method.

Syntax

Obj->[IDLgrContour::]GetLabelInfo, *Destination, LevelIndex*
   [, LABEL_OFFSETS=*variable*] [, LABEL_POLYLINES=*variable*]
   [, LABEL_OBJECTS=*variable*]

Arguments

Destination

A reference to a destination object (such as an IDLgrWindow or IDLgrBuffer object). The contour label information will be computed so that the requested font size is satisfied for this destination device.

LevelIndex

The index of the contour level for which the label information is being requested. This value must be greater than or equal to zero and less than the number of levels (refer to the N_LEVELS keyword in the IDLgrContour::Init method).

Keywords

LABEL_OFFSETS

Set this keyword to a named variable that upon return will contain a vector of floating point offsets, [t0, t1, …], that indicate the parametric offsets along the length of each contour line at which the contour labels are positioned.

LABEL_POLYLINES

Set this keyword to a named variable that upon return will contain a vector of contour polyline indices, $[P_0, P_1, …]$, that indicate which contour lines are labeled. P_i corresponds to the ith contour line.

Note that if a given contour line has more than one label along its perimeter, then the corresponding polyline index may appear more than once in the LABEL_POLYLINES vector.

LABEL_OBJECTS

Set this keyword to a named variable that upon return will contain a vector of objects that represent the labels for each contour label.

Version History

5.1	Introduced

IDLgrContour::GetProperty

The IDLgrContour::GetProperty procedure method retrieves the value of a property or group of properties for the contour.

Syntax

Obj->[IDLgrContour::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrContour Properties" on page 4320 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrContour::Init

The IDLgrContour::Init function method initializes the contour object.

Note ──

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLgrContour' [, *Values*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrContour::]Init([*Values*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Values

A vector or two-dimensional array of values to be contoured. If no values are provided, the values will be derived from the GEOMZ property value (if set and the PLANAR property is not set). In this case, the values to be contoured will match the Z coordinates of the provided geometry. IDL converts and maintains this data as double-precision floating-point if the argument is of type DOUBLE or if the DOUBLE_DATA keyword is set. Otherwise, the data is stored in single-precision. IDL returns the data as double-precision if it was stored in double-precision.

Keywords

Any property listed under "IDLgrContour Properties" on page 4320 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrContour::SetProperty

The IDLgrContour::SetProperty procedure method sets the value of a property or group of properties for the contour.

Syntax

Obj->[IDLgrContour::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrContour Properties" on page 4320 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrFilterChain

An IDLgrFilterChain object is a specialization of the IDL_Container object that is designed to execute a sequence of image filtering shader objects according to their container order. The chain of shader objects must be "image filtering" shaders (those designed to modify an IDLgrImage object). To apply a chain of shaders to an image, set the IDLgrImage SHADER property equal to the filter chain object. Only shader objects (IDLgrShader objects and objects subclassing from IDLgrShader) can be added to the IDLgrFilterChain. See "IDLgrShader" on page 4736 for more information about shader objects.

When the sequence of shaders are executed, the output from the first shader is passed to each subsequent shader in the chain until the last shader is reached, the result of which is drawn to the destination device.

Note —————————————————————————————

This functionality requires support for OpenGL frame buffer object extension in addition to the standard hardware support require by IDLgrShader. See the IDLgrWindow::GetDeviceInfo methods's FRAMEBUFFER_OBJECT_EXTENSION keyword for details).

———————————————————————————————————

Note —————————————————————————————

To control the precision of the temporary storage used to pass data between shaders, use the OUTPUT_DATA_TYPE property of IDLgrShader.

———————————————————————————————————

If the GPU hardware does not provide sufficient support or if FORCE_FILTER is set, the software fallback is used. In such cases, the IDLgrShader::FILTER method (if provided) will be called for each shader in the filter chain. The array returned from FILTER must have the same dimensions as the incoming image. If the returned array from any IDLgrShader in the chain does not meet these requirements IDL draws the image with its original data. See "Providing a Software Alternative to Shaders" (Chapter 14, *Object Programming*) for details.

Warning —————————————————————————————

Setting IDLgrImage RENDER_METHOD=1 (do *not* render image as texture-mapped polygon) disables all shader functionality including the software-based alternative.

———————————————————————————————————

Superclasses

IDL_Container

Creation

See "IDLgrFilterChain::Init" on page 4364.

Properties

Objects of this class have the following properties. See "IDLgrFilterChain Properties" on page 4361 for details on individual properties.

- FORCE_FILTER

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrFilterChain::Cleanup
- IDLgrFilterChain::GetProperty
- IDLgrFilterChain::Init
- IDLgrFilterChain::SetProperty

In addition, this class inherits the methods of its superclass (IDL_Container).

Examples

See "Image Filter Shaders" (Chapter 14, *Object Programming*) for examples.

Version History

6.4	Introduced

See Also

IDLgrShader, IDLgrShaderBytscl, IDLgrShaderConvol3, IDLgrImage, Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*)

IDLgrFilterChain Properties

IDLgrFilterChain objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrFilterChain::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrFilterChain::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrFilterChain::SetProperty.

Note —————————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

   •   FORCE_FILTER

In addition, objects of this class inherit the properties of IDL_Container.

FORCE_FILTER

Set this scalar long property to a non-zero value to cause IDL to call the IDLgrShader subclass Filter method on each object in this filter chain, even if there is hardware shader support in the current device. This property overrides the FORCE_FILTER property on the shader objects contained in the filter chain. This is useful for developing and testing the software fallback option on devices that have the hardware support. The default value for this property is zero. This property can only be set at Init time.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

IDLgrFilterChain::Cleanup

The IDLgrFilterChain::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrFilterChain::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.4	Introduced

IDLgrFilterChain::GetProperty

The IDLgrFilterChain::GetProperty procedure method retrieves the value of a property or group of properties for this object.

Syntax

Obj->[IDLgrFilterChain::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrFilterChain Properties" on page 4361 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

6.4	Introduced

IDLgrFilterChain::Init

The IDLgrFilterChain::Init function method initializes the filter chain object.

Note ―――――――――――――――――――――――――――――――――――――――

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

―――

Syntax

Obj = OBJ_NEW('IDLgrFilterChain' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrFilterChain::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrFilterChain Properties" on page 4361 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

6.4	Introduced

IDLgrFilterChain::SetProperty

The IDLgrFilterChain::SetProperty procedure method retrieves the value of a property or group of properties for this object.

Syntax

Obj->[IDLgrFilterChain::]SetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrFilterChain Properties" on page 4361 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Any keyword not recognized is passed to this object's superclass.

Version History

6.4	Introduced

IDLgrFont

A font object represents a typeface, style, weight, and point size that may be associated with text objects.

Superclasses

None

Creation

See "IDLgrFont::Init" on page 4374.

Properties

Objects of this class have the following properties. See "IDLgrFont Properties" on page 4369 for details on individual properties.

- ALL
- NAME
- SIZE
- SUBSTITUTE
- THICK
- UVALUE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrFont::Cleanup
- IDLgrFont::GetProperty
- IDLgrFont::Init
- IDLgrFont::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Font Objects" (Chapter 9, *Object Programming*) for examples.

Version History

5.0	Introduced
6.2	Added UVALUE property

IDLgrFont Properties

IDLgrFont objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrFont::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrFont::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrFont::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- NAME
- SIZE
- SUBSTITUTE
- THICK
- UVALUE

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note
The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

NAME

A string containing the name of the font used. See "Fontname" on page 4374 for details on constructing font name strings.

Specifying this property is the same as specifying the optional *Fontname* argument to the IDLgrFont::Init method.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SIZE

A floating-point value representing the point size of the font. The default is 12.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SUBSTITUTE

A string that indicates the font to use as a substitute if the specified *Fontname* is not available on the graphics destination. Valid values are only those fonts that are available on all destination objects (the fonts included with IDL). These are: 'Helvetica' (the default), 'Courier', 'Times', 'Symbol', or 'Hershey'.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, indicating the line thickness (measured in points) to use for the Hershey vector fonts. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

UVALUE

A value of any type containing any information you wish.

Note ———

Object references or pointers contained in the UVALUE property are *not* automatically cleaned up when the IDLgrFont object is destroyed.

——

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrFont::Cleanup

The IDLgrFont::Cleanup procedure method performs all cleanup on the object.

Note ———————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside
the context of object creation and destruction. This means that in most cases, you
cannot call the Cleanup method directly. There is one exception to this rule: if you
write your own subclass of this class, you can call the Cleanup method from within
the Init or Cleanup method of the subclass.

———————————————————————————————————————

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrFont::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrFont::GetProperty

The IDLgrFont::GetProperty procedure method retrieves the value of a property or group of properties for the font.

Syntax

Obj->[IDLgrFont::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrFont Properties" on page 4369 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrFont::Init

The IDLgrFont::Init function method initializes the font object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Note ───

See "Font Objects" (Chapter 9, *Object Programming*) for information on creating and using font objects.

───

Syntax

Obj = OBJ_NEW('IDLgrFont' [, *Fontname*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrFont::]Init([*Fontname*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Fontname

A string representing the name of the font to be used. This string should take the form 'fontname*modifier1*modifier2*...*modifierN'. All destination objects support the following fontnames: Helvetica, Courier, Times, Symbol, and Monospace Symbol. (These fonts are included with IDL; you may have other fonts installed on your system as well.)

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

The value specified by the *Fontname* argument is used to initialize the value of the NAME property of the IDLgrFont object.

⎯⎯⎯

Valid modifiers for each of these fonts (except Symbol and Monospace Symbol) are:

- *Font weight:* Bold
- *Font angle:* Italic

For example, 'Helvetica*Bold*Italic'.

To select a Hershey vector font, use a fontname of the form: `'Hershey*fontnum'` where `fontnum` is the Hershey font's index number. See "Hershey Vector Font Samples" on page 5604 for descriptions of the Hershey vector fonts.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

Beginning with IDL version 5.1, only TrueType and Hershey fonts are supported in the Object Graphics system. See "Fonts" in Appendix H for details on these font systems.

⎯⎯⎯

Keywords

Any property listed under "IDLgrFont Properties" on page 4369 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrFont::SetProperty

The IDLgrFont::SetProperty procedure method sets the value of a property or group of properties for the font.

Syntax

Obj->[IDLgrFont::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrFont Properties" on page 4369 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrImage

An image object represents a mapping from a two-dimensional array of data values to a two dimensional array of pixel colors, resulting in a flat 2-D-scaled version of the image, drawn at Z = 0.

An IDLgrImage object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Beginning with IDL 6.2, IDLgrImage renders an image by default using a texture-mapped polygon on graphics devices using the RGB color model, for a significant increase in functionality and performance. IDL continues to use a 2D "bitmap" primitive to draw an image on devices using the indexed color model, since texture mapping is not available on such devices.

Note ———————————————————————————

With the texture-mapping performance improvements of 6.2, interpolation results may differ slightly across graphics devices and from pre-6.2 results. See INTERPOLATE for details.

———————————————————————————————————

Transformations of IDLgrImage Objects

By default, IDLgrImage objects are drawn at Z=0 and are positioned and sized with respect to two points:

```
p1 = [LOCATION(0), LOCATION(1), 0]
p2 = [LOCATION(0) + DIMENSION(0), LOCATION(1) + DIMENSION(1), 0].
```

where LOCATION and DIMENSION are properties of the image object. These two points are transformed in three dimensions, and then projected onto the screen to form the opposite corners of a 2-D rectangle using screen space points designated as p1' and p2':

```
[ [p1'[0], p1'[1]], [[p2'[0], p1'[1]],
   [[p2'[0], p2'[1]], [[p1'[0], p2'[1]] ]
```

The image data is drawn on the display as a 2-D image within this 2-D rectangle whose sides are parallel to the screen sides. The image data is *scaled* in two dimensions (not rotated) to fit into this projected rectangle and then drawn with Z buffering disabled.

To draw an image with the current full 3D transformation (the same way other objects such as polygons are transformed), set the IDLgrImage

TRANSFORM_MODE property to 1. See the IDLgrImage TRANSFORM_MODE property for details.

Objects are drawn to a destination device in the order that they are added (via the Add method) to the model, view, or scene that contains them. By default, image objects do not take into account the depth locations of other objects that may be included in the view object unless you enable depth testing (see "DEPTH_TEST_DISABLE" (*IDL Reference Guide*) for details).

This means that objects that are drawn to the destination object (window or printer) after the image is drawn will appear to be in front of the image, even if they are located behind the image object. Since the image is drawn by default with depth testing disabled, you can think of the image primitive as 'painting' the image onto the screen without regard for other objects that might already have been drawn there.

This behavior can be changed by enabling depth testing to make the image primitive behave like other primitives such as polygons when they are drawn with depth testing enabled.

See "Displaying Multiple Images in Object Graphics" (Chapter 4, *Object Programming*) for an example using the LOCATION property.

Superclasses

IDLitComponent

Creation

See "IDLgrImage::Init" on page 4415.

Properties

Objects of this class have the following properties. See "IDLgrImage Properties" on page 4381 for details on individual properties.

- ALL
- ALPHA_CHANNEL
- BLEND_FUNCTION
- CHANNEL
- CLIP_PLANES
- DATA
- DEPTH_OFFSET
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- DIMENSIONS
- GREYSCALE

- HIDE
- INTERLEAVE
- INTERPOLATE
- ORDER
- PARENT
- RENDER_METHOD
- SHADER
- SUB_RECT
- TILE_COLOR
- TILE_DIMENSIONS
- TILE_NUM_LEVELS
- TILED_IMAGE_DIMENSIONS
- TRANSFORM_MODE
- XRANGE
- YRANGE
- ZRANGE

- IMAGE_1D
- INTERNAL_DATA_TYPE
- LOCATION
- PALETTE
- REGISTER_PROPERTIES
- RESET_DATA
- SHARE_DATA
- TILE_BORDER_SIZE
- TILE_CURRENT_LEVEL
- TILE_LEVEL_MODE
- TILE_SHOW_BOUNDARIES
- TILING
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrImage::Cleanup
- IDLgrImage::DeleteTileData
- IDLgrImage::GetCTM
- IDLgrImage::GetProperty
- IDLgrImage::Init
- IDLgrImage::ReadFilteredData
- IDLgrImage::SetProperty
- IDLgrImage::SetTileData

- IDLgrImage::TileDataLoaded

In addition, this class inherits the methods of its superclasses (if any).

Examples

For image object examples see Chapter 4, "Working with Image Objects" (*Object Programming*). Also see "Mapping an Image onto Elevation Data" (Chapter 3, *Image Processing in IDL*) for a texture mapping example.

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.2	Removed NO_COPY property and documented it as an IDLgrImage::Init keyword.
	Added ALPHA_CHANNEL, DEPTH_OFFSET, RENDER_METHOD, TILE_COLOR, TILE_CURRENT_LEVEL, TILE_DIMENSIONS, TILE_LEVEL_MODE, TILE_NUM_LEVELS, TILE_SHOW_BOUNDARIES, TILED_IMAGE_DIMENSIONS, TILING, and TRANSFORM_MODE properties
	Added DeleteTileData and SetTileData methods
6.4	Added IMAGE_1D, INTERNAL_DATA_TYPE, SHADER, and TILE_BORDER_SIZE properties
	Added ReadFilteredData and TileDataLoaded methods

IDLgrImage Properties

IDLgrImage objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrImage::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrImage::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrImage::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties. See "IDLgrImage Properties" on page 4381 for details on individual properties.

- ALL
- BLEND_FUNCTION
- CLIP_PLANES
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION
- DIMENSIONS
- HIDE
- INTERLEAVE
- INTERPOLATE
- ORDER
- PARENT
- RENDER_METHOD
- SHADER
- SUB_RECT
- TILE_COLOR
- TILE_DIMENSIONS
- TILE_NUM_LEVELS

- ALPHA_CHANNEL
- CHANNEL
- DATA
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- GREYSCALE
- IMAGE_1D
- INTERNAL_DATA_TYPE
- LOCATION
- PALETTE
- REGISTER_PROPERTIES
- RESET_DATA
- SHARE_DATA
- TILE_BORDER_SIZE
- TILE_CURRENT_LEVEL
- TILE_LEVEL_MODE
- TILE_SHOW_BOUNDARIES

- TILED_IMAGE_DIMENSIONS
- TRANSFORM_MODE
- XRANGE
- YRANGE
- ZRANGE

- TILING
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ───

The fields of this structure may change in subsequent releases of IDL.

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Note ───

This structure returns a COLOR property that is consistent with other graphic objects. However, as an image object's color depends on each sample of data, the concept of an overall COLOR is not meaningful for this object and is not used in rendering the object.

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Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the image. The default value of 1.0 causes IDL to draw the image completely opaque. If the value of this property is less than 1.0, then the pixels of the image are blended with the pixels already on the screen, where the image is blended according to the values in the BLEND_FUNCTION property.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results.

This property has no effect on devices using indexed color model.

If the image data contains an alpha channel, the effective alpha of each pixel is the pixel's alpha multiplied by the value in the ALPHA_CHANNEL property.

Since the BLEND_FUNCTION property contributes (along with the value of the ALPHA_CHANNEL property) to the control of the blending, be sure to set the BLEND_FUNCTION property to the desired value. Its default value is [0,0]. To obtain the same blending function used by other graphic objects using the ALPHA_CHANNEL property, set the BLEND_FUNCTION property to [3,4].

Property Type	Float-point value		
Name String	Opacity		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

BLEND_FUNCTION

A two-element integer vector that controls how the alpha channel values will be interpreted. Set this property equal to a two-element vector [*src*, *dst*] specifying one of the functions listed below for each of the source and destination objects. These are only valid for RGB model destinations. If an alpha channel is not specified in an image, the image's alpha blend factor is assumed to be 1.0. The values of the blending function (V_{src} and V_{dst}) are used in the following equation

$$C_d' = (V_{src} \cdot C_i) + (V_{dst} \cdot C_d)$$

where C_d is the initial color of a pixel on the destination device (the background color), C_i is the color of the pixel in the image, and C_d' is the resulting color of the pixel.

Setting *src* and *dst* in the BLEND_FUNCTION vector to the following values determine how each term in the equation is calculated:

src or dst	V_{src} or V_{dst}	What the function does
0	n/a	Alpha blending is disabled, which is the default setting. $C_d' = C_i$
1	1	The value of V_{src} or V_{dst} in the equation is one, thus the value of the term is the same as the color value.
2	0	The value of V_{src} or V_{dst} in the equation is zero, thus the value of the term is zero.
3	Image$_a$	The value of V_{src} or V_{dst} in the equation is the blend factor of the image's alpha channel.
4	1-Image$_a$	The value of V_{src} or V_{dst} in the equation is one minus the blend factor of the image's alpha channel.

Table 32-7: Values for src and dst in BLEND_FUNCTION

For example, setting BLEND_FUNCTION = [3, 4] creates an image in which you can see through the foreground image to the background to the extent defined by the alpha channel values of the foreground image.

Since the alpha blending operation is dependent on the values of pixels already drawn to the destination for some blending functions, the final result may depend more on the order of drawing the images, and not necessarily on their relative location along the Z axis. IDL draws images in the order that they are stored in the IDLgrModel object that contains them.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Blend function		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CHANNEL

A hexadecimal bitmask that defines which color channel(s) to draw. Each bit that is a 1 is drawn; each bit that is a 0 is not drawn. For example, 'ff0000'X represents a Blue channel write. The default is to draw all channels, and is represented by the hexadecimal value 'ffffff'X.

Note ──

This property is ignored for CI destination objects.

──

This property is registered, but it is hidden by default.

Property Type	Integer		
Name String	Color channel		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array of dimensions [4,N] specifying the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ──

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note ──

Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

Note ──

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES keyword of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

──

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA

A *n* x *m*, *2 x n x m*, *3 x n* x *m*, or *4 x n* x *m* array (any type) of image data for the object. The *n* and *m* values may be in any position as specified by the INTERLEAVE property.

Specifying this property is the same as specifying the optional *ImageData* argument to the IDLgrImage::Init method.

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_OFFSET

This property only has an effect when the image is rendered with a texture-mapped polygon and depth testing is enabled.

Set this property to an integer value that specifies an offset in depth to be used when rendering images. This offset is applied along the viewing axis, with positive values moving the image away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause an image to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of images at the same depth.

Note ———

Use this feature to remove stitching artifacts and not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used.

This can lead to portability problems because a set of DEPTH_OFFSET values may produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET. However, software rendering may reduce the rendering performance of images displayed as texture-mapped polygons.

Property Type	Integer		
Name String	Depth offset		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 (the default) to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself on top of other objects already on the screen, even if the object is located behind them.

Note
To preserve backward compatibility with previous versions of IDL the default value of this property is different from that of other graphic objects using this property.

Note
Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION, DEPTH_OFFSET, and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.
- 1 = NEVER - never passes.
- 2 = LESS - passes if the object's depth is less than the depth buffer's value.
- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.
- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.
- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.
- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.
- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.
- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DIMENSIONS

Set this property to a two-element integer vector of the form [*width*, *height*] specifying the dimensions of the rectangle in which the image is to be drawn on the device. The image will be resampled as necessary to fit within this rectangle. The default is derived from the dimensions of the given image data and is measured in pixels. IDL converts, maintains, and returns this data as double-precision floating-point.

Set this property to a scalar value to reset the image dimensions to the implicit dimensions of the data.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Draw dimensions		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

GREYSCALE

A Boolean value that determines whether the image is drawn through a palette.

0 = Use palette (the default).

1 = Do not use a palette.

This property only has an effect on single-band images. If this property is set to 1 and the destination color model is RGB, both the image palette (if present) and the destination device palette (if present) are bypassed, and the image is drawn in greyscale.

If the destination color model in Indexed, this property has no effect since the image pixels are copied directly to the device and are then translated to RGB by the device palette. The contents of the device palette determine the colors of the image on the display, which will be greyscale only if the device palette contains a grey ramp.

Note —————————————————————————————

Since it is difficult or impossible to map a greyscale image into an arbitrary color palette, this property has no effect on devices using the indexed color model,

Property Type	Boolean		
Name String	Grayscale		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HIDE

A Boolean value or enumerated list item that indicates whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw the graphic (the default)
1	False	Do not draw the graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

IMAGE_1D

A long value that indicates the image data is one-dimensional (1-D) as follows:

Value	Description
0	Not 1-D data (the default). Implies a normal 2-D image.
1	1-D data.

1-D images are useful for creating lookup table texture maps for use in fragment shaders (such as a [3,256] 1-D image used as a 256 entry RGB lookup table). 1-D images cannot be rendered by adding them to an IDLgrModel in a scene, but they can be passed to a shader program using IDLgrShader::SetUniformVariable.

Note ───

You can set this property after an image object has been created, but the data must be of the correct dimensions. If needed, assign new data to the image using the DATA property.

───

An error is generated if this property is set to 1 and the image data array passed to the IDLgrImage is of the wrong dimensions. The accepted array dimensions are as follows where *n* is the number of array elements in the channel:

Interleave	Acceptable Arrays
Pixel	n — monochrome 2 x n — monochrome and Alpha 3 x n — R, G, B 4 x n — R, G, B and Alpha
Planar	n x 2 — monochrome and Alpha n x 3 — R, G, B n x 4 — R, G, B, and Alpha

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

INTERLEAVE

An integer value or enumerated list item that indicates the dimension over which color is interleaved for images with more than one channel:

Value	Property Sheet Value	Description
0	Pixel	Pixel interleaved images with dimensions (3, *m*, *n*) - the default
1	Scanline	Scan line interleaved (row interleaved) images with dimensions (*m*, 3, *n*)
2	Planar	Planar interleaved images with dimensions (*m*, *n*, 3)

Note

If an alpha channel is present, the 3s should be replaced by 4s. In a greyscale image with an alpha channel, the 3s should be replaced by 2s.

This property is registered, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Interleaving		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

INTERNAL_DATA_TYPE

A long value that describes the data format used to store the image in the graphics hardware as a texture map. If floating-point data types are not supported by the graphics hardware, this value is ignored. In practice, this means that settings other than BYTE are generally useful only when using shader programs. Most shader implementations perform their computations in 32-bit float, so the value of this

property determines what precision is used to store the image data before it is converted to float and handed to the shader program. The default value is 0.

Value	Description of Internal Data Types
0	Byte — convert (truncate) and store as Byte. This setting is useful when the image data has a precision of 8 bits per image component or less.
1	Byte — data scaled to Byte
2	Float16 — store and maintain image data consisting of whole numbers in the range of +/- 2048. This is useful because this range uses less texture memory than FLOAT32. The largest values that can be stored with some loss of precision are +/- 65504.
3	Float32 — store whole numbers in the range +/- 16,777,216 without loss of precision and +/- 10^38 with loss of precision. This format is useful if your image data is already in floating point format or if you have integer image data in the range +/- 16,777,216. This type, of course, requires 4 bytes per image pixel component, often 16 bytes per RGBA pixel.

Note

Hardware rendering performance on the GPU can be badly affected if bilinear interpolation (INTERPOLATE=1) is enabled when INTERNAL_DATA_TYPE is set to Float16 or Float32. In some cases, the graphics driver defaults back to software rendering.

The property is applied to data specified with the DATA property/ argument and the TileData argument of the SetTileData method. If no shader program is in effect this property is still used, however it is not recommended setting anything other than 0 unless you fully understand how OpenGL converts the input data to texture data. See "OpenGL Conversion of Image Data to Texture Data" (Chapter 14, *Object Programming*) for details.

When this property is non-zero, the image data provided to the object must be of one of the following types:

Type Code	Description	Values
1	BYTE	8-bit unsigned
2	INT	16-bit signed
4	FLOAT	32-bit float
12	UINT	12-bit unsigned

IDL type codes are listed in "IDL Type Codes and Names" on page 2277 under the SIZE function.

IDL execution halts with an error if any other type is provided. If you wish to change the INTERNAL_DATA_TYPE you must provide new data at the same time via the DATA property.

```
oImage->SetProperty, DATA=imagedata, INTERNAL_DATA_TYPE=2
```

IDL will not generate a warning if you fail to do this, but the image will be converted to a texture incorrectly.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

INTERPOLATE

An integer value or enumerated list item that determines whether to display the IDLgrImage object using bilinear interpolation. The default is to use nearest neighbor interpolation.

Value	Property Sheet Value	Description
0	Nearest neighbor	Surveys the value of the nearest pixel (the default)
1	Bilinear	Surveys the 4 closest pixels

See "Interpolation Methods" (Chapter 5, *Using IDL*) for details.

Property Type	ENUMLIST		
Name String	Interpolation		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

Note ───

Prior to IDL 6.2, IDL performed image interpolation using its own algorithms in software, if requested with the INTERPOLATE property. With the 6.2 performance enhancements, this interpolation is now performed by any texture-mapping acceleration hardware or fallback software in the vendor-supplied hardware and software. Therefore, interpolation results may differ slightly across graphics devices and from pre-6.2 results. To preserve the exact, but slower interpolation results delivered before IDL 6.2, set the RENDER_METHOD property to 1.

───

LOCATION

A two- or three-element floating-point vector [*x, y*] or [*x, y, z*] specifying the position of the lower lefthand corner of the image, measured in data units. If the vector is of the form [*x, y*], then the *z* value is set equal to zero. The default is [0, 0, 0]. IDL converts, maintains, and returns this data as double-precision floating-point.

On devices using the RGB color model, IDLgrImage renders the image using a texture-mapped polygon, and this polygon is subject to clipping by the near/far clip planes, as defined in the IDLgrView object. To define an arbitrary rotation for an image, see TRANSFORM_MODE.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Location		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

See "Positioning Image Objects in a View" (Chapter 4, *Object Programming*) for an example using the LOCATION property.

ORDER

A Boolean value or enumerated list item that determines whether to force the rows of the image data to be drawn from top to bottom. By default, image data is drawn from the bottom row up to the top row.

Value	Property Sheet Value	Description
0	Bottom-to-top	Image data is drawn from the bottom row up to the top row (the default)
1	Top-to-bottom	Image data is drawn from the top row down to the bottom row

Property Type	ENUMLIST		
Name String	Row order		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values of the color lookup table to be associated with the image if it is an indexed color image. This property is ignored if the image is a greyscale or RGB image.

Note

This table is only used when the destination is an RGB model device. The Indexed color model writes the indices directly to the device. In order to ensure that these colors are used when the image is displayed, this palette must be copied to the graphics destination's palette for any graphics destination that uses the Indexed color model.

Warning

If a SHADER is associated with the image object, the palette is ignored.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrImage object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

See the "Examples" section of IDLgrPalette for examples of creating a palette object and assigning it to an image object.

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

RENDER_METHOD

Set this property to 0 (the default) to cause the image to be rendered using a texture-mapped polygon whenever possible.

Set this property to 1 to cause the image to be rendered using a 2D pixel primitive. This is the mode used in versions of IDL prior to 6.2. When this method is used, the ALPHA_CHANNEL property is ignored and the full 3D transform mode (TRANSFORM_MODE property value 1) is not available.

Warning ───

Setting RENDER_METHOD=1 (do *not* render image as texture-mapped polygon) disables all shader functionality including the software-based alternative. See "IDLgrShader" on page 4736 for details.

───

The texture-mapped mode is more flexible and generally faster on devices with hardware texture mapping support.

This property has no effect on devices using the indexed color model, where the 2D pixel primitive method is always used.

Property Type	ENUMLIST		
Name String	Render method		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

RESET_DATA

A Boolean value that determines whether to treat the data provided via the DATA property as a new data set unique to this object, rather than overwriting data that is shared by other objects.

- 0 = Overwrite data that is shared by other objects (the default).

- 1 = Treat DATA as a new data set unique to this object.

There is no reason to use this property if the object on which the property is being set does not currently share data with another object (that is, if the SHARE_DATA property is not in use). This property has no effect if no new data is provided via the DATA property.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: Yes	Init: Yes	Registered: No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the image is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. If there is an error while applying the shader program, for example if the GLSL source does not compile, then

the image will be displayed as if there were no shader specified. If a suitable graphics card is not present, IDL uses a software-based alternative if one has been provided in the shader object FILTER method. (See "Providing a Software Alternative to Shaders" (Chapter 14, *Object Programming*) for details.) A single IDLgrShader object may be associated with additional image objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note ———————————————————————

If a PALETTE has been set, the palette lookup is done before the fragment shader is executed. Therefore, when the fragment shader reads from the image texture it will be passed 8-bit per channel RGB data (read from the palette), not the original 1-channel image data.

———————————————————————————————

Warning ———————————————————————

If RENDER_METHOD is set to 1 (do *not* display images as texture-mapped polygons) then all shading is disabled. The SHADER property setting is completely ignored and the software fallback will not be used.

———————————————————————————————

SHARE_DATA

An object reference to an object with which data is to be shared by this image. An image may only share data with another image. The SHARE_DATA property is intended for use when data values are not set via an argument to the object's Init method or by setting the object's DATA property.

Note ———————————————————————

Objects specified via this property are not automatically cleaned up when the IDLgrImage object is destroyed.

———————————————————————————————

Property Type	Object reference		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SUB_RECT

A four-element floating-point vector, [*x*, *y*, *xdim*, *ydim*], specifying the position of the lower left-hand corner and the dimensions of the sub-rectangle to display, in pixel coordinates.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TILE_BORDER_SIZE

A scalar long value that sets the size of the tile border. This is useful if the image is being filtered by an IDLgrShader that applies a convolution filter. Data from adjacent tiles is required when filtering the pixels along the edges of a tile. Setting TILE_BORDER_SIZE loads the required pixels from the adjacent tiles into the border of the current tile for computation purposes, but does not display them.

For example, if the convolution kernel size is 5x5, TILE_BORDER_SIZE should be set to 2. When a pixel on the top edge of a tile if being filtered, setting this property to two provides access to the two pixels above the current pixel (from the neighboring tile) and the two pixels below the row. Likewise, if the kernel size is 3x3, TILE_BORDER_SIZE should be set to 1 to access all 9 pixels needed for the kernel.

The border size is subtracted from the TILE_DIMENSIONS making the visible tiles smaller. For example, if TILE_DIMENSIONS is 1024,1024 and TILE_BORDER_SIZE is 2, then the visible portion of the tile will be 1020,1020 (a 2-pixel border at each side of the image reduces the image size by 4).

If TILE_BORDER_SIZE is greater than 0 then the tile data requested by QueryRequiredTiles will include the border and SetTileData will expect the supplied data to include the border. The requested tiles will overlap because of the border.

IDL will automatically tile an image if its dimensions are larger than MAX_TEXTURE_DIMENSIONS returned by GetDeviceInfo (typically larger than 4096, 4096). (TILING need not be set in such a case.) However, if an IDLgrShader applies a convolution filter to such an image, you should still set TILE_BORDER_SIZE so that IDL will have the needed pixels for the convolution operation when handling the internally tiled data.

Default value is 0, the maximum value is TILE_DIMENSIONS / 3.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Given TILE_DIMENSIONS of 1024 by 1024 pixels and a TILE_BORDER_SIZE=2, the following figure shows the visible tiles (solid black lines) and the actual tile data that contains pixel from adjacent tiles (dotted lines).
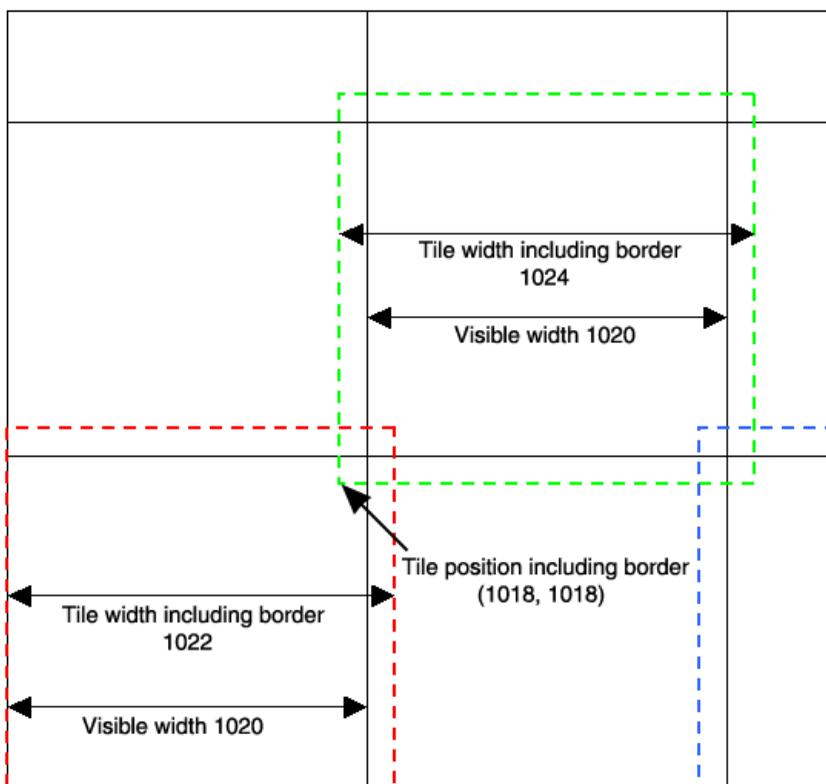
Figure 32-3: Visible Versus Actual Tile Data

TILE_COLOR

Set this property to a three-element vector, [*red*, *green*, *blue*], specifying the color to draw the tile if no data has been set using IDLgrImage::SetTileData. If data has been set for the tile being drawn, or data from another level can be substituted, this property is ignored. The default is [0,0,0] (black).

Property Type	USERDEF		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_CURRENT_LEVEL

Set this property to an integer value that specifies the tile level that the destination object's QueryRequiredTiles method will request and use for drawing. The default is level 0, which is a tile from the full-resolution image. This property only applies when TILE_LEVEL_MODE is 0 (manual).

Property Type	INTEGER		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_DIMENSIONS

Set this property to a two-element integer vector specifying the dimensions of an image tile in the form of [*width*, *height*] in pixel units. The default value is [1024,1024]. Use this property to adjust the tile size to match your application's preferred tile size, if any. If the source of the tiled image data (e.g., image file or file server) has a default tile size, it will be most efficient to set this property to that tile size.

To determine the maximum allowable tile dimensions, use the MAX_TILE_DIMENSIONS keyword to the GetDeviceInfo method on the destination object (window, clipboard, or buffer object) to which the image will be drawn. If you set a TILE_DIMENSIONS value that exceeds the maximum tile dimension supported by the destination object, it will automatically be reduced to the maximum.

Note ───

Tile dimensions that are a power of 2 (e.g., 256, 512, 1024) are more memory efficient.

───

Property Type	USERDEF		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_LEVEL_MODE

Set this property to a scalar integer that defines the tile level selection mode. Use one of the following:

0	Manual mode. The application is responsible for setting the level to be used with TILE_CURRENT_LEVEL. The destination object's QueryRequiredTiles method always asks for and renders tiles at that specified level. This is the default.
	Use this mode if you *do not* have an image pyramid.
1	Automatic mode. The level to be requested and rendered is calculated by IDL based on image magnification or minification (the ratio of image pixels to screen pixels).
	Use this mode if you have an image pyramid and want images of different resolutions to be displayed based on zoom level.

Note ───

See "Adding Tiling to Your Application" (Chapter 4, *Object Programming*) for additional information.

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Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_NUM_LEVELS

This property automatically calculates the number of image levels (resolution levels), or lets you set an integer value that specifies the number of levels in an image pyramid that can be requested by the destination object's QueryRequiredTiles method. This is calculated automatically or can be set manually as follows:

Automatically calculated	This is automatically calculated when the image is created such that the lowest resolution level is just smaller than the tile size. For example, if the level 0, full-resolution image is 5000 by 5000 and the tile size is 1024 by 1024 pixels: • Level 1 will be 2500 by 2500 • Level 2 will be 1250 by 1250 • Level 3 will be 625 by 625 Thus there are 4 levels (0 to 3), and level 3 is just smaller than the tile size. The default is to automatically calculate the number of levels based on TILED_IMAGE_DIMENSIONS and TILE_DIMENSIONS when the image is created.
Manually set	Set to an integer value specifying the number of levels. For example, setting 2 will result in QueryRequiredTiles requesting levels 0 and 1 as appropriate, and levels 0 and 1 being used for drawing as appropriate. This is useful if there are insufficient levels available in the image pyramid to match the calculated value of TILE_NUM_LEVELS. Set to 0 (zero) to use all available levels.

Note ──
If this property is set to a value higher than the calculated value, it will be ignored, and the calculated value will be used.
──

This property is only used when TILE_LEVEL_MODE is set to 1 (automatic).

Property Type	INTEGER		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TILE_SHOW_BOUNDARIES

Set this property equal to 1 to draw wireframe outlines around the tiles. This is useful while developing applications that use tiling to help visualize where the tiles are within the image. By default, this property is set equal to 0.

Property Type	Boolean		
Name String	Show tile boundaries		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TILED_IMAGE_DIMENSIONS

Set this property to a two-element integer vector [*width*, *height*] specifying the pixel size of the original, full-resolution image that will be tiled. This property must be set when the TILING property set to non-zero value; otherwise, IDL generates an error. The default value is [0,0].

Property Type	USERDEF		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TILING

Set this property to 1 to enable tiling for this image object. The default value is 0 (no tiling). Use the destination object's QueryRequiredTiles method and the IDLgrImage::SetTileData method to determine tile visibility and load the appropriate data. Also, you must set TILED_IMAGE_DIMENSIONS, changing the default value of [0,0] to the actual size of the image to be tiled to avoid generating an error.

Note ────────────────────────────────────
A tiled image cannot be drawn on a destination device using the indexed color model. Also, tiling is not permitted when the image property RENDER_METHOD=1.
────────────────────────────────────

Property Type	BOOLEAN		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

Note ───

When tiling is activated, the object does not use any data stored in its DATA property. However, the data are available and will be used if TILING is set to zero.

───

See "Image Tiling" (Chapter 4, *Object Programming*) for details on image tiling.

TRANSFORM_MODE

Set this property to 0 (the default) to cause the image to be rendered into a rectangular region whose sides are always parallel to the window's sides. The rectangular region is defined by two points. The lower left point is specified by the LOCATION property. The upper right point is derived from the LOCATION property and either the DIMENSIONS property or the implicit image dimensions. These two points are transformed by the current model transform and are effectively projected onto a plane located at LOCATION[2] (default 0). The image is then drawn in this region. This is the mode used by versions of IDL prior to 6.2.

Set this property to 1 to cause the image to be rendered into an image rectangle where the entire image rectangle is transformed by the current full three-dimensional model transform. The image is rendered into the resulting rectangle, which may not be aligned with the window boundaries. This allows the image to be drawn with the full flexibility of the current model transform. For more information on transformations, see Transformations of IDLgrImage Objects.

This property has no effect on devices using the indexed color model, where mode 0 is always used.

Property Type	ENUMLIST		
Name String	Transform mode		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}X = s_0 + s_1 * \text{Data}X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), \ 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Y = s_0 + s_1 * Data Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Z = s_0 + s_1 * \text{Data}Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

Two-element double-precision floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrImage::Cleanup

The IDLgrImage::Cleanup procedure method performs all cleanup on the object.

Note ————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

————————————————————————————————

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrImage::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrImage::DeleteTileData

The IDLgrImage::DeleteTileData procedure method removes tile data from the cache. This is useful to free up cache memory if the application knows a number of tiles will not be displayed again for some time. It could also be used if the image data changes and the old image data should be removed from the cache. If you remove a tile from the cache, a subsequent invocation of QueryRequiredTiles returns the tile if it is visible.

This method deletes tiles even if they were loaded with the NO_FREE keyword set. An error is generated if the tile argument does not specify a valid tile or the level argument specifies an invalid level. If the tile being deleted doesn't have any tile data, no error will be generated.

Syntax

Obj->[IDLgrImage::]DeleteTileData, *TileInfo* [, /ALL]

Arguments

TileInfo

A named structure describing the tile or tiles for which the data is being deleted. This structure contains the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile(s) measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile(s) measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile(s) in pixels.
HEIGHT	Long	The height of the tile(s) in pixels.

Table 32-8: IDLIMAGETILE Structure

Field	Data Type	Description
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of *n* (*n* > 0) indicates that the resolution is half that of the *n*-1 level.
DEST	OBJREF	The object reference to the destination object that is displaying the tiled IDLgrImage.

Table 32-8: IDLIMAGETILE Structure (Continued)

If a number of tiles are to be deleted by passing a region covering multiple tiles then X, Y, WIDTH and HEIGHT must be multiples of the tile size.

Keywords

ALL

Set this keyword to delete all tiles at all levels in the cache for this image. This is useful for clearing the cache when image data changes and new data will be loaded.

The new tile data may now have a different interleave format and number of channels than any tiles previously stored in the object. See IDLgrImage::SetTileData.

Note

The *TileInfo* structure must still be passed, and must contain a valid destination object reference in the Dest field. The other entries can be 0 in this case.

Version History

6.2	Introduced

IDLgrImage::GetCTM

The IDLgrImage::GetCTM function method returns the 4 x 4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrImage::]GetCTM([, DESTINATION=*objref*]
   [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the image object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrImage::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ——————————————————————————————————
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
——

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify
that the returned matrix accumulate from the object on which the GetCTM method is
called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrImage::GetProperty

The IDLgrImage::GetProperty procedure method retrieves the value of the property or group of properties for the image.

Syntax

Obj->[IDLgrImage::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrImage Properties" on page 4381 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrImage::Init

The IDLgrImage::Init function method initializes the image object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLgrImage' [, *ImageData*] [, *PROPERTY=value*] [,NO_COPY])

or

Result = Obj->[IDLgrImage::]Init([*ImageData*] [, *PROPERTY=value*]
   [,NO_COPY])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

ImageData

An array of data values to be displayed as an image. Since by default IDL maintains the image data using the byte type, in most cases the input data values should range from 0 through 255. If this argument is not already of byte type, it is converted to byte type when the image object is created.

Note ───

The INTERNAL_DATA_TYPE property controls the type of data used to store *ImageData*. If the IDLgrImage object has an associated IDLgrShader object, it may be useful to use floating-point values to store the image data.

───

Image objects can have a single channel (one value per pixel—greyscale or color indexed), two channels (greyscale and alpha), three channels (red, green, and blue), or four channels (red, green, blue, and alpha). The alpha channel, if present, determines the transparency of the pixel. The BLEND_FUNCTION property controls the interpretation of the alpha channel values. With channels, the data value of 0 specifies minimum intensity and the data value of 255 specifies maximum intensity. The alpha channel values are also specified in the image data in the range 0 through 255, with an image data value of 0 corresponding to an alpha blend factor of 0 and an image data value of 255 corresponding to an alpha blend factor of 1.0. *ImageData* can be any of the following, where *n* is the width of the image, and *m* is the height:

- An *n* x *m* array of color lookup table indices.

- An *n* x *m* greyscale image, or a 2 x *n* x *m*, *n* x 2 x *m*, or *n* x *m* x 2 greyscale image with an alpha channel. (The alpha channel is ignored if the destination device uses indexed color mode.)

- A 3 x *n* x *m*, *n* x 3 x *m*, or *n* x *m* x 3 RGB image, or a 4 x *n* x *m*, *n* x 4 x *m*, or *n* x *m* x 4 RGB image with an alpha channel.

If the array has more than one channel, the interleave is specified by the INTERLEAVE property.

Note

The value specified by the *ImageData* argument is used to initialize the value of the DATA property of the IDLgrImage object.

Keywords

Any property listed under "IDLgrImage Properties" on page 4381 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

NO_COPY

If this keyword is set to a non-zero value, it relocates the image data from the input variable to the image object, leaving the input variable *ImageData* undefined. Only the *ImageData* argument is affected. The following example illustrates that the data is moved from the input variable.

```
imgdata = BYTSCL(DIST(300))
```

```
oImg = OBJ_NEW('IDLgrImage', imgData, /NO_COPY)
HELP, imgdata
; IDL prints IMGDATA UNDEFINED = <Undefined>
```

If this keyword is omitted, the input image data will be duplicated and a copy will be stored in the object.

Version History

5.0	Introduced
6.2	Added NO_COPY keyword

IDLgrImage::ReadFilteredData

The IDLgrImage::ReadFilteredData function method returns image data after a shader program (contained in an IDLgrShader object or object subclassed from IDLgrShader) has been applied, or after one or more shaders (contained in an IDLgrFilterChain object) have been applied.

Note ──

If there is sufficient hardware support for IDLgrShader programs, this method will complete the shader operations and read the results generated by the graphic card's GPU (Graphic Processing Unit). If there is insufficient support or if software rendering has been specified, the software-based alternative will be used if you have provided one. See "Providing a Software Alternative to Shaders" (Chapter 14, *Object Programming*) for details.

──

Syntax

Result = Obj->[IDLgrImage::]ReadFilteredData(*Dest* [, DATA_TYPE=*value*]
    [, READ_POSITION=*value*] [, TILE=*tileinfo*])

Return Value

Returns an array containing the filtered image data. The returned array is always of dimensions [4, *w*, *h*] where *w* is the width of the returned image and *h* is the height. The data is always pixel interleaved RGBA. The type of the returned data is determined by the DATA_TYPE keyword.

If there was an error this method returns 0.

Arguments

Dest

A object reference to a graphics destination object, (e.g. IDLgrWindow).

Keywords

DATA_TYPE

Set this to one of the following allowable values to specify the data type of the returned data:

0	BYTE (default)
1	INT
2	FLOAT
3	UINT

The output of shader programs is always floating point so if 0, 1, or 3 is specified, the output is clamped to the range of 0.0 to 1.0 and then scaled to fill the requested data type range. If 2 is specified, the data is returned unmodified. The data is converted from floating point to the requested type as follows:

Requested Type	**Conversion from Floating Point (f)**
BYTE (0)	$c = (2^8-1)f$
INT (1)	$c = [(2^{16}-1)f - 1]/2$
FLOAT (2)	$c = f$
UINT (3)	$c = (2^{16}-1)f$

Note

It is very important that this keyword and the IDLgrShader OUTPUT_DATA_TYPE property are set in a consistent manner. For example, suppose you have UINT image data, but OUTPUT_DATA_TYPE is set to BYTE while DATA_TYPE is set to UINT. You will lose accuracy (due to the intermediate BYTE stage). In this example OUTPUT_DATA_TYPE should be set to FLOAT32 (or possibly FLOAT16 if only 10-bits of the UINT are used).

If not set, BYTE data is returned by default.

READ_POSITION

When the IDLgrImage SHADER property has been set to an IDLgrFilterChain object, set this keyword to a scaler long value specifying the zero-based position in the chain from which the data should be read.

For instance, if the filter chain contains a series of 3 shader objects, setting this keyword to one of the following values returns the specified data:

- 0 reads the result without any shaders applied

- 1 reads the result after application of only the first shader

- 2 reads the result after application of the first and second shaders

- 3 reads the result after application of all three shaders

If this keyword isn't set then the default behavior is to return the image data after application of all filtering shaders in the filter chain.

TILE

If the IDLgrImage is tiled (TILING=1) then this keyword must be set to a valid IDLIMAGETILE structure specifying the tile or tiles for which to return filtered data. For example, to retrieve the filtered data for the currently visible tiles call IDLgrWindow::QueryRequiredTiles, /ALL_VISIBLE, then for each tile call ReadFilteredData.

Note ──
Data must be loaded into the tiles using IDLgrImage::SetTileData before doing this.
──

An error will be generated if the image is tiled and this keyword is not set to a valid IDLIMAGETILE structure.

Examples

Create an instance of the example object, shader_rgb_doc, which includes the ability to capture an image and display the results in iImage. Run the example by creating an instance of the object at the IDL command prompt using orgbshader=OBJ_NEW("shader_rgb_doc") or view the file in an IDL Editor window by entering .EDIT shader_rgb_doc__define.

Version History

6.4	Introduced

IDLgrImage::SetProperty

The IDLgrImage::SetProperty procedure method sets the value of the property or group of properties for the image.

Syntax

Obj->[IDLgrImage::]SetProperty[, *PROPERTY=value*] [, /NO_COPY]

Arguments

None

Keywords

Any property listed under "IDLgrImage Properties" on page 4381 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

NO_COPY

If this keyword is set to a non-zero value, and the DATA property is specified in the same invocation, it relocates the image data from the input variable to the image object, leaving the input DATA property variable undefined. Only the DATA property is affected. The following example illustrates that the data is moved from the input variable.

```
imgdata = BYTSCL(DIST(300))
oImg = OBJ_NEW('IDLgrImage')
oImg->SetProperty, DATA=imgdata, /NO_COPY
HELP, imgdata
; IDL prints IMGDATA UNDEFINED = <Undefined>
```

If this keyword is omitted, the input image data will be duplicated and a copy will be stored in the object.

Version History

5.0	Introduced
6.2	Added NO_COPY keyword

IDLgrImage::SetTileData

The IDLgrImage::SetTileData procedure method stores tile data in the IDLgrImage tile data cache. If a tile has data loaded but not for the required level, the data associated with the next highest available level will be used instead. Otherwise, IDLgrImage renders the tile using the solid color specified by TILE_COLOR. An error is generated if any of the parameters are invalid. All units are in terms of pixels.

All image data tiles stored into the image object with SetTileData must be passed in arrays with consistent dimensions. That is, the number of channels and the interleave format must be the same for all tile data arrays. For example, if one tile is stored in an array with dimensions [3,200,340], then all other tile data arrays must have three dimensions where the first dimension value, the number of channels, is always 3. The other two dimension values, the width and height, can vary to express the tile size.

The first call to SetTileData after the object is created or after a call to DeleteTileData with the ALL keyword set determines the tile data array format to be used for all subsequent tiles. IDL generates an error if a tile data array is submitted with an inconsistent array format.

If data has already been set for the specified tile, it will be replaced by the data in the subsequent call to SetTileData.

Note
When you call IDLgrImage::SetProperty after calling SetTileData, and then draw the tiles, the image data may not be displayed. If you set an image property with SetProperty, IDL may update the image data and delete any tiles that were previously stored with the SetTileData method. If this occurs, set image properties before using SetTileData, or set image properties and then call QueryRequiredTiles to reacquire the tiles before setting and drawing the tiles.

Note
See "Image Tiling" (Chapter 4, *Object Programming*) for information creating an application that uses tiling and code examples.

Syntax

Obj->[IDLgrImage::]SetTileData, *TileInfo, TileData* [, NO_FREE=*value*]

Arguments

TileInfo

A named structure describing the tile or tiles for which the data is being set. The structures returned by the destination object's QueryRequiredTiles method can be passed directly (one at a time) to SetTileData along with the corresponding tile data.

This structure contains the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile(s) measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile(s) measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile(s) in pixels.
HEIGHT	Long	The height of the tile(s) in pixels.
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of n ($n > 0$) indicates that the resolution is half that of the n-1 level.
DEST	OBJREF	The object reference to the destination object that displays the tiled IDLgrImage.

Table 32-9: IDLIMAGETILE Structure

If a region of the image composed of multiple tiles is being set, X, Y, WIDTH, and HEIGHT must be multiples of the tile size (unless the region extends to the edge of the image in which case Width and Height do not need to be a multiple of the tile size).

TileData

The data for the specified tile.

Keywords

NO_FREE

Set this keyword if the tile data should remain loaded for the lifetime of the
IDLgrImage, unless explicitly deleted by the DeleteTileData method. If the tile cache
fills up, IDLgrImage might automatically delete the least recently used tile data from
the cache to make room for new tile data. Setting this keyword prevents the
IDLgrImage from automatically deleting this tile data in this situation.

Version History

6.2	Introduced

IDLgrImage::TileDataLoaded

The IDLgrImage::TileDataLoaded function method tests whether a specified image tile has data loaded.

Syntax

Result = Obj->[IDLgrImage::]TileDataLoaded(*TileInfo)*

Return Value

Returns 1 (one) if the tile has data already loaded, or 0 (zero) otherwise.

Arguments

TileInfo

A named structure describing the tile to be queried. Only one tile at a time can be passed to TileDataLoaded. The structure contains the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile(s) measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile(s) measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile(s) in pixels.
HEIGHT	Long	The height of the tile(s) in pixels.
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of n ($n > 0$) indicates that the resolution is half that of the n-1 level.
DEST	OBJREF	The object reference to the destination object that displays the tiled IDLgrImage.

Table 32-10: IDLIMAGETILE Structure

Keywords

None.

Version History

6.4	Introduced

IDLgrLegend

The IDLgrLegend object provides a simple interface for displaying a legend. The legend itself consists of a (filled and/or framed) box around one or more legend items (arranged in a single column) and an optional title string. Each legend item consists of a glyph patch positioned to the left of a text string. The glyph patch is drawn in a square which is a fraction of the legend label font height. The glyph itself can be in one of two types (see the TYPE keyword). In line type, the glyph is a line segment with line style, thickness and color attributes and an optional symbol object drawn over it. In fill type, the glyph is a square patch drawn with color and optional pattern object attributes.

An IDLgrLegend object is a *composite object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

This object class is implemented in the IDL language. Its source code can be found in the file `idlgrlegend_ _define.pro` in the `lib` subdirectory of the IDL distribution.

Superclasses

IDLgrModel

IDLitComponent

Creation

See "IDLgrLegend::Init" on page 4447.

Properties

Objects of this class have the following properties. See "IDLgrLegend Properties" on page 4431 for details on individual properties.

- ALL
- BORDER_GAP
- COLUMNS
- FILL_COLOR
- FONT

- GAP
- GLYPH_WIDTH
- HIDE
- ITEM_COLOR
- ITEM_LINESTYLE
- ITEM_NAME
- ITEM_OBJECT
- ITEM_THICK
- ITEM_TYPE
- OUTLINE_COLOR
- OUTLINE_THICK
- PARENT
- RECOMPUTE
- SHOW_FILL
- SHOW_OUTLINE
- TEXT_COLOR
- TITLE
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrLegend::Cleanup
- IDLgrLegend::ComputeDimensions

- IDLgrLegend::GetProperty
- IDLgrLegend::Init
- IDLgrLegend::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.1	Introduced

IDLgrLegend Properties

IDLgrLegend objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrLegend::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrLegend::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrLegend::SetProperty.

Note ———————————————————————————————————
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- BORDER_GAP
- COLUMNS
- FILL_COLOR
- FONT
- GAP
- GLYPH_WIDTH
- HIDE
- ITEM_COLOR
- ITEM_LINESTYLE
- ITEM_NAME
- ITEM_OBJECT
- ITEM_THICK
- ITEM_TYPE
- OUTLINE_COLOR
- OUTLINE_THICK
- PARENT
- RECOMPUTE

- SHOW_FILL
- SHOW_OUTLINE
- TEXT_COLOR
- TITLE
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLgrModel
- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties associated with this object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

BORDER_GAP

A floating-point value to indicate the amount of blank space to be placed around the outside of the glyphs and text items. The units for this property are fractions of the legend label font height. The default is 0.1 (10% of the label font height).

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLUMNS

An integer value to indicate the number of columns the legend items should be displayed in. The default is one column.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

FILL_COLOR

The color to be used to fill the legend background box. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [255,255,255].

Property Type	COLOR		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

FONT

An object reference to an instance of an IDLgrFont object class that describes the font to use to draw the legend labels. The default is 12 point Helvetica.

Note
If the default font is in use, retrieving the value of the FONT property (using the GetProperty method) will return a font object that will be destroyed when this legend object is destroyed, leaving a dangling object reference.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrLegend object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

GAP

A floating-point value that indicates the amount of blank space to be placed vertically between each legend item. The units for this property are fractions of the legend label font height. The default is 0.1 (10% of the label font height). The same gap is placed horizontally between the legend glyph and the legend text string.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GLYPH_WIDTH

A floating-point value to indicate the width of the glyphs, measured as a fraction of the font height. The default is 0.8 (80% of the font height).

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value that indicates whether this object should be drawn:

- 0 = Draw graphic (the default)
- 1 = Do not draw graphic

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ITEM_COLOR

An array of colors defining the color of each item. The array defines *M* different colors, and should be either of the form [3,*M*] or [*M*]. In the first case, the three

values are used as an RGB triplet, in the second case, the single value is used as a color index value. The default color is [0,0,0].

Property Type	Color array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ITEM_LINESTYLE

An integer array of integers defining the style of the line to be drawn if the TYPE property is set to zero. The array can be of the form [*M*] or [2,*M*]. The first form selects the linestyle for each legend item from the predefined defaults. To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

The second form specifies the stippling pattern explicitly for each legend item (see the LINESTYLE property to IDLgrPolyline::Init for details).

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ITEM_NAME

An string array representing the names of items in the legend.

Specifying this property is the same as specifying the optional *aItemNames* argument to the IDLgrLegend::Init method.

Property Type	String array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ITEM_OBJECT

An array of object references of type IDLgrSymbol or IDLgrPattern that represents the shapes of the items in the legend. A symbol object is drawn only if the TYPE property is set to zero. A pattern object is used when drawing the color patch if the TYPE property is set to one. The default object is the NULL object.

Note

If one or more IDlgrSymbol object references are provided, the SIZE property of those objects may be modified by this legend to suit its layout needs.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrLegend object is destroyed.

Property Type	Object reference array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ITEM_THICK

A floating-point array of floating-point values that define the thickness of each item line, in points, where each element is a value between 1.0 and 10.0. Out-of-range values are quietly clamped to the allowed range. This property is only used if the TYPE property is set to zero. The default is 1.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ITEM_TYPE

An integer array that defines the type of glyph to be displayed for each item:

- 0 = line type (the default)

- 1 = filled box type

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OUTLINE_COLOR

The color to be used to draw the legend outline box. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0,0,0].

Property Type	Color		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OUTLINE_THICK

A floating-point value between 1.0 and 10.0 that defines the thickness of the outline frame, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PARENT

An object reference to the object that contains this legend.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

RECOMPUTE

A Boolean value that determines whether to recompute the legend dimensions when the legend is redrawn.

- • 0 = Prevent IDL from recomputing legend dimensions (the default).

- • 1 = Recompute the legend dimensions when the legend is redrawn.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** No	**Registered:** No

SHOW_FILL

A Boolean value that indicates whether the background should be filled with a color:

- • 0 = Do not fill background (the default)

- • 1 = Fill background

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHOW_OUTLINE

A Boolean value indicating whether the outline box should be displayed:

- 0 = Do not display outline (the default)

- 1 = Display outline

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TEXT_COLOR

The color to be used to draw the legend item text. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0,0,0].

Property Type	Color		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TITLE

An object reference to an instance of the IDLgrText object class to specify the title for the legend. The default is the null object, specifying that no title is drawn. The title will be centered at the top of the legend, even if the text object itself has an associated location.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrLegend object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized X = s_0 + s_1 * Data X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] that specifies the range of the *X* data coordinates covered by the legend.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Y = s_0 + s_1 * Data Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of the *Y* data coordinates covered by the legend.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors that convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Z = s_0 + s_1 * Data Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element double-precision floating-point vector of the form [*zmin*, *zmax*] that specifies the range of the *Z* data coordinates covered by the legend.

Note

Until the legend is drawn to the destination object, the [XYZ]RANGE properties will be zero. Use the ComputeDimensions method on the legend object to get the data dimensions of the legend prior to a draw operation.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrLegend::Cleanup

The IDLgrLegend::Cleanup procedure method performs all cleanup on the object.

Note ──

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrLegend::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrLegend::ComputeDimensions

The IDLgrLegend::ComputeDimensions function method retrieves the dimensions of a legend object for the given destination object. In order to compute the effective dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a three-element double-precision floating-point vector [*xDim, yDim, zDim*] representing the dimensions of the legend object measured in data units.

Syntax

Result = Obj->[IDLgrLegend::]ComputeDimensions(*DestinationObject*
   [, PATH=*objref(s)*])

Return Value

Returns the dimensions of a legend object for the given destination object.

Arguments

DestinationObject

The object reference to a destination object (IDLgrBuffer, IDLgrClipboard, IDLgrPrinter, or IDLgrWindow) for which the dimensions of the legend are being requested.

Keywords

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrLegend::ComputeDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ——————————————————————————
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
——————————————————————————————————

Version History

5.1	Introduced

IDLgrLegend::GetProperty

The IDLgrLegend::GetProperty procedure method retrieves the value of a property or group of properties for the legend.

Syntax

Obj->[IDLgrLegend::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrLegend Properties" on page 4431 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrLegend::Init

The IDLgrLegend::Init function method initializes the legend object.

Note
Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrLegend' [, *aItemNames*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrLegend::]Init([*aItemNames*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

aItemNames

An array of strings to be used as the displayed item label. The length of this array is used to determine the number of items to be displayed. Each item is defined by taking one element from the ITEM_NAME, ITEM_TYPE, ITEM_LINESTYLE, ITEM_THICK, ITEM_COLOR, and ITEM_OBJECT vectors. If the number of items (as defined by the ITEM_NAME array) exceeds any of the attribute vectors, the attribute defaults will be used for any additional items.

Note
The value specified by the *aItemNames* argument is used to initialize the value of the ITEM_NAME property of the IDLgrLegend object.

Keywords

Any property listed under "IDLgrLegend Properties" on page 4431 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrLegend::SetProperty

The IDLgrLegend::SetProperty procedure method sets the value of a property or group of properties for the legend.

Syntax

Obj->[IDLgrLegend::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrLegend Properties" on page 4431 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrLight

A light object represents a source of illumination for three-dimensional graphic objects. Lights may be either ambient, positional, directional, or spotlights. The first 8 non-ambient type lights encountered in a scene are activated. Any additional non-ambient lights are ignored. Ambient lights do not count toward the limit of 8 active lights. However, an application should define only a single ambient light since only the last ambient light encountered in a scene will be used to define the ambient light properties. If a positional, directional or spotlight type of light is not explicitly created, the default light TYPE is ambient. Lights are not required for objects displayed in two dimensions.

An IDLgrLight object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrLight::Init" on page 4466.

Properties

Objects of this class have the following properties. See "IDLgrLight Properties" on page 4452 for details on individual properties.

- ALL
- ATTENUATION
- COLOR
- CONEANGLE
- DIRECTION
- FOCUS
- HIDE
- INTENSITY
- LIGHT_INDEX

- LOCATION
- PALETTE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- TYPE
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrLight::Cleanup
- IDLgrLight::GetCTM
- IDLgrLight::GetProperty
- IDLgrLight::Init
- IDLgrLight::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
6.4	Added LIGHT_INDEX, SHADER, properties

IDLgrLight Properties

IDLgrLight objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrLight::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrLight::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrLight::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- ATTENUATION
- COLOR
- CONEANGLE
- DIRECTION
- FOCUS
- HIDE
- INTENSITY
- LIGHT_INDEX
- LOCATION
- PALETTE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- TYPE
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure that contains the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note —————————————————————————————————————
The fields of this structure may change in subsequent releases of IDL.

Note —————————————————————————————————————
This structure returns ALPHA_CHANNEL, CLIP_PLANES, DEPTH_TEST_DISABLE, DEPTH_TEST_FUNCTION, DEPTH_WRITE_DISABLE, and [XYZ]RANGE properties that are consistent with other graphic objects. However, these properties are not used by the IDLgrLight object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ATTENUATION

A 3-element floating-point vector of the form [constant, linear, quadratic] that describes the factor by which light intensity is to fall with respect to distance from the light source. ATTENUATION applies only to Positional and Spot lights, as specified by the TYPE property. The overall attenuation factor is computed as follows:

```
attenuation = 1/(constant + linear*distance +
quadratic*distance^2)
```

By default, the values are [1, 0, 0].

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Attenuation		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

COLOR

A three-element byte vector specifying the RGB color of the light. The default is [255, 255, 255], which is a white light. The color of a light is ignored when graphics are sent to graphics destinations using the Indexed color model, in which case light intensities are scaled into the range of colors available on the graphics destination.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

CONEANGLE

A floating-point value that specifies the angle (measured in degrees) of coverage for a spotlight. The default is 60.

Property Type	FLOAT		
Name String	Spotlight cone angle		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DIRECTION

A three-element floating-point vector representing the direction in which a spotlight is to be pointed. The default is [0,0,-1].

Note
For directional lights, the light's parallel rays follow a vector beginning at the position specified by LOCATION and ending at [0, 0, 0].

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Spotlight direction		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

FOCUS

A floating-point value that describes the attenuation of intensity for spotlights as the distance from the center of the cone of coverage increases. This factor is used as an exponent to the cosine of the angle between the direction of the spotlight and the direction from the light to the vertex being lighted. The default is 0.0.

Property Type	FLOAT		
Name String	Spotlight attenuation		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HIDE

A Boolean value or enumerated list item that indicates whether this light should be enabled:

Value	Property Sheet Value	Description
0	True	Enable light (the default)
1	False	Disable light

Note

If no lights are present in the view (or if all lights in the view are hidden), an ambient light will be provided by default.

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

INTENSITY

A floating-point value between 0.0 (darkest) and 1.0 (brightest) that indicates the intensity of the light. The default is 1.0.

Property Type	FLOAT		
Name String	Intensity		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LIGHT_INDEX

Use this property to allow a vertex shader program to identify individual light objects in a scene and to locate property information such as color or position associated with the light object. This property is only useful when the IDLgrShader object referenced by the SHADER property has a vertex shader program that does lighting calculations.

Set this property to a scaler integer between the values of -1 and 7, inclusive. If set to -1, IDL ignores this property. Otherwise, each light in a scene, up to the maximum number of 8, should have a unique index value. If any non-ambient light objects share LIGHT_INDEX property values, the object with a shared LIGHT_INDEX value encountered last in the scene deactivates all prior light objects with the same index value.

If you do not set this property, IDL automatically assigns an index value, but this value is unimportant unless you have a shader program performing lighting calculations. If your application is using a shader program, associate the light index with the OpenGL Shading Language (GLSL) light source. For example, if you set the LIGHT_INDEX property on an instance of a diffuse IDLgrLight object to the value of 3, the following GLSL shader language code retrieves the color of that light:

```
Vec4 diffuse_light_color = gl_LightSource[3].diffuse;
```

where `gl_LightSource` is a built-in GLSL uniform variable.

Note ──

IDL does not store ambient lights in the `gl_LightSource` table. In a GLSL shader program, retrieve the color of the IDL ambient light using uniform variable `gl_LightModelProperties.ambient`, the built-in GLSL ambient light uniform variable.

──

See Chapter 14, "Lighting Shaders" (*Object Programming*) for more information about accessing lights in a shader program.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

LOCATION

A floating-point vector of the form [*x, y, z*] describing the position of the light. By default, the position is [0, 0, 0]. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Location		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values of the color lookup table to be associated with the image if it is an indexed color image. This property is ignored if the image is a greyscale or RGB image.

Note

This table is only used when the destination is an RGB model device. The Indexed color model writes the indices directly to the device. In order to ensure that these colors are used when the image is displayed, this palette must be copied to the graphics destination's palette for any graphics destination that uses the Indexed color model.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrLight object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass).

Note ───
IDLgrLight ignores this property.
───

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TYPE

An integer value or an enumerated list item that indicates the type of light. Valid values are:

Value	Property Sheet Value	Description
0	Ambient	An ambient light is a universal light source, which has no direction or position. An ambient light illuminates every surface in the scene equally, which means that no edges are made visible by contrast. Ambient lights control the overall brightness and color of the entire scene. If no value is specified for the TYPE property, an ambient light is created.
1	Positional	A positional light supplies divergent light rays, and will make the edges of surfaces visible by contrast if properly positioned. A positional light source can be located anywhere in the scene.
2	Directional	A directional light supplies parallel light rays. The effect is that of a positional light source located at an infinite distance from scene.
3	Spotlight	A spotlight illuminates only a specific area defined by the light's position, direction, and the cone angle, or angle which the spotlight covers

Property Type	ENUMLIST		
Name String	Type		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1 *$ Data$X$

Recommended values are:

$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Double-precision floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Y = s_0 + s_1 *$ Data$Y$

Recommended values are:

$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Double-precision floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors that convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Z = s_0 + s_1 *$ Data$Z$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Double-precision floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrLight::Cleanup

The IDLgrLight::Cleanup procedure method performs all cleanup on the object.

Note ──

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrLight::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrLight::GetCTM

The IDLgrLight::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrLight::]GetCTM([, DESTINATION=*objref*]
  [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the light object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrLight::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note
> For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrLight::GetProperty

The IDLgrLight::GetProperty procedure method retrieves the value of a property or group of properties for the light.

Syntax

Obj->[IDLgrLight::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrLight Properties" on page 4452 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrLight::Init

The IDLgrLight::Init function method initializes the light object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the
context of object creation. This means that in most cases, you cannot call the Init
method directly. There is one exception to this rule: if you write your own subclass
of this class, you can call the Init method from within the Init method of the
subclass.

Syntax

Obj = OBJ_NEW('IDLgrLight' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrLight::]Init([, *PROPERTY=value*])   *(In a lifecycle method
    only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function,
the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if
initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrLight Properties" on page 4452 that contains the
word "Yes" in the "Init" column of the properties table can be initialized during
object creation using this method. To initialize the value of a property, specify the
property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrLight::SetProperty

The IDLgrLight::SetProperty procedure method sets the value of a property or group of properties for the light.

Syntax

Obj->[IDLgrLight::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrLight Properties" on page 4452 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrModel

A model object represents a graphical item or group of items that can be transformed (rotated, scaled, and/or translated). It serves as a container of other IDLgrModel objects or atomic graphic objects. IDLgrModel applies a transform to the current view tree.

Superclasses

IDL_Container

IDLitComponent

Creation

See "IDLgrModel::Init" on page 4487.

Properties

Objects of this class have the following properties. See "IDLgrModel Properties" on page 4471 for details on individual properties.

- ACTIVE_POSITION
- ALL
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- HIDE
- LIGHTING
- PARENT
- REGISTER_PROPERTIES
- RENDER_METHOD
- SELECT_TARGET
- TRANSFORM

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has this following methods:

- IDLgrModel::Add
- IDLgrModel::Cleanup
- IDLgrModel::Draw
- IDLgrModel::GetByName
- IDLgrModel::GetCTM
- IDLgrModel::GetProperty
- IDLgrModel::Init
- IDLgrModel::Reset
- IDLgrModel::Rotate
- IDLgrModel::Scale
- IDLgrModel::SetProperty
- IDLgrModel::Translate

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.2	Added ACTIVE_POSITION, RENDER_METHOD properties

See Also

"Translating, Rotating and Scaling Objects" (Chapter 3, *Object Programming*)

IDLgrModel Properties

IDLgrModel objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrModel::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrModel::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrModel::SetProperty.

Note ———
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
——

Objects of this class have the following properties.

- ACTIVE_POSITION
- ALL
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- HIDE
- LIGHTING
- PARENT
- REGISTER_PROPERTIES
- RENDER_METHOD
- SELECT_TARGET
- TRANSFORM

In addition, objects of this class inherit:

- IDL_Container
- IDLitComponent

ACTIVE_POSITION

This scalar integer property is a zero-based index into the model container. It indicates the container index of the object that is drawn by this model when the value of the RENDER_METHOD property is 1.

This property is ignored when the value of the RENDER_METHOD property is not 1.

The default value of this property is 0, indicating the first object in the container.

If this property specifies an index that does not refer to a valid container index, this model object draws nothing when the value of the RENDER_METHOD property is 1. This can happen when the value of the ACTIVE_POSITION property is less than zero, or greater than or equal to the number of objects currently in the container.

This property is registered as an integer, but it is hidden by default.

Property Type	INTEGER		
Name String	Active position		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

ALL

An anonymous structure containing the values of all of the properties associated with this object.

Note

The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

CLIP_PLANES

An 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B ,C, D], where $Ax + By + Cz + D = 0$.

Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ———

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note ———

Note - Clipping planes are applied in the data space of the objects this model contains (prior to the application of this model's transform).

Note ———

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Clipping planes		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself on top of other objects already on the screen, even if the object is located behind them.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Depth Test Disable		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Depth Test Enable		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Depth Write Disable		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

HIDE

A Boolean value or an enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw the model and children (the default)
1	False	Do not draw the model or children

Note ——————————————————————————————————————

HIDE only controls the display attributes of IDLgrModel children since the
IDLgrModel object itself lacks geometry.

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LIGHTING

An integer value that indicates whether lighting is to be enabled or disabled for all
atomic graphic objects that have this model as a parent. IDLgrModel objects that
have this model as a parent will not be effected, as they have their own value for this
property. If this value is set to 0, any lights added as children of this model will be
used to illuminate any other models in the view hierarchy that have lighting enabled.

- 0 = Disable lighting

- 1 = Enable single-sided lighting

- 2 = Enable double-sided lighting (the default)

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Lighting		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RENDER_METHOD

This scalar integer property specifies how this model object renders the objects in its container.

If this property is set to a value of 0, the default, the model object draws all objects in its container.

If this property is set to a value of 1, the model object draws only the object specified by the ACTIVE_POSITION property.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	Render method		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

See Chapter 10, "Animating Objects" (*Object Programming*) for more information on how to create animation displays when this property is set to 1.

SELECT_TARGET

A Boolean value that tags the model object as the target object to be returned when any object contained by the model is selected via the IDLgrWindow::Select method.

- 0 = Do not tag the model object as the target object (default).
- 1 = Tag the model object as the target object.

By default, an IDLgrModel object cannot be returned as the target of a SELECT operation since it contains no geometry.

This property is registered as a Boolean property, but it is hidden by default.

Property Type	Boolean		
Name String	Select target		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TRANSFORM

A 4-by-4 floating-point transformation matrix to be applied to the object. This matrix will be multiplied by its parent's transformation matrix (if the parent has one). The default is the identity matrix. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Model transform		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

IDLgrModel::Add

The IDLgrModel::Add procedure method adds a child to this Model.

Syntax

Obj->[IDLgrModel::]Add, *Object* [, /ALIAS] [, POSITION=*index*]

Arguments

Object

An instance of an atomic graphic object or another model object to be added to the model object.

Keywords

ALIAS

Set this keyword to a nonzero value to indicate that an alias—rather than the object itself—is to be added to the model. With this keyword you can add the same object to multiple models without duplicating that object and its children. If this keyword is set, the PARENT keyword on the object being added will not change. Furthermore, if this keyword is set, the object being added will not be destroyed when the model is destroyed.

POSITION

Set this keyword equal to the zero-based index of the position within the container at which the new object should be placed.

Version History

5.0	Introduced

IDLgrModel::Cleanup

The IDLgrModel::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrModel::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrModel::Draw

The IDLgrModel::Draw procedure method draws the specified picture to the specified graphics destination. *This method is provided for purposes of sub-classing only, and is intended to be called only from the Draw method of a subclass of IDLgrModel.*

Note ——————————————————————————————————

Objects are drawn to the destination device in the order that they are added to the model, view, viewgroup, or scene object that contains them.

———

Syntax

Obj->[IDLgrModel::]Draw, *Destination, Picture*

Arguments

Destination

The destination object (IDLgrBuffer, IDLgrClipboard, IDLgrPrinter, or IDLgrWindow) to which the specified view object will be drawn.

Picture

The view (an instance of an IDLgrView object), viewgroup (an instance of an IDLgrViewgroup object), or scene (an instance of an IDLgrScene object) to be drawn.

Keywords

None

Version History

5.0	Introduced

IDLgrModel::GetByName

The IDLgrModel::GetByName function method finds contained objects by name and returns the object reference to the named object. If the named object is not found, the GetByName function returns a null object reference.

Note

The GetByName function does *not* perform a recursive search through the object hierarchy. If a fully qualified object name is not specified, only the contents of the current container object are inspected for the named object.

Syntax

Result = Obj->[IDLgrModel::]GetByName(*Name*)

Return Value

Returns the object reference to the named object or a null object reference.

Arguments

Name

A string containing the name of the object to be returned.

Object naming syntax is very much like the syntax of a UNIX file system. Objects contained by other objects can include the name of their parent object; this allows you to create a fully qualified name specification. For example, if object1 contains object2, which in turn contains object3, the string specifying the fully qualified object name of object3 would be 'object1/object2/object3'.

Object names are specified relative to the object on which the GetByName method is called. If used at the beginning of the name string, the / character represents the top of an object hierarchy. The string '..' represents the object one level "up" in the hierarchy.

Keywords

None

Version History

5.0	Introduced

IDLgrModel::GetCTM

The IDLgrModel::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrModel::]GetCTM([, DESTINATION=*objref*]
    [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the model object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrModel::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ——————————————————————
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
——————————————————————————————————

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify
that the returned matrix accumulate from the object on which the GetCTM method is
called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrModel::GetProperty

The IDLgrModel::GetProperty procedure method retrieves the value of a property or group of properties for the model.

Syntax

Obj->[IDLgrModel::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrModel Properties" on page 4471 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrModel::Init

The IDLgrModel::Init procedure method initializes the model object.

Note ───────────────────────────────────

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───────────────────────────────────────

Syntax

Obj = OBJ_NEW('IDLgrModel' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrModel::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrModel Properties" on page 4471 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrModel::Reset

The IDLgrModel::Reset procedure method sets the current transform matrix for the model object to the identity matrix.

Note

Using this method is functionally identical to the following statement:

```
Obj->[IDLgrModel::]SetProperty, TRANSFORM=IDENTITY(4)
```

Syntax

Obj->[IDLgrModel::]Reset

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrModel::Rotate

The IDLgrModel::Rotate procedure method rotates the model about the specified axis by the specified angle. IDL computes and maintains the resulting transform matrix in double-precision floating-point.

Syntax

Obj->[IDLgrModel::]Rotate, *Axis, Angle* [, /PREMULTIPLY]

Arguments

Axis

A three-element vector of the form [*x*, *y*, *z*] describing the axis about which the model is to be rotated.

Angle

The angle (measured in degrees) by which the rotation is to occur.

Keywords

PREMULTIPLY

Set this keyword to cause the rotation matrix specified by *Axis* and *Angle* to be pre-multiplied to the model's transformation matrix. By default, the rotation matrix is post-multiplied.

Version History

5.0	Introduced

IDLgrModel::Scale

The IDLgrModel::Scale procedure method scales the model by the specified scaling factors. IDL computes and maintains the resulting transform matrix in double-precision floating-point.

Syntax

Obj->[IDLgrModel::]Scale, *Sx, Sy, Sz* [, /PREMULTIPLY]

Arguments

Sx, Sy, Sz

The scaling factors in the *x*, *y*, and *z* dimensions by which the model is to be scaled.

Keywords

PREMULTIPLY

Set this keyword to cause the scaling matrix specified by *Sx, Sy, Sz* to be pre-multiplied to the model's transformation matrix. By default, the scaling matrix is post-multiplied.

Version History

5.0	Introduced

IDLgrModel::SetProperty

The IDLgrModel::SetProperty procedure method sets the value of a property or group of properties for the model.

Syntax

Obj->[IDLgrModel::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrModel Properties" on page 4471 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrModel::Translate

The IDLgrModel::Translate procedure method translates the model by the specified translation offsets. IDL computes and maintains the resulting transform matrix in double-precision floating-point.

Syntax

Obj->[IDLgrModel::]Translate, *Tx, Ty, Tz* [, /PREMULTIPLY]

Arguments

Tx, Ty, Tz

The offsets in *X*, *Y*, and *Z*, respectively, by which the model is to be translated.

Keywords

PREMULTIPLY

Set this keyword to cause the translation matrix specified by *Tx, Ty, Tz* to be pre-multiplied to the model's transformation matrix. By default, the translation matrix is post-multiplied.

Version History

5.0	Introduced

IDLgrMPEG

An IDLgrMPEG object creates an MPEG movie file from an array of image frames.

Note
The MPEG standard does not allow movies with odd numbers of pixels to be created.

Note
MPEG support in IDL requires a special license. For more information, contact your ITT Visual Information Solutions sales representative or technical support.

Note
The IDLffMJPEG2000 object creates and reads Motion JPEG2000 (MJ2) files, and provides more functionality than the MPEG_* routines. Animations can consist of monochrome, RGB or multi-component frames that display individual components, tiles or regions. See "Overview of Motion JPEG2000" (Chapter 6, *Using IDL*) for more information.

Superclasses

IDLitComponent

Creation

See "IDLgrMPEG::Init" on page 4506.

Properties

Objects of this class have the following properties. See "IDLgrMPEG Properties" on page 4497 for details on individual properties.

- ALL
- BITRATE
- DIMENSIONS
- FILENAME
- FORMAT
- FRAME_RATE

- IFRAME_GAP
- INTERLACED
- MOTION_VEC_LENGTH
- QUALITY
- SCALE
- STATISTICS
- TEMP_DIRECTORY

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrMPEG::Cleanup
- IDLgrMPEG::GetProperty
- IDLgrMPEG::Init
- IDLgrMPEG::Put
- IDLgrMPEG::Save
- IDLgrMPEG::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Examples

If you have a series of image objects (or simple image arrays), you can combine them into a single MPEG file using the IDLgrMPEG object.

```
PRO mpeg_example

    loops = 4
    increment = 32
    pulseLength = 100
    ;waitSeconds = .01

    ; Put the .MPG file into the system's /TMP directory
    filename = filepath('mpeg_example.mpg', /TMP)

    myDevice = !D.NAME
    SET_PLOT, 'z'
```

```
         DEVICE, SET_RESOLUTION=[500,400]
         mpegObj = OBJ_NEW('IDLgrMPEG')

         FOR i = 0, increment*loops DO BEGIN
            x = 2*!PI/pulseLength * INDGEN(100) + ( i MOD increment )
            PLOT, x, SIN(x), XRANGE=[0,increment], XSTYLE=1, $
               YRANGE=[-!PI/3, !PI/3]
            mpegObj->Put, TVRD(/ORDER)
            ;WAIT, waitSeconds
         ENDFOR

         mpegObj -> Save, FILENAME=filename
         SET_PLOT, myDevice
         PRINT, 'Done writing MPEG file ' + filename
      END
```

Version History

5.1	Introduced

IDLgrMPEG Properties

IDLgrMPEG objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrMPEG::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrMPEG::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrMPEG::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- BITRATE
- DIMENSIONS
- FILENAME
- FORMAT
- FRAME_RATE
- IFRAME_GAP
- INTERLACED
- MOTION_VEC_LENGTH
- QUALITY
- SCALE
- STATISTICS
- TEMP_DIRECTORY

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties associated with this object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

BITRATE

A double-precision floating-point value to specify the MPEG movie bit rate. Higher bit rates will create higher quality MPEGs but will increase file size. The following table describes the valid values:

MPEG Version	Range
MPEG 1	0.1 to 104857200.0
MPEG 2	0.1 to 429496729200.0

Table 32-11: BITRATE Value Range

Set this property to 0.0 (the default setting) to indicate that IDL should compute the BITRATE value based upon the value you have specified for the QUALITY property. The value of BITRATE returned by IDLgrMPEG::GetProperty is either the value computed by IDL from the QUALITY value or the last non-zero valid value stored in this property.

Note

Only use the BITRATE property if changing the QUALITY property value does not produce the desired results. It is highly recommended to set the BITRATE to at least several times the frame rate to avoid unusable MPEG files or file generation errors.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DIMENSIONS

A two-element integer array specifying the dimensions (in pixels) of each of the images to be used as frames for the movie. If this property is not specified, the dimensions of the first image loaded will be used. Once IDLgrMPEG::Put has been called, this property can no longer be set.

Note

When creating MPEG files, you must be aware of the capabilities of the MPEG decoder you will be using to view it. Some decoders only support a limited set of sampling and bitrate parameters to normalize computational complexity, buffer size, and memory bandwidth.

FILENAME

A string that represents the name of the file in which the encoded MPEG sequence is to be stored. The default is `'idl.mpg'`.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FORMAT

A Boolean value that specifies the type of MPEG encoding to use:

- 0 = MPEG1 (the default)

- 1 = MPEG2

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FRAME_RATE

An integer value that specifies the frame rate used in creating the MPEG file:

Value	Descriptions
1	23.976 frames/sec: NTSC encapsulated film rate
2	24 frames/sec: Standard international film rate
3	25 frames/sec: PAL video frame rate
4	29.97 frames/sec: NTSC video frame rate
5	30 frames/sec: NTSC drop frame video frame rate (the default)
6	50 frames/sec: Double frame rate/progressive PAL
7	59.94 frames/sec: Double frame rate NTSC
8	60 frames/sec: Double frame rate NTSC drop frame video

Table 32-12: FRAME_RATE Values

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IFRAME_GAP

A positive integer value that specifies the number of frames between I frames to be created in the MPEG file. I frames are full-quality image frames that may have a number of predicted or interpolated frames between them.

Set this property to 0 (the default setting) to indicate that IDL should compute the IFRAME_GAP value based upon the value you have specified for the QUALITY property. The value of IFRAME_GAP returned by IDLgrMPEG::GetProperty is either the value computed by IDL from the QUALITY value or the last non-zero valid value stored in this property.

Note ───

Only use the IFRAME_GAP property if changing the QUALITY property value does not produce the desired results.

───

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

INTERLACED

A Boolean value that indicates whether frames in the encoded MPEG file should be interlaced.

- 0 = Non-interlaced (the default)
- 1 = Interlaced

When interlacing is set, the video data is written to the file by writing the odd-numbered scan lines first, followed by the even-numbered scan lines. This format is used to provide smoother screen refreshing on slower display devices. You may need to generate an interlaced file if the intended playback device requires interlaced video data. Most modern MPEG playback devices can handle non-interlaced (progressive scan) video.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

MOTION_VEC_LENGTH

An integer value that specifies the length of the motion vectors to be used to generate predictive frames. The following table describes the valid values:

Value	Description
1	Small motion vectors.
2	Medium motion vectors.
3	Large motion vectors.

Table 32-13: MOTION_VEC_LENGTH Values

0 (the default setting) indicates that IDL should compute the MOTION_VEC_LENGTH value based upon the value you have specified for the QUALITY property. The value of MOTION_VEC_LENGTH returned by IDLgrMPEG::GetProperty is either the value computed by IDL from the QUALITY value or the last non-zero value stored in this property.

Note ───
Only use the MOTION_VEC_LENGTH property if changing the QUALITY value does not produce the desired results.
───

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

QUALITY

An integer value between 0 (low quality) and 100 (high quality), inclusive, that specifies the quality at which the MPEG stream is to be stored. Higher quality values result in lower rates of time compression and less motion prediction which provide higher quality MPEGs but with substantially larger file size. Lower quality factors may result in longer MPEG generation times. The default is 50.

Note ───
Since MPEG uses JPEG (lossy) compression, the original picture quality cannot be reproduced even when setting QUALITY to its highest setting.
───

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SCALE

A two-element floating-point vector, [*xscale*, *yscale*], indicating the scale factors to be stored with the MPEG file as hints for playback. The default is [1.0, 1.0],

indicating that the movie should be played back at the dimensions of the stored image frames.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

STATISTICS

A Boolean value that determines whether to save statistical information about MPEG encoding for the supplied image frames in a file when the IDLgrMPEG::Save method is called. The information will be saved in a file with a name that matches that specified by the FILENAME property, with the extension ".stat".

- 0 = Statistics are not saved (the default).

- 1 = Save statistics.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TEMP_DIRECTORY

A string value that specifies the directory in which to place temporary files while creating the MPEG movie file. The default value is platform specific.

Property Type	String		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

IDLgrMPEG::Cleanup

The IDLgrMPEG::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrMPEG::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrMPEG::GetProperty

The IDLgrMPEG::GetProperty procedure method retrieves the value of a property or group of properties for the MPEG object.

Syntax

Obj->[IDLgrMPEG::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrMPEG Properties" on page 4497 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrMPEG::Init

The IDLgrMPEG::Init function method initializes the MPEG object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Note

MPEG support in IDL requires a special license. For more information, contact your ITT Visual Information Solutions sales representative or technical support.

Syntax

Obj = OBJ_NEW('IDLgrMPEG' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrMPEG::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrMPEG Properties" on page 4497 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrMPEG::Put

The IDLgrMPEG::Put procedure method puts a given image into the MPEG sequence at the specified frame. Note that all images in a given MPEG movie must have matching dimensions. If no dimensions were explicitly specified when the MPEG object was initialized, the dimensions will be set according to the dimensions of the first image.

Syntax

Obj->[IDLgrMPEG::]Put, *Image*[, *Frame*]

Arguments

Image

An instance of an IDLgrImage object or a *m* x *n* or 3 x *m* x *n* array representing the image to be loaded at the given frame.

Frame

An integer specifying the index of the frame at which the image is to be added. Frame indices start at zero. If *Frame* is not supplied, the frame number used will be one more than the last frame that was put. Frame number need not be consecutive; in case of a gap in frame numbers, the frame before the gap is repeated to fill the space.

Keywords

None

Version History

5.1	Introduced

IDLgrMPEG::Save

The IDLgrMPEG::Save procedure method encodes and saves the MPEG sequence to the specified filename.

Note ───

The MPEG standard does not allow movies with odd numbers of pixels to be created.

───

Syntax

Obj->[IDLgrMPEG::]Save [, FILENAME=*string*]

Arguments

None

Keywords

FILENAME

Set this keyword to a string representing the name of the file in which the encoded MPEG sequence is to be stored. The default is idl.mpg.

Version History

5.1	Introduced
Pre 6.1	Deprecated CREATOR_TYPE keyword

For more information on deprecated features, see Appendix I, "Obsolete Features".

IDLgrMPEG::SetProperty

The IDLgrMPEG::SetProperty procedure method sets the value of a property or group of properties for the MPEG object.

Syntax

Obj->[IDLgrMPEG::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrMPEG Properties" on page 4497 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrPalette

A palette object represents a color lookup table that maps indices to red, green, and blue values.

Superclasses

None

Creation

See "IDLgrPalette::Init" on page 4527.

Properties

Objects of this class have the following properties. See "IDLgrPalette Properties" on page 4520 for details on individual properties.

- ALL
- BLUE_VALUES
- BOTTOM_STRETCH
- GAMMA
- GREEN_VALUES
- NAME
- N_COLORS
- RED_VALUES
- TOP_STRETCH
- UVALUE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has this following methods:

- IDLgrPalette::Cleanup
- IDLgrPalette::GetRGB

- IDLgrPalette::GetProperty
- IDLgrPalette::Init
- IDLgrPalette::LoadCT
- IDLgrPalette::NearestColor
- IDLgrPalette::SetRGB
- IDLgrPalette::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Examples

This section contains the following examples:

- — accesses the palette associated with an indexed image and passes the palette data to an IDLgrPalette object
- — loads a pre-defined color table into a palette object and then modifies this color table to highlight image features

Displaying Indexed Images with Object Graphics

An indexed image contains up to 256 colors, typically defined by a color table associated with the image. The value of each pixel relates to a color within the associated color table. Combinations of the primary colors (red, green, and blue) make up the colors within the color table. Most indexed images are stored as byte and therefore do not require scaling prior to display.

The following example imports an indexed image from the `avhrr.png` image file. This indexed image is a satellite photograph of the world. Complete the following steps for a detailed description of the process.

Example Code

See `displayindexedimage_object.pro` in the `examples/doc/objects` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `displayindexedimage` at the IDL command prompt or view the file in an IDL Editor window by entering `displayindexedimage.pro`.

1. Determine the path to the `avhrr.png` file:

```
file = FILEPATH('avhrr.png', $
   SUBDIRECTORY = ['examples', 'data'])
```

2. Use QUERY_IMAGE to query the file to determine image parameters:

    ```
    queryStatus = QUERY_IMAGE(file, imageInfo)
    ```

3. Output the results of the file query:

    ```
    PRINT, 'Query Status = ', queryStatus
    HELP, imageInfo, /STRUCTURE
    ```

    The following text appears in the Output Log:

    ```
    Query Status =            1
    ** Structure <141d0b0>, 7 tags, length=36, refs=1:
       CHANNELS      LONG      1
       DIMENSIONS    LONG      Array[2]
       HAS_PALETTE   INT       1
       IMAGE_INDEX   LONG      0
       NUM_IMAGES    LONG      1
       PIXEL_TYPE    INT       1
       TYPE          STRING    'PNG'
    ```

4. Set the image size parameter from the query information:

    ```
    imageSize = imageInfo.dimensions
    ```

    The HAS_PALETTE tag has a value of 1. Thus, the image has a palette (color table), which is also contained within the file. The color table is made up of its three primary components (the red component, the green component, and the blue component).

5. Use READ_IMAGE to import the image and its associated color table from the file:

    ```
    image = READ_IMAGE(file, red, green, blue)
    ```

6. Initialize the display objects:

    ```
    oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
       DIMENSIONS = imageSize, TITLE = 'An Indexed Image')
    oView = OBJ_NEW('IDLgrView', $
       VIEWPLANE_RECT = [0., 0., imageSize])
    oModel = OBJ_NEW('IDLgrModel')
    ```

7. Initialize the image's palette object:

    ```
    oPalette = OBJ_NEW('IDLgrPalette', red, green, blue)
    ```

8. Initialize the image object with the resulting palette object:

    ```
    oImage = OBJ_NEW('IDLgrImage', image, $
       PALETTE = oPalette)
    ```

9. Add the image object to the model, which is added to the view, then display the view in the window:

```
oModel -> Add, oImage
oView -> Add, oModel
oWindow -> Draw, oView
```

10. Use the colorbar object to display the associated color table in another window:

```
oCbWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = [256, 48], $
   TITLE = 'Original Color Table')
oCbView = OBJ_NEW('IDLgrView', $
   VIEWPLANE_RECT = [0., 0., 256., 48.])
oCbModel = OBJ_NEW('IDLgrModel')
oColorbar = OBJ_NEW('IDLgrColorbar', PALETTE = oPalette, $
   DIMENSIONS = [256, 16], SHOW_AXIS = 1)
oCbModel -> Add, oColorbar
oCbView -> Add, oCbModel
oCbWindow -> Draw, oCbView
```

The following figure shows the resulting indexed image and its color table.
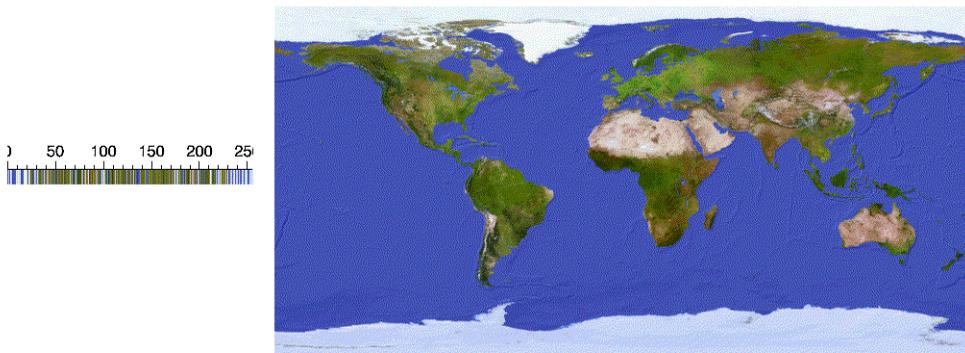
Figure 32-4: Indexed Image and Associated Color Table in Object Graphics

The data values within the image are indexed to specific colors within the table. You can change the color table associated with this image to show how an indexed image is dependent upon its related color tables.

11. Change the palette (color table) to the EOS B pre-defined color table:

```
oPalette -> LoadCT, 27
```

12. Redisplay the image in another window to show the palette change:

```
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = imageSize, TITLE = 'An Indexed Image')
oWindow -> Draw, oView
```

13. Redisplay the colorbar in another window to show the palette change:

```
oCbWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = [256, 48], $
   TITLE = 'EOS B Color Table')
oCbWindow -> Draw, oCbView
```

The following figure shows the indexed image with the EOS B color table.
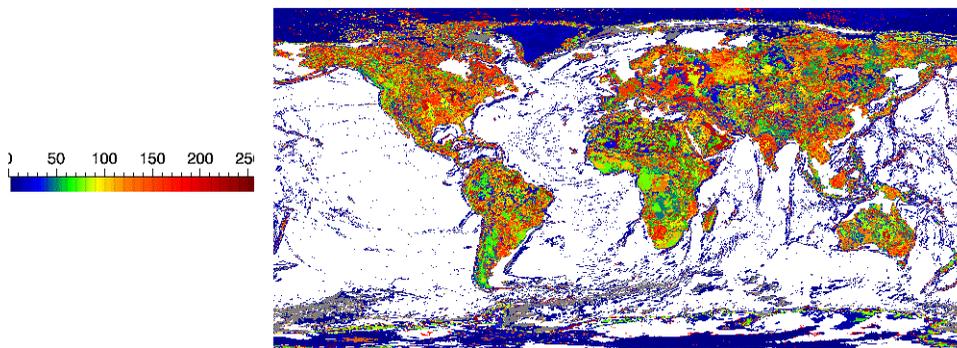
Figure 32-5: Indexed Image and EOS B Color Table in Object Graphics

14. Clean up the object references. When working with objects always remember to clean up any object references with the OBJ_DESTROY routine. Since the view contains all the other objects, except for the window (which is destroyed by the user), you only need to use OBJ_DESTROY on the view object.

```
OBJ_DESTROY, [oView, oCbVeiw, oPalette]
```

Highlighting Features with Color in Object Graphics

This example shows how to create a color table to highlight image features using Object Graphics. Complete the following steps for a detailed description of the process.

Example Code

See `highlightfeatures_object.pro` in the `examples/doc/objects` subdirectory of the IDL installation directory for code that duplicates this example. Run the example procedure by entering `highlightfeatures_object` at the IDL command prompt or view the file in an IDL Editor window by entering `highlightfeatures_object.pro`.

1. Determine the path to the `mineral.png` file:

```
mineralFile = FILEPATH('mineral.png', $
    SUBDIRECTORY = ['examples', 'data'])
```

2. Import the image and its associated color table into IDL:

```
mineralImage = READ_PNG(mineralFile, red, green, blue)
```

3. Determine the size of the imported image:

```
mineralSize = SIZE(mineralImage, /DIMENSIONS)
```

4. Initialize objects necessary for a graphics display:

```
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
    DIMENSIONS = [mineralSize[0], mineralSize[1]], $
    TITLE = 'mineral.png')
oView = OBJ_NEW('IDLgrView', VIEWPLANE_RECT = [0., 0., $
    mineralSize[0], mineralSize[1]])
oModel = OBJ_NEW('IDLgrModel')
```

5. Initialize a palette object containing the image's associated color table and apply the palette to the image objects:

```
oPalette = OBJ_NEW('IDLgrPalette', red, green, blue)
oImage = OBJ_NEW('IDLgrImage', mineralImage, $
    PALETTE = oPalette)
```

The objects are then added to the view, which is displayed in the window.

6. Add the image to the model, then add the model to the view:

```
oModel -> Add, oImage
oView -> Add, oModel
```

Draw the view in the window:

```
oWindow -> Draw, oView
```

This scanning electron microscope image shows mineral deposits in a sample of polished granite and gneiss. The associated color table is a reverse grayscale.

The following figure shows that the associated color table highlights the gneiss very well, but the other features are not very clear. The other features can be defined with IDL's pre-defined color table, RAINBOW.
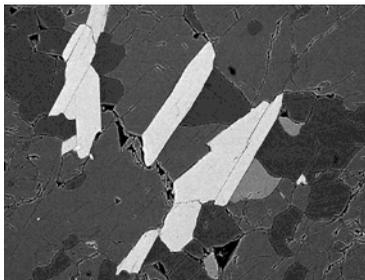
Figure 32-6: Mineral Image and Default Color Table (Object Graphics)

The palette can easily be modified to show the RAINBOW pre-defined color table in another instance of the window object.

7. Update palette with RAINBOW color table and then display the image with this color table in another instance window of the window object:

```
oPalette -> LoadCT, 13
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = [mineralSize[0], mineralSize[1]], $
   TITLE = 'RAINBOW Color')
oWindow -> Draw, oView
```

The following figure shows that the yellow, cyan, and red sections are now apparent, but the cracks are no longer visible. Details within the yellow areas

and the green background are also difficult to distinguish. These features can be highlighted by designing your own color table.
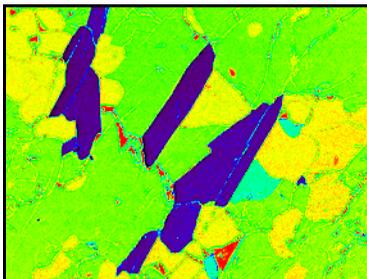
Figure 32-7: Mineral Image and RAINBOW Color Table (Object Graphics)

The features within the image are at specific ranges in between 0 and 255. Instead of a progressive color table, specific colors can be defined to be constant over these ranges. Any contrasting colors can be used, but the easiest to derive are the additive and subtractive primary colors used in the previous section.

8. Define colors for a new color table:

```
colorLevel = [[0, 0, 0], $ ; black
    [255, 0, 0], $ ; red
    [255, 255, 0], $ ; yellow
    [0, 255, 0], $ ; green
    [0, 255, 255], $ ; cyan
    [0, 0, 255], $ ; blue
    [255, 0, 255], $ ; magenta
    [255, 255, 255]] ; white
```

9. Create a new color table that contains eight levels, including the highest end boundary by first deriving levels for each color in the new color table:

```
numberOfLevels = CEIL(!D.TABLE_SIZE/8.)
level = INDGEN(!D.TABLE_SIZE)/numberOfLevels
```

10. Place each color level into its appropriate range.

```
newRed = colorLevel[0, level]
newGreen = colorLevel[1, level]
newBlue = colorLevel[2, level]
```

11. Include the last color in the last level:

```
newRed[!D.TABLE_SIZE - 1] = 255
```

```
newGreen[!D.TABLE_SIZE - 1] = 255
newBlue[!D.TABLE_SIZE - 1] = 255
```

12. Apply the new color table to the palette object:

```
oPalette -> SetProperty, RED_VALUES = newRed, $
    GREEN_VALUES = newGreen, BLUE_VALUES = newBlue
```

13. Display the image with this color table in another window:

```
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
    DIMENSIONS = [mineralSize[0], mineralSize[1]], $
    TITLE = 'Cube Corner Colors')
oWindow -> Draw, oView
```

The following figure shows that each image feature is readily distinguishable.
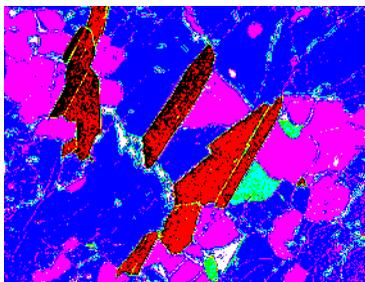
Figure 32-8: Mineral Image and Derived Color Table (Object Graphics)

14. Clean up object references. When working with objects always remember to clean up any object references with the OBJ_DESTROY routine. Since the view contains all the other objects, except for the window (which is destroyed by the user), you only need to use OBJ_DESTROY on the view and the palette object:

```
OBJ_DESTROY, [oView, oPalette]
```

Version History

5.0	Introduced
6.2	Added UVALE and NAME properties

IDLgrPalette Properties

IDLgrPalette objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrPalette::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrPalette::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrPalette::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- BLUE_VALUES
- BOTTOM_STRETCH
- GAMMA
- GREEN_VALUES
- NAME
- N_COLORS
- RED_VALUES
- TOP_STRETCH
- UVALUE

ALL

An anonymous structure that contains the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note

The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

BLUE_VALUES

A byte vector containing the blue values for the color palette. Setting this value is the same as specifying the *aBlue* argument to the IDLgrPalette::Init method.

Property Type	Byte vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

BOTTOM_STRETCH

An integer value in the range of $0 \leq Value \leq 100$ to indicate what percentage of the palette entries at the bottom of the palette should be filled with the value of the first palette entry. The entire range of red, green, and blue values will be compressed to fit within the range of palette entries beginning at this entry and ending at the entry specified by the value of the TOP_STRETCH property. The default is 0 (zero).

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GAMMA

A floating-point value that indicates the gamma value to be applied to the color palette. This value should be in the range of $0.1 \leq Gamma \leq 10.0$. The default is 1.0.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GREEN_VALUES

A byte vector containing the green values for the color palette. Setting this value is the same as specifying the *aGreen* argument to the IDLgrPalette::Init method.

Property Type	Byte-vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

NAME

A string giving the human-readable name of this object.

Property Type	STRING		
Name String	Name		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_COLORS

An integer value that determines the number of elements in the color palette.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

RED_VALUES

A byte vector containing the red values for the color palette. Setting this value is the same as specifying the *aRed* argument to the IDLgrPalette::Init method.

Property Type	Byte vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TOP_STRETCH

A floating-point value in the range of $0 \le$ *Value* ≤ 100 to indicate what percentage of the palette entries at the top of the palette should be filled with the value of the last palette entry. The entire range of red, green, and blue values will be compressed to fit within the range of palette entries beginning at the entry specified by the value of the BOTTOM_STRETCH property and ending at this entry. The default is 0 (zero).

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

UVALUE

A value of any type containing any information you wish.

Note ————————————————————————————————————

Object references or pointers contained in the UVALUE property are *not* automatically cleaned up when the IDLgrPalette object is destroyed.

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

IDLgrPalette::Cleanup

The IDLgrPalette::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPalette::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPalette::GetRGB

The IDLgrPalette::GetRGB function method returns the RGB values contained in the palette at the given index. The returned value is a three-element vector of the form [red, green, blue].

Syntax

Result = Obj->[IDLgrPalette::]GetRGB(*Index*)

Return Value

Returns the RGB values contained in the palette at the given index.

Arguments

Index

The index whose RGB values are desired. This value should be in the range of $0 \le Index <$ N_COLORS, where N_COLORS is the number of elements in the color palette, as returned by the N_COLORS keyword to the IDLgrPalette:GetProperty method.

Keywords

None

Version History

5.0	Introduced

IDLgrPalette::GetProperty

The IDLgrPalette::GetProperty procedure method retrieves the value of a property or group of properties for the palette.

Syntax

Obj->[IDLgrPalette::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrPalette Properties" on page 4520 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrPalette::Init

The IDLgrPalette::Init function method initializes a palette object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrPalette', *aRed*, *aGreen*, *aBlue* [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPalette::]Init([*aRed*, *aGreen*, *aBlue*] [, *PROPERTY=value*])
    (In a lifecycle method only.)

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note

The values specified by the *aRed*, *aGreen*, and *aBlue* arguments are used to initialize the value of the RED_VALUES, GREEN_VALUES, and BLUE_VALUES, properties of the IDLgrPalette object.

aRed

A vector containing the red values for the color palette. These values should be within the range of $0 \leq Value \leq 255$. The number of elements comprising the *aRed* vector must not exceed 256.

aGreen

A vector containing the green values for the color palette. These values should be within the range of $0 \leq \text{Value} \leq 255$. The number of elements comprising the *aGreen* vector must not exceed 256.

aBlue

A vector containing the blue values for the color palette. These values should be within the range of $0 \leq \text{Value} \leq 255$. The number of elements comprising the *aBlue* vector must not exceed 256.

Keywords

Any property listed under "IDLgrPalette Properties" on page 4520 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrPalette::LoadCT

The IDLgrPalette::LoadCT procedure method loads one of the IDL predefined color tables into an IDLgrPalette object.

Syntax

Obj->[IDLgrPalette::]LoadCT, *TableNum* [, FILE=*colortable filename*]

Arguments

TableNum

The number of the pre-defined IDL color table to load, from 0 to 40.

Keywords

FILE

Set this keyword to the name of a colortable file to be used instead of the file `colors1.tbl` in the IDL distribution. The MODIFYCT procedure can be used to create and modify colortable files.

Version History

5.0	Introduced

IDLgrPalette::NearestColor

The IDLgrPalette::NearestColor function method returns the index of the color in the palette that best matches the given RGB values.

Syntax

Result = Obj->[IDLgrPalette::]NearestColor(*Red*, *Green*, *Blue*)

Return Value

Returns the index of the color in the palette that best matches the given RGB values.

Arguments

Red

The red value of the color that should be matched. This value should be within the range of $0 \leq \text{Value} \leq 255$.

Green

The green value of the color that should be matched. This value should be within the range of $0 \leq \text{Value} \leq 255$.

Blue

The blue value of the color that should be matched. This value should be within the range of $0 \leq \text{Value} \leq 255$.

Keywords

None

Version History

5.0	Introduced

IDLgrPalette::SetRGB

The IDLgrPalette::SetRGB procedure method sets the color values at a specified index in the palette to the specified Red, Green and Blue values.

Syntax

Obj->[IDLgrPalette::]SetRGB, *Index*, *Red*, *Green*, *Blue*

Arguments

Index

The index within the Palette object to be set. This value should be in the range of 0 ≤ *Value* < N_COLORS.

Red

The red value to set in the color palette.

Green

The green value to set in the color palette.

Blue

The blue value to set in the color palette.

Keywords

None

Version History

5.0	Introduced

IDLgrPalette::SetProperty

The IDLgrPalette::SetProperty procedure method sets the value of a property or group of properties for the palette.

Syntax

Obj->[IDLgrPalette::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPalette Properties" on page 4520 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPattern

A pattern object describes which pixels are filled and which are left blank when an area is filled. Pattern objects are used by setting the FILL_PATTERN property of a polygon object equal to the object reference of the pattern object.

Superclasses

None

Creation

See "IDLgrPattern::Init" on page 4541.

Properties

Objects of this class have the following properties. See "IDLgrPattern Properties" on page 4535 for details on individual properties.

- ALL
- NAME
- ORIENTATION
- PATTERN
- SPACING
- STYLE
- THICK
- UVALUE

Methods

This class has this following methods:

- IDLgrPattern::Cleanup
- IDLgrPattern::GetProperty
- IDLgrPattern::Init
- IDLgrPattern::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
6.2	Added UVALUE and NAME properties

IDLgrPattern Properties

IDLgrPattern objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrPattern::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrPattern::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrPattern::SetProperty.

Note ———————————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

——

Objects of this class have the following properties.

- ALL
- NAME
- ORIENTATION
- PATTERN
- SPACING
- STYLE
- THICK
- UVALUE

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ———————————————————————————————————————

The fields of this structure may change in subsequent releases of IDL.

——

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

NAME

A string giving the human-readable name of this object.

Property Type	STRING		
Name String	Name		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ORIENTATION

An integer representing the angle (measured in degrees counterclockwise from the horizontal) of the lines used in a Line Fill. This property is ignored unless the *Style* argument (or STYLE property) is set to one.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PATTERN

A 32 x 32 bit array (bitmap) describing the pattern that will be tiled over a polygon when a pattern fill is used. The bitmap must be configured as a 4 x 32 "bitmap byte array" as created by the CVTTOBM function. Each bit that is a 1 is drawn, each bit that is 0 is not drawn. Each bit in this array represents a 1 point by 1 point square area of pixels on the destination device. This property is ignored unless the *Style* argument (or STYLE property) is set to 2.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SPACING

A floating-point value representing the distance (measured in points) between the lines used for a Line Fill. This property is ignored unless the *Style* argument (or STYLE property) is set to 1. The default is 2.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

STYLE

An integer value that specifies the type of pattern, as follows:

- 0 = Solid (default)
- 1 = Line Fill
- 2 = Pattern

Specifying this property is the same as specifying the optional *Style* argument to the IDLgrPattern::Init method.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0 that specifies the line thickness to be used to draw the pattern lines for a Line Fill, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points. This property is ignored unless the *Style* argument or STYLE property is set to 1.

Property Type	Floating-point		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

UVALUE

A value of any type containing any information you wish.

Note ——

Object references or pointers contained in the UVALUE property are *not* automatically cleaned up when the IDLgrPattern object is destroyed.

——

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrPattern::Cleanup

The IDLgrPattern::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPattern::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPattern::GetProperty

The IDLgrPattern::GetProperty procedure method retrieves the value of a property or group of properties for the pattern.

Syntax

Obj->[IDLgrPattern::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrPattern Properties" on page 4535 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.0	Introduced

IDLgrPattern::Init

The IDLgrPattern::Init function method initializes the pattern object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLgrPattern' [, *Style*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPattern::]Init([*Style*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Style

A integer value representing the type of pattern. Valid values are:

- 0 = Solid color (default)
- 1 = Line Fill
- 2 = Pattern

Note ───

The value specified by the *Style* argument is used to initialize the value of the STYLE property of the IDLgrPattern object.

───

Keywords

Any property listed under "IDLgrPattern Properties" on page 4535 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPattern::SetProperty

The IDLgrPattern::SetProperty procedure method sets the value of a property or group of properties for the pattern.

Syntax

Obj->[IDLgrPattern::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPattern Properties" on page 4535 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPlot

A plot object creates a set of polylines connecting data points in two-dimensional space.

An IDLgrPlot object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Note
See IDLgrAxis for information on configuring plot axes.

Superclasses

IDLitComponent

Creation

See "IDLgrPlot::Init" on page 4569.

Properties

Objects of this class have the following properties. See "IDLgrPlot Properties" on page 4546 for details on individual properties.

- ALL
- CLIP_PLANES
- DATA
- DATAY
- DEPTH_TEST_FUNCTION
- DOUBLE
- HISTOGRAM
- MAX_VALUE
- NSUM
- PARENT
- REGISTER_PROPERTIES

- ALPHA_CHANNEL
- COLOR
- DATAX
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- HIDE
- LINESTYLE
- MIN_VALUE
- PALETTE
- POLAR
- RESET_DATA

- SHADER
- SYMBOL
- USE_ZVALUE
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV
- ZVALUE

- SHARE_DATA
- THICK
- VERT_COLORS
- XRANGE
- YRANGE
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrPlot::Cleanup
- IDLgrPlot::GetCTM
- IDLgrPlot::GetProperty
- IDLgrPlot::GetVertexAttributeData
- IDLgrPlot::Init
- IDLgrPlot::SetProperty
- IDLgrPlot::SetVertexAttributeData

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.1	Added ALPHA_CHANNEL property
6.4	Added SHADER property
	Added GetVertexAttributeData, SetVertexAttributeData methods

IDLgrPlot Properties

IDLgrPlot objects have the following properties in addition to properties inherited
from any superclasses. Properties with the word "Yes" in the "Get" column of the
property table can be retrieved via IDLgrPlot::GetProperty. Properties with the word
"Yes" in the "Init" column of the property table can be set via IDLgrPlot::Init.
Properties with the word "Yes" in the "Set" column in the property table can be set
via IDLgrPlot::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object
Property Descriptions" on page 3135.

Objects of this class have the following properties. See "IDLgrPlot Properties" on
page 4546 for details on individual properties.

- ALL
- ALPHA_CHANNEL
- CLIP_PLANES
- COLOR
- DATA
- DATAX
- DATAY
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- DOUBLE
- HIDE
- HISTOGRAM
- LINESTYLE
- MAX_VALUE
- MIN_VALUE
- NSUM
- PALETTE
- PARENT
- POLAR
- REGISTER_PROPERTIES
- RESET_DATA
- SHADER
- SHARE_DATA
- SYMBOL
- THICK
- USE_ZVALUE
- VERT_COLORS
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE

- ZCOORD_CONV
- ZVALUE
- ZRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note —————————————————————————————————————

The fields of this structure may change in subsequent releases of IDL.

——

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the plot. The default value of 1.0 causes IDL to draw the plot completely opaque. If the value of this property is less than 1.0, then the pixels of the plot are blended with the pixels already on the screen, where the color of the plot is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha. Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results.

This property has no effect on devices using indexed color mode. If 3-channel (RGB) VERT_COLORS are supplied, then the value of this property is used for the alpha at each vertex when drawing the plot line. If 4-channel (RGBA) VERT_COLORS are supplied, then the alpha from each vertex color is used for the alpha at each vertex when drawing the plot line.

When a plot is drawn with symbols, the symbol's color and alpha values are always used to draw the symbols unless VERT_COLORS are supplied. If the VERT_COLORS are RGB, then the alpha value of the symbol is used to draw the

symbol. If the VERT_COLORS are RGBA, then the alpha from the vertex color is used to draw the symbol.

Note ———————————————————————————————————————
For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

———

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ———————————————————————————————————————
The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note ———————————————————————————————————————
Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

Note ———————————————————————————————————————
To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES keyword of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

———

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color to be used as the foreground color for this plot. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0, 0, 0].

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DATA

The plot data of any type in a 3 x *n* array, [*DataX*, *DataY*, *DataZ*].

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

DATAX

A vector of any type that specifies the X values to be plotted.

Specifying this property is the same as specifying the optional *X* argument to the IDLgrPlot::Init method

Property Type	Vector of any type		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

DATAY

A vector of any type that specifies the Y values to be plotted.

Specifying this property is the same as specifying the optional *X* argument to the
IDLgrPlot::Init method.

Property Type	Vector of any type		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test

passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.
- 1 = NEVER - never passes.
- 2 = LESS - passes if the object's depth is less than the depth buffer's value.
- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.
- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.
- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.
- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.
- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.
- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.
- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.
- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note ───

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

───

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOUBLE

A Boolean value that indicates whether data provided by any of the input arguments will be stored in this object as using double-precision floating-point format.

- Set this property equal to 1 to convert input data to double-precision floating-point format.

- Set this property equal to 0 to convert input data to single-precision floating-point format.

- If you do not specify a value for this property, no data type conversion will be performed, and the data will be stored with its original precision.

Setting this property may be desirable if the data consists of large integers that cannot be accurately represented in single-precision floating-point arithmetic. This property is also automatically set to 1 if any of the input arguments are stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value or enumerated list item that indicates whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HISTOGRAM

A Boolean value that determines whether to use only horizontal and vertical lines to connect the plotted points.

- 0 = The points are connected using a single straight line (the default).

- 1 = Use only horizontal and vertical lines to connect the plotted points.

Property Type	Boolean		
Name String	Histogram plot		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LINESTYLE

An integer value that indicates the line style to be used to draw the plot lines. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted

2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \leq repeat \leq 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

In a property sheet, this property appears as follows:

Property Type	Linestyle		
Name String	Line style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MAX_VALUE

A double-precision floating-point value that determines the maximum value to be plotted. When this property is set, data values greater than the value of MAX_VALUE are treated as missing data and are not plotted. Note that the IEEE

floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Maximum value		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MIN_VALUE

A double-precision floating-point value that determines the minimum value to be plotted. If this property is present, data values less than the value of MIN_VALUE are treated as missing data and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Minimum value		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

NSUM

An integer value representing the number of data points to average when plotting. If NSUM is larger than 1, every group of NSUM points is averaged to produce one plotted point. If there are M data points, then M/NSUM points are plotted.

Property Type	Integer		
Name String	Points to average		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class). This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note ───
Objects specified via this property are not automatically cleaned up when the
IDLgrPlot object is destroyed.
───

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

POLAR

A Boolean value that determines whether to create a polar plot. The *X* and *Y*
arguments must both be present. The *X* argument represents the radius, and the *Y*
argument represents the angle expressed in radians.

Property Type	Boolean		
Name String	Polar plot		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this
object. If this property is set, all properties marked in this properties section as

"Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

RESET_DATA

A Boolean value that determines whether to treat the data provided via one of the DATA[XY] properties as a new data set unique to this object, rather than overwriting data that is shared by other objects. There is no reason to use this property if the object on which the property is being set does not currently share data with another object (that is, if the SHARE_DATA property is not in use). This property has no effect if no new data is provided via a DATA property.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: Yes	Init: Yes	Registered: No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the plot is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional plot objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

SHARE_DATA

An object reference to an object with which data is to be shared by this plot. A plot may only share data with another plot. The SHARE_DATA property is intended for

use when data values are not set via an argument to the object's Init method or by
setting the object's DATA property.

Note ───

Objects specified via this property are not automatically cleaned up when the
IDLgrPlot object is destroyed.

───

Property Type	Object reference		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SYMBOL

An object reference vector containing instances of the IDLgrSymbol object class.
Each symbol in the vector will be drawn at the corresponding plotted point. If there
are more points than elements in SYMBOL, the elements of the SYMBOL vector are
cyclically repeated. By default, no symbols are drawn. To remove symbols from a
plot, set the SYMBOL property equal to a null object reference.

Note ───

Objects specified via this property are not automatically cleaned up when the
IDLgrPlot object is destroyed.

───

Property Type	Object reference vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, specifying the line thickness to be used
to draw the plotted lines, in points. Out-of-range values are quietly clamped to the
allowed range. The default is 1.0 points.

In a property sheet, this property appears as follows:

Property Type	Thickness		
Name String	Thickness		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

USE_ZVALUE

A Boolean value that determines whether to use the current ZVALUE. The plot is considered three-dimensional if this property is set.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

VERT_COLORS

A vector of colors to be used to specify the color of the plot segment between each vertex. The vector may be of the form [n] where each entry is a color index, or of the form [3,n] where each 3-element row is an RGB color, or of the form [4,n] where each 4-element row is an RGBA color. To remove vertex colors after they have been set, set VERT_COLORS to a scalar.

If VERT_COLORS is not specified, the entire plot is drawn in the single color provided by the COLOR property, which is the default action.

If there are more vertices than elements in VERT_COLORS, the elements of VERT_COLORS are cyclically repeated.

When VERT_COLORS is used with symbols, the vertex colors and vertex alpha override any colors and alpha specified by the symbol object or any colors and alpha specified by graphic atoms contained in a user-defined symbol.

Property Type	USERDEF		
Name String	Vertex colors		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized X = s_0 + s_1 * Data X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] specifying the range of *x* data coordinates covered by the graphic object. The plot line is *clipped* to the XRANGE values specified, but data points that lie outside the specified range are not removed. (Set the MAX_VALUE and MIN_VALUE properties if data outside the range should be removed.) If this property is not specified, the minimum and maximum data values are used. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Y = s_0 + s_1$ * Data$Y$

Recommended values are:

[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] specifying the range of *y* data values covered by the graphic object. The plot line is *clipped* to the YRANGE values specified, but data points that lie outside the specified range are not removed. (Set the MAX_VALUE and MIN_VALUE properties if data outside the range should be removed.) If this property is not specified, the minimum and maximum data values are used. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Z = s_0 + s_1$ * Data$Z$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element floating-point vector of the form [*zmin, zmax*] specifying the range of *z* data values covered by the graphic object. The plot line is *clipped* to the ZRANGE values specified, but data points that lie outside the specified range are not removed. (Set the MAX_VALUE and MIN_VALUE properties if data outside the range should be removed.) IDL maintains and returns this property in double-precision floating-point.

Note ───
The XRANGE and YRANGE properties can also be retrieved via the GetProperty method; ZRANGE, however, can only be retrieved, not initialized (Init method) or set (SetProperty method).
───

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZVALUE

A floating-point value to be used as the Z coordinate for the entire plot. By default, 0.0 is used as the Z coordinate.

Note ───
The USE_ZVALUE property needs to be set in order for ZVALUE to take effect.
───

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrPlot::Cleanup

The IDLgrPlot::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPlot::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPlot::GetCTM

The IDLgrPlot::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrPlot::]GetCTM([, DESTINATION=*objref*] [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the plot object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrPlot::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ─────────────

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
─────────────────────────────────

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrPlot::GetProperty

The IDLgrPlot::GetProperty procedure method retrieves the value of the property or group of properties for the plot.

Syntax

Obj->[IDLgrPlot::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrPlot Properties" on page 4546 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrPlot::GetVertexAttributeData

The IDLgrPlot::GetVertexAttributeData procedure method retrieves the data associated with a named attribute variable containing per-vertex attribute data. See "Attribute Variables" (Chapter 14, *Object Programming*) for more information. This method is useful when a shader program defined by an IDLgrShader object modifies the vertices of an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrPlot::]GetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable to retrieve.

Note

If the *Name* argument specifies an attribute variable that was never defined and stored in the plot object using SetVertexAttributeData, then the variable specified in the *Value* parameter will be set to an undefined variable.

Value

Specifies a variable that contains the current value of the vertex data attribute variable. The variable is stored in this parameter in exactly the same format as that used when it was defined using IDLgrPlot::SetVertexAttributeData.

Keywords

None

Examples

See "Vertex Shaders" (Chapter 14, *Object Programming*).

Version History

6.4	Introduced

See Also

IDLgrPlot::SetVertexAttributeData

IDLgrPlot::Init

The IDLgrPlot::Init function method initializes the plot object.

Note
Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrPlot' [, [*X*,] *Y*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPlot::]Init([[*X*,] *Y*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note
The values specified by the *X* and *Y* arguments are used to initialize the values of the DATAX and DATAY properties of the IDLgrPlot object.

X

A vector representing the abscissa values to be plotted. If *X* is provided, *Y* is plotted as a function of *X*. The value for this argument is double-precision floating-point if the DOUBLE keyword is set or the input value is of type DOUBLE. Otherwise it is converted to single-precision floating-point.

Y

The ordinate data to be plotted. The value for this argument is double-precision floating-point if the DOUBLE keyword is set or the input value is of type DOUBLE. Otherwise it is converted to single-precision floating-point.

Keywords

Any property listed under "IDLgrPlot Properties" on page 4546 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrPlot::SetProperty

The IDLgrPlot::SetProperty procedure method sets the value of the property or group of properties for the plot.

Syntax

Obj->[IDLgrPlot::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPlot Properties" on page 4546 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPlot::SetVertexAttributeData

The IDLgrPlot::SetVertexAttributeData procedure method passes a set of per-vertex attribute data to a vertex shader program. When an IDLgrShader object is associated with the plot via the SHADER property, this attribute data is made available, a vertex's worth at a time, to the vertex shader program as it processes each vertex in the plot. If there are more vertices in the plot than there are vertex attributes, the list of vertex attributes is reused until all the vertices are drawn. See "Attribute Variables" (Chapter 14, *Object Programming*) for a general introduction to attribute variables. Also see the chapter, "Advanced Rendering Using Shader Objects" (*Object Programming*) for additional shader program information and examples.

IDL stores the *Name* and *Value* of the vertex attribute data variable with this plot object the first time this method is called. When SetVertexAttributeData is called again using the same *Name* argument, the vertex attribute data variable is updated with the current contents of *Value*. Once a vertex attribute data variable is associated with this object, there is no way to remove the reference. The shader program ignores any vertex attribute data variable defined for this object but not declared in the shader program.

The attribute data may consist of 1 to 4 elements per vertex. The data is passed to the vertex shader program via a shader program variable with the attribute qualifier. The attribute variable may be of GLSL type float, vec2, vec3, vec4, mat2, mat3, or mat4. Internally, the mat2 type is treated as two vec2 attribute variables, mat3 as three vec3 attribute variables, and mat4 as four vec4 attribute variables.

If the attribute variable is larger than the data passed to it, the shader program pads the missing elements as follows. A missing second or third element is set to 0.0. A missing fourth element is set to 1.0.

For example, the IDL application has a set of vertex attribute data where there is an x-offset and a y-offset for each vertex. The vertex program defines an attribute variable using a vec4 type so that it can be used in 4x4 general transformations. The IDL program stores the x- and y-offset information in a [2, *n*] array and sets the value of the attribute variable to this array. As the shader program runs, for each vertex it assigns the two values from the corresponding row of the IDL array to the first two elements in the vec4 attribute variable. It also sets the third value to 0.0 and the fourth value to 1.0, thus expanding the 2-element data to a general 3-D point in homogenous coordinate space, suited for 4x4 general transforms.

Note

A minimum of 16 vertex attribute data variables can be passed to the shader vertex program (use IDLgrWindow::GetDeviceInfo to determine the exact number). IDL

uses one vertex attribute variable, leaving the remainder for user programs. For maximum shader program portability, define 15 or fewer attribute variables.

Syntax

Obj->[IDLgrPlot::]SetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable.

Value

Specifies an IDL array of any numeric type. The array must be of the form [*n*], [*a*,*n*], or [*a*,*a*,*n*] where *a* is 1,2,3, or 4 and *n* is the number of vertex attribute elements. IDL will halt with an error if you assign IDL strings, structures, pointers, object references, and undefined variables to *Value*. IDL converts all numeric types to 32-bit float when submitting the data to the shader program.

Keywords

None

Examples

Suppose there is large set of point sample data, along with a set of initial velocity vectors for each point. You want to display an animation of these points as each point moves along its own velocity vector as a function of time. Without a shader program, you would normally have to recalculate the position of each point and replace all the vertices in an IDLgrPolygon (STYLE=0) object with the recomputed values for each animation frame, which would be inefficient with a large number of points.

However, with a vertex shader program and vertex attribute data, you can move the points around using the graphics card's GPU instead of recalculating and moving a lot of data around on the system CPU.

The interesting parts of the IDL code are:

```
; Define the original vertices at time=0.
oPolygon->SetProperty, DATA=vertices
```

```
; Set [3,n] array.
oPolygon->SetVertexAttributeData, 'velocity', velocities
FOR t=0.0, 100.0, 0.01 DO BEGIN  ;; time samples
   oShader->SetUniformVariable, 'time', t
   oWindow->Draw
ENDFOR
```

And the interesting parts of the vertex shader program are:

```
attribute vec3 velocity;
uniform float time;
void main () {
   vec4 vert;
   vert = gl_Vertex + vec4(velocity * time, 0.0);
   gl_Position = gl_ModelViewProjectMatrix * vert;
}
```

See "Vertex Shaders" (Chapter 14, *Object Programming*) for more information and examples.

Version History

6.4	Introduced

See Also

IDLgrPlot::GetVertexAttributeData

IDLgrPolygon

A polygon object represents one or more polygons that share a given set of vertices and rendering attributes. All polygons must be convex—that is, a line connecting any pair of vertices on the polygon cannot fall outside the polygon. Concave polygons can be converted to a set of convex polygons using the IDLgrTessellator object.

An IDLgrPolygon object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrPolygon::Init" on page 4610.

Properties

Objects of this class have the following properties. See "IDLgrPolygon Properties" on page 4578 for details on individual properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- DOUBLE
- FILL_PATTERN
- HIDE
- NORMALS
- PARENT
- REGISTER_PROPERTIES

- ALPHA_CHANNEL
- BOTTOM
- COLOR
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION
- DIFFUSE
- EMISSION
- HIDDEN_LINES
- LINESTYLE
- PALETTE
- POLYGONS
- REJECT

- RESET_DATA
- SHADER
- SHARE_DATA
- SPECULAR
- TEXTURE_COORD
- TEXTURE_MAP
- VERT_COLORS
- XRANGE
- YRANGE
- ZERO_OPACITY_SKIP

- SHADE_RANGE
- SHADING
- SHININESS
- STYLE
- TEXTURE_INTERP
- THICK
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrPolygon::Cleanup
- IDLgrPolygon::GetCTM
- IDLgrPolygon::GetMultiTextureCoord
- IDLgrPolygon::GetProperty
- IDLgrPolygon::GetVertexAttributeData
- IDLgrPolygon::Init
- IDLgrPolygon::SetMultiTextureCoord
- IDLgrPolygon::SetProperty
- IDLgrPolygon::SetVertexAttributeData

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.1	Added ALPHA_CHANNEL, AMBIENT, DIFFUSE, EMISSION, SHININESS, and SPECULAR properties
6.4	Added the SHADER property
	Added GetVertexAttributeData, SetVertexAttributeData, GetMultiTextureCoord, and SetMultiTextureCoord methods

IDLgrPolygon Properties

IDLgrPolygon objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrPolygon::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrPolygon::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrPolygon::SetProperty.

Note ───
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
───

Objects of this class have the following properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- DOUBLE
- FILL_PATTERN
- HIDE
- NORMALS
- PARENT
- REGISTER_PROPERTIES
- RESET_DATA
- SHADER
- SHARE_DATA
- SPECULAR
- TEXTURE_COORD
- TEXTURE_MAP

- ALPHA_CHANNEL
- BOTTOM
- COLOR
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION
- DIFFUSE
- EMISSION
- HIDDEN_LINES
- LINESTYLE
- PALETTE
- POLYGONS
- REJECT
- SHADE_RANGE
- SHADING
- SHININESS
- STYLE
- TEXTURE_INTERP
- THICK

- VERT_COLORS
- XRANGE
- YRANGE
- ZERO_OPACITY_SKIP

- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note

The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

Set this property to a floating-point value in the range [0.0, 1.0] to specify the opacity of the polygon. The default value of 1.0 causes IDL to draw the polygon completely opaque. If the value of this property is less than 1.0, then the pixels of the polygon are blended with the pixels already on the screen. The color of the polygon is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results. Note that since a single polygon object may contain many polygons, the ordering of the polygons within the object (POLYGONS property) must be considered as well.

This property has no effect on devices using indexed color mode.

If VERT_COLORS are supplied, then the value of this property is used for the vertex color alpha if the VERT_COLORS do not contain alpha values (3-channel RGB

colors). If the VERT_COLORS do contain alpha values (4-channel RGBA colors), then the alpha for each vertex color is used.

When used with textures, the ALPHA_CHANNEL value controls the opacity of the polygon in the same manner as when not using a texture. If the texture contains alpha information, the effective alpha of each texel is the texel's alpha multiplied by the polygon's alpha value (ALPHA_CHANNEL property).

Note ───

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

───

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

AMBIENT

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the ambient reflective color of the object. The default is black or [0,0,0], which specifies that the value of the COLOR property determines the ambient reflective color of the object. Setting an ambient color other than black makes the object use that color for ambient reflectance. Ambient reflectance affects the overall color of the object and is most noticeable where the object is not directly lit by a light source. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Ambient reflective color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

BOTTOM

A scalar or three-element vector [*red*, *green*, *blue*] specifying the color used for drawing the backs of the polygons. (The back of a polygon is the side opposite the normal direction). Set this property to a scalar to draw the backs of the polygons with the same color as the front. If set to a scalar, IDL returns the default value of -1 if the property is retrieved with GetProperty. Setting a bottom color is only supported when the destination device uses RGB color mode.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Bottom color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ───────────────────────────────
The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.
───────────────────────────────

Note ───────────────────────────────
Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).
───────────────────────────────

Note ───────────────────────────────
To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.
───────────────────────────────

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

A color index or a three-element vector [*red*, *green*, *blue*] specifying the color used to draw polygons. The default color is [0, 0, 0] (black). If the TEXTURE_MAP property is used, the final color is modulated by the texture map pixel values. This property is ignored if the VERT_COLORS property is provided.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DATA

A *2*-by-*n* or a *3*-by-*n* array of any type which defines, respectively, the 2-D or 3-D vertex data. This property is stored as double precision floating point values if the property variable is of type DOUBLE or if the DOUBLE property parameter is also specified, otherwise it is converted to single precision floating point.

Specifying this property is the same as specifying the optional *X*, *Y*, and *Z* arguments to the IDLgrPolygon::Init method.

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_OFFSET

An integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

Note —————————————————————————————————

Use this feature to remove stitching artifacts and not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used. This can lead to portability problems because a set of DEPTH_OFFSET values may

produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET.

Note

DEPTH_OFFEST has no effect unless the value of the STYLE property is 2 (Filled).

Property Type	Integer		
Name String	Depth offset		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DIFFUSE

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the diffuse reflectance color of the object. The default is black or [0,0,0], which specifies that the value of the COLOR property determines the diffuse reflective color of the object. Setting a diffuse color other than black makes the object use that color for diffuse reflectance. Diffuse reflectance is an important factor in determining the color of the object and is affected by the color and angle of the light sources in a scene. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Diffuse reflective color*		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DOUBLE

A Boolean value that indicates whether data provided by any of the input arguments will be stored in this object as using double-precision floating-point format.

- Set this property equal to 1 to convert input data to double-precision floating-point format.

- Set this property equal to 0 to convert input data to single-precision floating-point format.

- If you do not specify a value for this property, no data type conversion will be performed, and the data will be stored with its original precision.

Setting this property may be desirable if the data consists of large integers that cannot be accurately represented in single-precision floating-point arithmetic. This property is also automatically set to 1 if any of the input arguments are stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

EMISSION

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the emissive color of the object. The default is black or [0,0,0], which specifies that the object contributes no additional color in an emissive sense. Setting an emission color other than black makes the object appear as if it were emitting that color. This property is used to simulate light sources or other objects that emit light in a scene. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Emissive color*		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

FILL_PATTERN

An object reference to an IDLgrPattern object (or an array of IDLgrPattern objects) that specifies the fill pattern to use for filling the polygons. By default, FILL_PATTERN is set to a null object reference, specifying a solid fill.

Note ──

Objects specified via this property are not automatically cleaned up when the IDLgrPolygon object is destroyed.

──

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDDEN_LINES

A Boolean value that determines whether to draw point and wireframe surfaces using hidden line (point) removal. By default, hidden line removal is disabled.

Property Type	Boolean		
Name String	Remove hidden		
Get: No	**Set:** Nos	**Init:** Yes	**Registered:** Yes

HIDE

A Boolean value or enumerated list item that indicates whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LINESTYLE

An integer value that indicates the line style that should be used to draw the polygon. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \le repeat \le 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

In a property sheet, this property appears as follows:

Property Type	Linestyle		
Name String	Line style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

NORMALS

A *3*-by-*n* floating-point array of unit polygon normals at each vertex. If this property is not set, vertex normals are computed by averaging shared polygon normals at each vertex. Normals are computed using the Right Hand Rule; that is, if the polygon is

facing the viewer, vertices are taken in counterclockwise order. To remove previously specified normals, set NORMALS to a scalar.

Note

Computing normals is a computationally expensive operation. Rendering speed increases significantly if you supply the surface normals explicitly. You can compute the array of polygon normals used by this property automatically. See "COMPUTE_MESH_NORMALS" on page 335 for details.

Once you use the NORMALS property in a call to IDLgrPolygon::Init or IDLgrPolygon::SetProperty, you are responsible for that IDLgrPolygon's normals from then on. IDL will not calculate that IDLgrPolygon's normals for you automatically, even if you draw the IDLgrPolygon after vertices or connectivity have been changed.

If you do not use the NORMALS property, IDL calculates normals the first time it draws the IDLgrPolygon. IDL reuses those normals for subsequent draws unless it determines that a fresh recalculation of normals is required, such as if the vertices of the IDLgrPolygon are changed, or you supply new normals via the NORMALS property.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class). This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note

Objects specified via this property are not automatically cleaned up when the IDLgrPolygon object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: No	Set: No	Init: Yes	Registered: Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

POLYGONS

An integer array of one or more polygon descriptions. IDL converts and stores this array as 32-bit signed integers. Set this property to a scalar to remove a polygon description array from the object, returning it to its initial empty state. When this property does not contain an array of polygon descriptions, IDL draws a single polygon using the vertices in the order they appear in the vertex list (see the DATA property).

For details on using this property, see "Creating Polygon and Polyline Objects" (Chapter 8, *Object Programming*).

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as

"Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

REJECT

An integer value or an enumerated list item that rejects polygons as being hidden depending on the orientation of their normals. Select from one of the following values:

Value	Property Sheet Value	Description
0	None	No polygons are hidden
1	Normals point away	Polygons whose normals point away from the viewer are hidden
2	Normals point toward	Polygons whose normals point toward the viewer are hidden

Set this property to zero to draw all polygons regardless of the direction of their normals.

Note

The REJECT property has no effect on non-filled polygons (where STYLE is 0 or 1).

Property Type	ENUMLIST		
Name String	Polygon rejection		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

RESET_DATA

A Boolean value that determines whether to treat the data provided via the DATA property as a new data set unique to this object, rather than overwriting data that is shared by other objects. There is no reason to use this property if the object on which

the property is being set does not currently share data with another object (that is, if the SHARE_DATA property is not in use). This property has no effect if no new data is provided via the DATA property.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADE_RANGE

A two-element integer array that specifies the range of pixel values (color indices) to use for shading. The first element is the color index for the darkest pixel. The second element is the color index for the brightest pixel. The default is [0, 255]. This property is ignored when the polygons are drawn to a graphics destination that uses the RGB color model.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the polygon is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional polygon objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADING

An integer value or an enumerated list item that represents the type of shading to use:

Value	Property Sheet Value	Description
0	Flat	The color of the first vertex in each polygon is used to define the color for the entire polygon. The color has a constant intensity based upon the normal vector (the default).
1	Gouraud	The colors along each line are interpolated between vertex colors, and then along scanlines from each of the edge intensities.

Gouraud shading may be slower than flat shading, but results in a smoother appearance.

Property Type	ENUMLIST		
Name String	Shading		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SHARE_DATA

An object reference to an object with which data is to be shared by this polygon(s). Polygons may only share data with another polygons object or a polyline. The SHARE_DATA property is intended for use when data values are not set via an argument to the object's Init method or by setting the object's DATA property.

Note ───

Objects specified via this property are not automatically cleaned up when the IDLgrPolygon object is destroyed.

──

Property Type	Object reference		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SHININESS

Set this property to a floating-point value between 0.0 and 128.0, inclusive. The default value is 25.0. Higher values of shininess concentrate specular highlights into smaller and brighter areas, while lower values will spread out specular highlights over a wider area and make them appear dimmer.

Property Type	FLOAT		
Name String	*Shininess*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SPECULAR

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the color of the specular highlights of an object. The default is white or [255,255,255]. This property is used to simulate and control reflective highlights on an object. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Specular highlight color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

STYLE

An integer value or an enumerated list item that specifies how the polygon should be drawn:

Value	Property Sheet Value	Description
0	Points	Only vertices are drawn, using either COLOR or VERT_COLORS
1	Lines	Each polygon is outlined by connecting vertices
2	Filled	The polygon faces are shaded (the default)

Property Type	ENUMLIST		
Name String	Style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTURE_COORD

A 2 by *n* array containing the texture map coordinates, where *n* is the number of polygon vertices. Each two-element entry in this array specifies the texture coordinates for the corresponding vertex in the vertex list. One texture coordinate pair should exist for each vertex. Use this property in conjunction with the TEXTURE_MAP property to wrap images over 2-D and 3-D polygons. Default coordinates are not provided.

Texture coordinates are normalized. This means that the *m* x *n* image object specified via the TEXTURE_MAP property is mapped into the range [0.0, 0.0] to [1.0, 1.0]. If texture coordinates outside the range [0.0, 0.0] to [1.0, 1.0] are specified, the image object is tiled into the larger range.

For example, suppose the image object specified via TEXTURE_MAP is a 256 x 256 array, and we want to map the image into a square two units on each side. To completely fill the square with a single copy of the image:

```
TEXTURE_COORD = [[0,0], [1,0], [1,1], [0,1]]
```

To fill the square with four tiled copies of the image:

```
TEXTURE_COORD = [[0,0], [2,0], [2,2], [0,2]]
```

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TEXTURE_INTERP

A Boolean value or an enumerated list item that indicates whether bilinear sampling is to be used for texture mapping an image onto the polygon(s).

Value	Property Sheet Value	Description
0	Nearest neighbor	Surveys the value of the nearest pixel (the default)
1	Bilinear	Surveys the 4 closest pixels

Note ───
See "Interpolation Methods" (Chapter 5, *Using IDL*) for details.
──

Property Type	ENUMLIST		
Name String	Texture interpolation		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTURE_MAP

An object reference to an IDLgrImage object to be texture mapped onto the polygons. The tiling or mapping of the texture is defined expressly by TEXTURE_COORD. If this property is omitted, polygons are filled with the color specified by the COLOR or VERT_COLORS property. If both TEXTURE_MAP and COLORS or VERT_COLORS properties exist, the color of the texture is modulated by the base color of the object. (This means that for the clearest display of the texture image, the COLOR property should be set equal to [255,255,255].) To remove a texture map, set TEXTURE_MAP equal to a null object reference.

Setting TEXTURE_MAP to the object reference of an IDLgrImage that contains an alpha channel allows you to create a transparent IDLgrPolygon object. If an alpha channel is present in the IDLgrImage object, IDL blends the texture using the blend

function src=alpha and dst=1 – alpha, which corresponds to a BLEND_FUNCTION of (3,4) as described for the IDLgrImage object.

If the width and/or height of the provided image is not an exact power of two, then the texture map will consist of the given image pixel values resampled to the nearest larger dimensions that are exact powers of two.

Note
Texture mapping is disabled when rendering to a destination object that uses Indexed color mode.

Note
Texture mapping is applied to all styles that are set by the STYLE property.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrPolygon object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Texture map		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

THICK

A floating-point value between 1.0 and 10.0, specifying the size of the points or the thickness of the lines to be drawn when STYLE is set to either 0 (Points) or 1 (Lines), in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

Note
The value of this property is ignored if STYLE is set to 2 (Filled).

In a property sheet, this property appears as follows:

Property Type	Thickness		
Name String	Thickness		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

VERT_COLORS

A vector of colors used to specify the color of a polygon vertex. The vector may be of the form [*n*] where each entry is a color index, or of the form [3,*n*] where each 3-element row is an RGB color, or of the form [4,*n*] where each 4-element row is an RGBA color. To remove vertex colors after they have been set, set VERT_COLORS to a scalar.

If VERT_COLORS is not specified, the entire polygon is drawn in the single color provided by the COLOR property, which is the default action.

If SHADING is set to 0 (Flat, the default) the color of a polygon is the color of the first vertex of that polygon. Color is interpolated between vertices if SHADING is set to 1 (Gouraud).

If there are more vertices than elements in VERT_COLORS, the elements of VERT_COLORS are cyclically repeated.

Note

If the polygon object is being rendered on a destination device that uses the Indexed color model, and the view that contains the polygon also contains one or more light objects, the VERT_COLORS property is ignored and the SHADE_RANGE property is used instead.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Vertex colors		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}X = s_0 + s_1 * \text{Data}X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Y = s_0 + s_1 * \text{Data}Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating point vector, [s_0, s_1], of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Z = s_0 + s_1 * \text{Data}Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}\text{-}Z_{min}),\ 1/(Z_{max}\text{-}Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZERO_OPACITY_SKIP

A Boolean value that makes it possible to gain finer control over the rendering of textured polygon pixels (texels) with an opacity of 0 in the texture map. Texels with zero opacity do not affect the color of a screen pixel since they have no opacity.

- • 1 = Any texels are "skipped" and not rendered at all (the default).

- • 0 = The Z-buffer is updated for these pixels and the display image is not affected as noted above.

By updating the Z-buffer without updating the display image, the polygon can be used as a *clipping* surface for other graphics primitives drawn after the current graphics object. The default value for this property is 1.

Note ───

This property has no effect if no texture map is used or if the texture map in use does not contain an opacity channel.

───

Property Type	Boolean		
Name String	Skip zero opacity		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrPolygon::Cleanup

The IDLgrPolygon::Cleanup procedure method performs all cleanup on the object.

Note ——————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPolygon::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPolygon::GetCTM

The IDLgrPolygon::GetCTM The IDLgrPolygon::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrPolygon::]GetCTM([, DESTINATION=*objref*]
  [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the polygon object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrPolygonl::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrPolygon::GetMultiTextureCoord

The IDLgrPolygon::GetMultiTextureCoord returns the texture coordinates associated with a given *Unit*. This method is useful when a shader program defined by an IDLgrShader object applies more than a single texture to an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrPolygon::]GetMultiTextureCoord, *Unit*, *TexCoord*

Arguments

Unit

This scalar numeric value specifies the texture unit. Texture units are used primarily with multi-texturing and allow OpenGL to handle multiple textures and multiple sets of texture coordinates and parameters. This value should be greater than or equal to zero and less than the MAX_VERTEX_TEXTURE_IMAGE_UNITS (for vertex shaders) or MAX_TEXTURE_IMAGE_UNITS (for fragment shaders). These values can be returned by IDLgrWindow::GetDeviceInfo.

Note ————
If the specified *Unit* value was never defined and stored in the polygon object using IDLgrPolygon::SetMultiTextureCoord, then the variable specified in the *TexCoord* parameter will be set to an undefined variable.

TexCoord

Specifies a variable that contains the current texture coordinates associated with the specified *Unit*. Texture coordinates are stored in this parameter as single precision floating point numbers.

Keywords

None

Examples

See "Multi-texture Shaders" (Chapter 14, *Object Programming*)

Version History

6.4	Introduced

See Also

IDLgrPolygon::SetMultiTextureCoord

IDLgrPolygon::GetProperty

The IDLgrPolygon::GetProperty procedure method retrieves the value of the property or group of properties for the polygons.

Syntax

Obj->[IDLgrPolygon::]GetProperty[, *PROPERTY=variable*]

Arguments

There are no arguments for this methods.

Keywords

Any property listed under "IDLgrPolygon Properties" on page 4578 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrPolygon::GetVertexAttributeData

The IDLgrPolygon::GetVertexAttributeData procedure method retrieves the data associated with a named attribute variable containing per-vertex attribute data. See "Attribute Variables" (Chapter 14, *Object Programming*) for general attribute variable information. This method is useful when a shader program defined by an IDLgrShader object modifies the vertices of an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrPolygon::]GetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable to retrieve.

Note

If the *Name* argument specifies an attribute variable that was never defined and stored in the polygon object using SetVertexAttributeData, then the variable specified in the *Value* parameter will be set to an undefined variable.

Value

Specifies a variable that contains the current value of the vertex data attribute variable. The variable is stored in this parameter in exactly the same format as that used when it was defined using IDLgrPolygon::SetVertexAttributeData.

Keywords

None

Examples

See "Vertex Shaders" (Chapter 14, *Object Programming*).

Version History

6.4	Introduced

See Also

IDLgrPolygon::SetVertexAttributeData

IDLgrPolygon::Init

The IDLgrPolygon::Init function method initializes the polygons object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrPolygon' [, *X* [, *Y*[, *Z*]]] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPolygon::]Init([*X*, [*Y*, [*Z*]]] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note

The values specified by the *X*, *Y*, and *Z* arguments are used to initialize the value of the DATA property of the IDLgrPolygon object.

X

A vector argument providing the X coordinates of the vertices. The vector must contain at least three elements. If the Y and Z arguments are not provided, X must be an array of either two or three vectors (i.e., [2,*] or [3,*]), in which case, X[0,*] specifies the X values, X[1,*] specifies the Y values, and X[2,*] specifies the Z values.

This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is converted to single precision floating point.

Y

A vector argument providing the Y coordinates of the vertices. The vector must contain at least three elements. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is converted to single precision floating point.

Z

A vector argument providing the Z coordinates of the vertices. The vector must contain at least three elements. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is converted to single precision floating point.

Keywords

Any property listed under "IDLgrPolygon Properties" on page 4578 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Examples

See "Mapping an Image onto a Sphere" (Chapter 3, *Image Processing in IDL*) and Chapter 8, "Polygon and Polyline Objects" (*Object Programming*).

Version History

5.0	Introduced

IDLgrPolygon::SetMultiTextureCoord

The IDLgrPolygon::SetMultiTextureCoord procedure method passes texture coordinates to a shader program when the shader program applies more than one texture to an object. The shader program accesses these texture coordinates by using the GLSL predefined uniform variable gl_MultiTexCoord*n*, where *n* corresponds to the *Unit* parameter in this method. This method is useful when a shader program defined by an IDLgrShader object applies more than a single texture to an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrPolygon::]SetMultiTextureCoord, *Unit*, *TexCoord*

Arguments

Unit

This scalar numeric value specifies the texture unit. Texture units are used primarily with multi-texturing and allow OpenGL to handle multiple textures and multiple sets of texture coordinates and parameters. This value should be greater than or equal to zero and less than the MAX_VERTEX_TEXTURE_IMAGE_UNITS (for vertex shaders) or MAX_TEXTURE_IMAGE_UNITS (for fragment shaders). These values can be returned by IDLgrWindow::GetDeviceInfo. The behavior is undefined for any other setting.

Unit 0 is used by the TEXTURE_COORD property on IDLgrPolygon. Using unit 0 in this method overrides any texture coordinates specified with the TEXTURE_COORD property. Therefore, the TEXTURE_COORD property can be used instead of this method if *Unit* is 0.

TexCoord

This data has exactly the same form as the TEXTURE_COORD property. IDL converts and maintains this data as single precision floating point. IDL displays an error message and does not draw the object if the number of texture coordinates provided in this parameter is not the same as the number of vertices in the polygon.

IDL stores the texture coordinates in the instance of the graphic object when the application calls this method for the first time with a given *Unit* parameter. If the application calls this method again with a *Unit* number used in a previous call to this

method, IDL replaces the corresponding stored texture coordinates with the contents of the *TexCoord* parameter.

There is no way to remove texture coordinates from an instance of a graphics object. If texture coordinates are associated with a particular texture unit, and the shader program does not reference that unit, the texture coordinates are effectively ignored by the shader program.

Keywords

None

Examples

See "Multi-texture Shaders" (Chapter 14, *Object Programming*)

Version History

6.4	Introduced

See Also

IDLgrPolygon::GetMultiTextureCoord

IDLgrPolygon::SetProperty

The IDLgrPolygon::SetProperty procedure method sets the value of the property or group of properties for the polygons.

Syntax

Obj->[IDLgrPolygon::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPolygon Properties" on page 4578 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPolygon::SetVertexAttributeData

The IDLgrPolygon::SetVertexAttributeData procedure method passes a set of per-vertex attribute data to a vertex shader program. When an IDLgrShader object is associated with the polygon via the SHADER property, this attribute data is made available, a vertex's worth at a time, to the vertex shader program as it processes each vertex in the polygon. If there are more vertices in the polygon than there are vertex attributes, the list of vertex attributes is reused until all the vertices are drawn. See "Attribute Variables" (Chapter 14, *Object Programming*) for a general introduction to attribute variables. Also see the chapter, "Advanced Rendering Using Shader Objects" (*Object Programming*) for additional shader program information and examples.

IDL stores the *Name* and *Value* of the vertex attribute data variable with this polygon object the first time this method is called. When SetVertexAttributeData is called again using the same *Name* argument, the vertex attribute data variable is updated with the current contents of *Value*. Once a vertex attribute data variable is associated with this object, there is no way to remove the reference. The shader program ignores any vertex attribute data variable defined for this object but not declared in the shader program.

The attribute data may consist of 1 to 4 elements per vertex. The data is passed to the vertex shader program via a shader program variable with the attribute qualifier. The attribute variable may be of GLSL type `float`, `vec2`, `vec3`, `vec4`, `mat2`, `mat3`, or `mat4`. Internally, the `mat2` type is treated as two `vec2` attribute variables, `mat3` as three `vec3` attribute variables, and `mat4` as four `vec4` attribute variables.

If the attribute variable is larger than the data passed to it, the shader program pads the missing elements as follows. A missing second or third element is set to 0.0. A missing fourth element is set to 1.0.

For example, the IDL application has a set of vertex attribute data where there is an x-offset and a y-offset for each vertex. The vertex program defines an attribute variable using a `vec4` type so that it can be used in 4x4 general transformations. The IDL program stores the x- and y-offset information in a [2, *n*] array and sets the value of the attribute variable to this array. As the shader program runs, for each vertex it assigns the two values from the corresponding row of the IDL array to the first two elements in the `vec4` attribute variable. It also sets the third value to 0.0 and the fourth value to 1.0, thus expanding the 2-element data to a general 3-D point in homogenous coordinate space, suited for 4x4 general transforms.

Note

A minimum of 16 vertex attribute data variables can be passed to the shader vertex program (use IDLgrWindow::GetDeviceInfo to determine the exact number). IDL

uses one vertex attribute variable, leaving the remainder for user programs. For maximum shader program portability, define 15 or fewer attribute variables.

Syntax

Obj->[IDLgrPolygon::]SetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable.

Value

Specifies an IDL array of any numeric type. The array must be of the form [*n*], [*a*,*n*], or [*a*,*a*,*n*] where *a* is 1,2,3, or 4 and *n* is the number of vertex attribute elements. IDL will halt with an error if you assign IDL strings, structures, pointers, object references, and undefined variables to *Value*. IDL converts all numeric types to 32-bit float when submitting the data to the shader program.

Keywords

None

Examples

Suppose there is large set of point sample data, along with a set of initial velocity vectors for each point. You want to display an animation of these points as each point moves along its own velocity vector as a function of time. Without a shader program, you would normally have to recalculate the position of each point and replace all the vertices in an IDLgrPolygon (STYLE=0) object with the recomputed values for each animation frame, which would be inefficient with a large number of points.

However, with a vertex shader program and vertex attribute data, you can move the points around using the graphics card's GPU instead of recalculating and moving a lot of data around on the system CPU.

The interesting parts of the IDL code are:

```
; Define the original vertices at time=0.
oPolygon->SetProperty, DATA=vertices
```

```
; Set [3,n] array.
oPolygon->SetVertexAttributeData, 'velocity', velocities
FOR t=0.0, 100.0, 0.01 DO BEGIN  ;; time samples
   oShader->SetUniformVariable, 'time', t
   oWindow->Draw
ENDFOR
```

And the interesting parts of the vertex shader program are:

```
attribute vec3 velocity;
uniform float time;
void main () {
   vec4 vert;
   vert = gl_Vertex + vec4(velocity * time, 0.0);
   gl_Position = gl_ModelViewProjectMatrix * vert;
}
```

See "Vertex Shaders" (Chapter 14, *Object Programming*) for more information and examples.

Version History

6.4	Introduced

See Also

IDLgrPolygon::GetVertexAttributeData

IDLgrPolyline

A polyline object represents one or more polylines that share a set of vertices and rendering attributes.

An IDLgrPolyline object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrPolyline::Init" on page 4646.

Properties

Objects of this class have the following properties. See "IDLgrPolyline Properties" on page 4620 for details on individual properties.

- ALL
- CLIP_PLANES
- DATA
- DEPTH_TEST_FUNCTION
- DOUBLE
- LABEL_NOGAPS
- LABEL_OBJECTS
- LABEL_USE_VERTEX_COLOR
- PALETTE
- POLYLINES
- RESET_DATA
- SHADING
- SYMBOL

- ALPHA_CHANNEL
- COLOR
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- HIDE
- LABEL_OFFSETS
- LABEL_POLYLINES
- LINESTYLE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- SHARE_DATA
- THICK

- USE_LABEL_COLOR
- USE_LABEL_ORIENTATION
- USE_TEXT_ALIGNMENTS
- VERT_COLORS
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrPolyline::Cleanup
- IDLgrPolyline::GetCTM
- IDLgrPolyline::GetProperty
- IDLgrPolyline::GetVertexAttributeData
- IDLgrPolyline::Init
- IDLgrPolyline::SetProperty
- IDLgrPolyline::SetVertexAttributeData

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES, LABEL_NOGAPS, LABEL_POLYLINES, LABEL_OFFSETS, LABEL_OBJECTS, LABEL_USE_VERTEX_COLOR, USE_LABEL_COLOR, USE_LABEL_ORIENTATION, USE_TEXT_ALIGNMENTS properties
6.1	Added ALPHA_CHANNEL property
6.4	Added the SHADER property Added GetVertexAttributeData, SetVertexAttributeData

IDLgrPolyline Properties

IDLgrPolyline objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrPolyline::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrPolyline::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrPolyline::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- CLIP_PLANES
- DATA
- DEPTH_TEST_FUNCTION
- DOUBLE
- LABEL_NOGAPS
- LABEL_OBJECTS
- LABEL_USE_VERTEX_COLOR
- PALETTE
- POLYLINES
- RESET_DATA
- SHADING
- SYMBOL
- USE_LABEL_COLOR
- USE_TEXT_ALIGNMENTS
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

- ALPHA_CHANNEL
- COLOR
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- HIDE
- LABEL_OFFSETS
- LABEL_POLYLINES
- LINESTYLE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- SHARE_DATA
- THICK
- USE_LABEL_ORIENTATION
- VERT_COLORS
- XRANGE
- YRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ————————————————————————————

The fields of this structure may change in subsequent releases of IDL.

_____

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the polyline. The default value of 1.0 causes IDL to draw the line completely opaque. If the value of this property is less than 1.0, then the pixels of the polyline are blended with the pixels already on the screen, where the color of the polyline is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results. Note that since a single polyline object may contain many polylines, or because a line may draw in back or in front of itself, the ordering of the polylines within the object (POLYLINES property) must be considered as well.

This property has no effect on devices using indexed color mode.

If 3-channel (RGB) VERT_COLORS are supplied, then the value of this property is used for the alpha at each vertex to draw the line. If 4-channel (RGBA) VERT_COLORS are supplied, then the alpha from each vertex color is used for the alpha at each vertex to draw the line.

When a polyline is drawn with symbols, the symbol's color and alpha values are always used to draw the symbols unless VERT_COLORS are supplied. If the VERT_COLORS are RGB, then the alpha value of the symbol is used to draw the

symbol. If the VERT_COLORS are RGBA, then the alpha from the vertex color is used to draw the symbol.

When used with labels, the value of this property is used as the alpha channel value for a label if its corresponding value in the USE_LABEL_COLOR property is zero and the value of LABEL_USE_VERTEX_COLOR is zero.

If a label's corresponding value in the USE_LABEL_COLOR property is zero and the LABEL_USE_VERTEX_COLOR property is non-zero, then the label is drawn with the alpha value from its corresponding vertex color, if the alpha values are included in the vertex colors. If the vertex colors do not include alpha values, the value of this property is used as the alpha value for the label.

If a label's corresponding value in the USE_LABEL_COLOR property is non-zero, then the value of the label object's ALPHA_CHANNEL property is used to draw the label. In other words, USE_LABEL_COLOR also implies using the label object's alpha as well as its color.

Note ———————————————————————————

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

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Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array of dimensions that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ———————————————————————————

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

———————————————————————————————————

Note

Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

Note

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String			
Get: Yes	Set: Yes	Init: Yes	Registered: No

COLOR

A color index or a three-element vector [*red*, *green*, *blue*] specifying the color used to draw polylines. The default color is [0, 0, 0] (black). This property is ignored if the VERT_COLORS property is provided.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DATA

A 2-by-*n* or a 3-by-*n* floating-point array which defines, respectively, the 2-D or 3-D vertex data. This property is converted to double-precision floating-point values if the DOUBLE property is set. Otherwise, it is converted to single-precision floating-point.

Specifying this property is the same as specifying the optional *X*, *Y*, and *Z* arguments to the IDLgrPolyline::Init method.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note
Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test

passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.
- 1 = NEVER - never passes.
- 2 = LESS - passes if the object's depth is less than the depth buffer's value.
- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.
- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.
- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.
- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.
- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.
- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.
- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.
- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note ───

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

───

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOUBLE

A Boolean value that indicates whether data provided by any of the input arguments will be stored in this object as using double-precision floating-point format.

- Set this property equal to 1 to convert input data to double-precision floating-point format.

- Set this property equal to 0 to convert input data to single-precision floating-point format.

- If you do not specify a value for this property, no data type conversion will be performed, and the data will be stored with its original precision.

Setting this property may be desirable if the data consists of large integers that cannot be accurately represented in single-precision floating-point arithmetic. This property is also automatically set to 1 if any of the input arguments are stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value or enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LABEL_NOGAPS

An integer vector of values indicating whether gaps should be computed for the corresponding label. A zero value indicates that a gap will be computed for the labels; a non-zero value indicates that no gap will be computed for the label. If the number of labels exceeds the number of elements in this vector, the LABEL_NOGAPS values will be repeated cyclically. By default, gaps are computed for all labels (so that the polyline does not pass through the label).

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_OFFSETS

A scalar or vector of floating-point offsets, [t0, t1, …], that indicate the parametric offsets along the length of each polyline (specified via the LABEL_POLYLINES property) at which each label (as specified via the LABEL_OBJECTS property) would be positioned. If LABEL_OFFSETS is set to a scalar less than zero, then the offsets will be automatically computed to be evenly distributed along the length of the polyline. If a scalar value greater than or equal to zero is provided, it is used for all labels. If a vector is provided, the number of offsets must match the number of

labels provided via LABEL_OBJECTS. By default, this property is set to the scalar, -1, indicating that the label offsets will be automatically computed.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_OBJECTS

An object reference (or vector of object references) to specify the labels to be drawn along the polyline path(s). The objects specified via this property must inherit from one of the following classes:

- IDLgrSymbol
- IDLgrText

If a single object is provided, and it is an IDLgrText object, each of its strings will correspond to a label. If a vector of objects is used, any IDLgrText objects should have only a single string; each object will correspond to a label.

If one or more IDLgrText objects are provided, the LOCATION property of the provided text object(s) may be overwritten; position is determined according to the values provided via the LABEL_OFFSETS property. The labels will have the same color as the corresponding polyline (see the COLOR property) unless the USE_LABEL_COLOR property is specified. The orientation of the label objects USE_LABEL_ORIENTATION property is specified. The horizontal and vertical alignment for any text labels will each default to 0.5 (i.e., centered) unless the USE_TEXT_ALIGNMENTS property is specified.

Note ————————————————————————————————————
The objects provided via this property will not be destroyed automatically when this IDLgrPolyline is destroyed.
————————————————————————————————————

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_POLYLINES

An integer or integer vector of polyline indices, [P0, P1, …], that indicate which polylines are to be labeled. Pi corresponds to the ith polyline specified via the POLYLINES property. This property is intended to be used in conjunction with the LABEL_OBJECTS property. If a scalar is provided, all labels will be drawn along the single indicated polyline. If a vector is provided, the number of polyline indices must match the number of labels provided via LABEL_OBJECTS.

By default, this property is set to the scalar, 0, indicating that only the first polyline will be labeled.

Note ———————————————————————————————

If a given polyline has more than one label, then the corresponding polyline index may appear more than once in the LABEL_POLYLINES vector.

Property Type	Integer or integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LABEL_USE_VERTEX_COLOR

An integer value that indicates whether labels should be colored according to the vertex coloring (if the VERT_COLORS property is set).

- A non-zero value = labels should be colored according to the vertex coloring

- Zero (the default) = the label will be drawn using the color specified via the COLOR property of the polyline object (unless the USE_LABEL_COLOR property is set).

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LINESTYLE

An integer or array value that indicates the line style to be used to draw the polyline. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \le repeat \le 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

In a property sheet, this property appears as follows:

Property Type	Linestyle		
Name String	Line style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note
Objects specified via this property are not automatically cleaned up when the IDLgrPolyline object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

POLYLINES

An integer array of one or more polyline descriptions. IDL converts and stores this array as 32-bit signed integers. Set this property to a scalar to remove a polyline description array from the object, returning it to its initial empty state. When this property does not contain an array of polyline descriptions, IDL draws a single polyline using the vertices in the order they appear in the vertex list (see the DATA property).

For details on using this property, see "Creating Polygon and Polyline Objects" (Chapter 8, *Object Programming*).

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RESET_DATA

A Boolean value that determines whether to treat the data provided via one of the DATA property as a new data set unique to this object, rather than overwriting data that is shared by other objects. There is no reason to use this property if the object on which the property is being set does not currently share data with another object (that is, if the SHARE_DATA property is not in use). This property has no effect if no new data is provided via the DATA property.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the polyline is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single

IDLgrShader object may be associated with additional polyline objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

SHADING

An integer value or enumerated list item representing the type of shading to use:

Value	Property Sheet Value	Description
0	Flat	The color of the second vertex in a line segment is used to define the color for the entire line segment. The color has a constant intensity based upon the normal vector (the default).
1	Gouraud	The colors along each line are interpolated between vertex colors

Property Type	ENUMLIST		
Name String	Shading		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

SHARE_DATA

An object reference to an object whose data is to be shared by this polyline. A polyline may only share data with a polygon object or another polyline. The SHARE_DATA property is intended for use when data values are not set via an argument to the object's Init method or by setting the object's DATA property.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrPolyline object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SYMBOL

An object reference vector containing one or more instances of the IDLgrSymbol object class to indicate the plotting symbols to be used at each vertex of the polyline. If there are more vertices than elements in SYMBOL, the elements of the SYMBOL vector are cyclically repeated. By default, no symbols are drawn. To remove symbols from a polyline, set SYMBOL to a scalar.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrPolyline object is destroyed.

Property Type	Object reference vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, specifying the line thickness to be used to draw the polyline, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

In a property sheet, this property appears as follows:

Property Type	Thickness		
Name String	Thickness		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

USE_LABEL_COLOR

An integer vector of values to indicate whether the COLOR property value for the corresponding label object is to be used to draw that label. If the number of labels exceeds the number of elements in this vector, the USE_LABEL_COLOR values will be repeated cyclically. By default, this value is zero, indicating that the COLOR property of each label object will be ignored, and the COLOR property for the polyline object will be used instead.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

USE_LABEL_ORIENTATION

An integer vector of values to indicate whether the orientation of the corresponding label object is to be used to draw that label. For IDLgrText objects, this refers to the BASELINE and UPDIR property values. For IDLgrSymbol objects, this refers to the default (un-rotated) orientation of the symbol. If the number of labels exceeds the number of elements in this vector, the USE_LABEL_ORIENTATION values will be repeated cyclically. By default, USE_LABEL_ORIENTATION is zero, indicating

that the orientation will be automatically computed so that the baseline is parallel to the polyline, and the updir is perpendicular to the polyline.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

USE_TEXT_ALIGNMENTS

A Boolean value that indicates whether, for any IDLgrText labels (as specified via the LABEL_OBJECTS property), the ALIGNMENT and VERTICAL_ALIGNMENT property values for the given IDLgrText object(s) are to be used to draw those labels. By default, this value is zero, indicating that the ALIGNMENT and VERTICAL_ALIGNMENT properties of the IDLgrText object(s) will be overwritten with default values (0.5 for each, indicating centered labels).

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

VERT_COLORS

A vector of colors to be used to specify the color of the line segment between each vertex. The vector may be of the form [*n*] where each entry is a color index, or of the form [3,*n*] where each 3-element row is an RGB color, or of the form [4,*n*] where each 4-element row is an RGBA color. To remove vertex colors after they have been set, set VERT_COLORS to a scalar.

If VERT_COLORS is not specified, the entire polyline is drawn in the single color provided by the COLOR property, which is the default action.

If SHADING is set to 0 (Flat, the default) the color of a line segment is the color of the second vertex of that line segment. Color is interpolated between vertices if SHADING is set to 1 (Gouraud).

If there are more vertices than elements in VERT_COLORS, the elements of VERT_COLORS are cyclically repeated.

When VERT_COLORS is used with symbols, the vertex colors and vertex alpha override any colors and alpha specified by the symbol object or any colors and alpha specified by graphic atoms contained in a user-defined symbol.

When VERT_COLORS is used with labels, the application of the color and alpha of the labels is controlled by the USE_LABEL_COLOR and LABEL_USE_VERTEX_COLOR properties.

Property Type	USERDEF		
Name String	Vertex colors		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized X = s_0 + s_1 * Data X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Y = s_0 + s_1 * Data Y$$

Recommended values are:

[($-Y_{min}$)/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Z = s_0 + s_1 * Data Z$$

Recommended values are:

[($-Z_{min}$)/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrPolyline::Cleanup

The IDLgrPolyline::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPolyline::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPolyline::GetCTM

The IDLgrPolyline::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrPolyline::]GetCTM([, DESTINATION=*objref*]
   [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the polyline object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrPolyline::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ───

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

───

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrPolyline::GetProperty

The IDLgrPolyline::GetProperty procedure method retrieves the value of a property or group of properties for the polylines.

Syntax

Obj->[IDLgrPolyline::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrPolyline Properties" on page 4620 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrPolyline::GetVertexAttributeData

The IDLgrPolyline::GetVertexAttributeData procedure method retrieves the data associated with a named attribute variable containing per-vertex attribute data. See "Attribute Variables" (Chapter 14, *Object Programming*). This method is useful when a shader program defined by an IDLgrShader object modifies the vertices of an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrPolyline::]GetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable to retrieve.

Note

If the *Name* argument specifies an attribute variable that was never defined and stored in the polyline object using SetVertexAttributeData, then the variable specified in the *Value* parameter will be set to an undefined variable.

Value

Specifies a variable that contains the current value of the vertex data attribute variable. The variable is stored in this parameter in exactly the same format as that used when it was defined using IDLgrPolyline::SetVertexAttributeData.

Keywords

None

Examples

See "Vertex Shaders" (Chapter 14, *Object Programming*).

Version History

6.4	Introduced

See Also

IDLgrPolyline::SetVertexAttributeData

IDLgrPolyline::Init

The IDLgrPolyline::Init function method initializes the polylines object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrPolyline' [, *X* [, *Y*[, *Z*]]] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPolyline::]Init([*X*, [*Y*, [*Z*]]] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note

The values specified by the *X*, *Y*, and *Z* arguments are used to initialize the value of the DATA property of the IDLgrPolyline object.

X

A vector providing the X components of the points to be connected. If the Y and Z arguments are not provided, X must be an array of either two or three vectors (i.e., [2,*] or [3,*]), in which case, X[0,*] specifies the X values, X[1,*] specifies the Y values, and X[2,*] specifies the Z values. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Y

A vector providing the Y coordinates of the points to be connected. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Z

A vector providing the Z coordinates of the points to be connected. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Keywords

Any property listed under "IDLgrPolyline Properties" on page 4620 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrPolyline::SetProperty

The IDLgrPolylines::SetProperty procedure method sets the value of a property or group of properties for the polylines.

Syntax

Obj->[IDLgrPolyline::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPolyline Properties" on page 4620 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrPolyline::SetVertexAttributeData

The IDLgrPolyline::SetVertexAttributeData procedure method passes a set of per-vertex attribute data to a vertex shader program. When an IDLgrShader object is associated with the polyline via the SHADER property, this attribute data is made available, a vertex's worth at a time, to the vertex shader program as it processes each vertex in the polyline. If there are more vertices in the polyline than there are vertex attributes, the list of vertex attributes is reused until all the vertices are drawn. See "Attribute Variables" (Chapter 14, *Object Programming*) for a general introduction to attribute variables. Also see the chapter, "Advanced Rendering Using Shader Objects" (*Object Programming*) for additional shader program information and examples.

IDL stores the *Name* and *Value* of the vertex attribute data variable with this polyline object the first time this method is called. When SetVertexAttributeData is called again using the same *Name* argument, the vertex attribute data variable is updated with the current contents of *Value*. Once a vertex attribute data variable is associated with this object, there is no way to remove the reference. The shader program ignores any vertex attribute data variable defined for this object but not declared in the shader program.

The attribute data may consist of 1 to 4 elements per vertex. The data is passed to the vertex shader program via a shader program variable with the attribute qualifier. The attribute variable may be of GLSL type `float`, `vec2`, `vec3`, `vec4`, `mat2`, `mat3`, or `mat4`. Internally, the `mat2` type is treated as two `vec2` attribute variables, `mat3` as three `vec3` attribute variables, and `mat4` as four `vec4` attribute variables.

If the attribute variable is larger than the data passed to it, the shader program pads the missing elements as follows. A missing second or third element is set to 0.0. A missing fourth element is set to 1.0.

For example, the IDL application has a set of vertex attribute data where there is an x-offset and a y-offset for each vertex. The vertex program defines an attribute variable using a `vec4` type so that it can be used in 4x4 general transformations. The IDL program stores the x- and y-offset information in a [2, *n*] array and sets the value of the attribute variable to this array. As the shader program runs, for each vertex it assigns the two values from the corresponding row of the IDL array to the first two elements in the `vec4` attribute variable. It also sets the third value to 0.0 and the fourth value to 1.0, thus expanding the 2-element data to a general 3-D point in homogenous coordinate space, suited for 4x4 general transforms.

Note

A minimum of 16 vertex attribute data variables can be passed to the shader vertex program (use IDLgrWindow::GetDeviceInfo to determine the exact number). IDL

uses one vertex attribute variable, leaving the remainder for user programs. For maximum shader program portability, define 15 or fewer attribute variables.

Syntax

Obj->[IDLgrPolyline::]SetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable.

Value

Specifies an IDL array of any numeric type. The array must be of the form [*n*], [*a,n*], or [*a,a,n*] where *a* is 1,2,3, or 4 and *n* is the number of vertex attribute elements. IDL will halt with an error if you assign IDL strings, structures, pointers, object references, and undefined variables to *Value*. IDL converts all numeric types to 32-bit float when submitting the data to the shader program.

Keywords

None

Examples

Suppose there is large set of point sample data, along with a set of initial velocity vectors for each point. You want to display an animation of these points as each point moves along its own velocity vector as a function of time. Without a shader program, you would normally have to recalculate the position of each point and replace all the vertices in an IDLgrPolygon (STYLE=0) object with the recomputed values for each animation frame, which would be inefficient with a large number of points.

However, with a vertex shader program and vertex attribute data, you can move the points around using the graphics card's GPU instead of recalculating and moving a lot of data around on the system CPU.

The interesting parts of the IDL code are:

```
; Define the original vertices at time=0.
oPolygon->SetProperty, DATA=vertices
```

```
; Set [3,n] array.
oPolygon->SetVertexAttributeData, 'velocity', velocities
FOR t=0.0, 100.0, 0.01 DO BEGIN  ;; time samples
   oShader->SetUniformVariable, 'time', t
   oWindow->Draw
ENDFOR
```

And the interesting parts of the vertex shader program are:

```
attribute vec3 velocity;
uniform float time;
void main () {
   vec4 vert;
   vert = gl_Vertex + vec4(velocity * time, 0.0);
   gl_Position = gl_ModelViewProjectMatrix * vert;
}
```

See "Vertex Shaders" (*Object Programming*) for more information and examples.

Version History

6.4	Introduced

See Also

IDLgrPolyline::GetVertexAttributeData

IDLgrPrinter

A printer object represents a hardcopy graphics destination. When a printer object is created, the printer device to which it refers is the default system printer. To change the printer, utilize the printer dialogs (see "DIALOG_PRINTJOB" on page 637 and "DIALOG_PRINTERSETUP" on page 635.)

Note ————————————————————————————————————
Objects or subclasses of this type can not be saved or restored.

Superclasses

None

Creation

See "IDLgrPrinter::Init" on page 4674.

Properties

Objects of this class have the following properties. See "IDLgrPrinter Properties" on page 4656 for details on individual properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GAMMA
- GRAPHICS_TREE
- LANDSCAPE
- N_COLORS
- N_COPIES
- NAME
- PALETTE
- PRINT_QUALITY
- PRINTER_NAME

- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- UNITS

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrPrinter::Cleanup
- IDLgrPrinter::Draw
- IDLgrPrinter::GetContiguousPixels
- IDLgrPrinter::GetFontnames
- IDLgrPrinter::GetProperty
- IDLgrPrinter::GetTextDimensions
- IDLgrPrinter::Init
- IDLgrPrinter::NewDocument
- IDLgrPrinter::NewPage
- IDLgrPrinter::QueryRequiredTiles
- IDLgrPrinter::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Examples

See Chapter 12, "Displaying, Copying and Printing Objects" (*Object Programming*) for information on the IDLgrPrinter object. See "Positioning Objects Within a Page" (Chapter 12, *Object Programming*) for additional examples that define the locations of objects within the hardcopy page.

The following example demonstrates the process of printing the contents of an IDL graphics display object (a buffer or a window) to an IDLgrPrinter object. The resolution of the printed page is based on the resolution of the screen. The model object in the printer object must be scaled to maintain the same size as displayed on

the screen. The location of the view must also be changed to center the display on the page.

```
PRO PrintingAnImage

; Determine the path to the "convec.dat" file.
convecFile = FILEPATH('convec.dat', $
   SUBDIRECTORY = ['examples', 'data'])

; Initialize the parameters of the image with the file.
convecSize = [248, 248]
convecImage = BYTARR(convecSize[0], convecSize[1])

; Open the file, read in the image, and then close the
; file.
OPENR, unit, convecFile, /GET_LUN
READU, unit, convecImage
FREE_LUN, unit

; Initialize the display objects.
windowSize = convecSize
oWindow = OBJ_NEW('IDLgrWindow', RETAIN = 2, $
   DIMENSIONS = windowSize, $
   TITLE = 'Earth Mantle Convection')
oView = OBJ_NEW('IDLgrView', $
   VIEWPLANE_RECT = [0., 0., windowSize])
oModel = OBJ_NEW('IDLgrModel')

; Initialize the image object with its palette.
oPalette = OBJ_NEW('IDLgrPalette')
oPalette->LOADCT, 27
oImage = OBJ_NEW('IDLgrImage', convecImage, $
   PALETTE = oPalette)

; Add image to model, which is added to the view, and
; then the view is displayed in the window.
oModel->Add, oImage
oView->Add, oModel
oWindow->Draw, oView

; Determine the centimeter measurements of the image
; on the screen.
oWindow->GetProperty, RESOLUTION = screenResolution
windowSizeCM = windowSize*screenResolution

; Initialize printer destination object.
oPrinter = OBJ_NEW('IDLgrPrinter', PRINT_QUALITY = 2, $
   QUALITY = 2)
```

```
; Obtain page parameters to determine the page
; size in centimeters.
oPrinter->GetProperty, DIMENSIONS = pageSize, $
   RESOLUTION = pageResolution
pageSizeCM = pageSize*pageResolution

; Calculate a ratio between screen size and page size.
pageScale = windowSizeCM/pageSizeCM

; Use ratio to scale the model within the printer to the
; same size as the model on the screen.
oModel->Scale, pageScale[0], pageScale[1], 1.

; Determine the center of the page and the image in
; pixels.
centering = ((pageSizeCM - windowSizeCM)/2.) $
   /pageResolution

; Move the view to center the image.
oView->SetProperty, LOCATION = centering

; Display the view within the printer destination.
oPrinter->Draw, oView
oPrinter->NewDocument

; Cleanup object references.
OBJ_DESTROY, [oPrinter, oView, oPalette]

END
```

Version History

5.0	Introduced
6.2	Added QueryRequiredTiles method
	Added PRINTER_NAME property and revised NAME property

IDLgrPrinter Properties

IDLgrPrinter objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrPrinter::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrPrinter::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrPrinter::SetProperty.

Note ──

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- GAMMA
- GRAPHICS_TREE
- LANDSCAPE
- N_COLORS
- N_COPIES
- NAME
- PALETTE
- PRINT_QUALITY
- PRINTER_NAME
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- UNITS

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note

The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COLOR_MODEL

An integer value or an enumerated list item that determines the color model to be used for the printer buffer:

Value	Property Sheet Value	Description
0	RGB	RGB (default)
1	Indexed	Color Index

Property Type	ENUMLIST		
Name String	Color model		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] specifying the overall drawable area that may be printed on a page. By default, the dimensions are measured in device units (refer to the UNITS property).

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

GAMMA

An object reference to an IDLgrPalette object whose entries will be used as the gamma correction table for color printing. Gamma correction only applies if COLOR_MODEL=1 (Indexed).

When the color palette (specified via the PALETTE property) is loaded for the printer, if a gamma correction table is provided, then each of the [R,G,B] entries in the color palette will be translated through the gamma correction table. For example, at color index *i*:

```
correctedRed[i] = gammaRed[paletteRed[i]]
correctedGreen[i] = gammaGreen[paletteGreen[i]]
correctedBlue[i] = gammaBlue[paletteBlue[i]]
```

Note
Objects specified via this property are not automatically cleaned up when the IDLgrPrinter object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GRAPHICS_TREE

An object reference of type IDLgrScene, IDLgrViewgroup, or IDLgrView that specifies the graphics tree of this object. If this property is set to a valid object reference, calling the Draw method on the destination object with no arguments will cause the object reference associated with this property to be drawn. If this object is valid and the destination object is destroyed, this object reference will be destroyed as well. By default the GRAPHICS_TREE property is set equal to the null-object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

LANDSCAPE

A Boolean value that indicates whether to produce hardcopy output in landscape mode. The default value of zero indicates Portrait mode.

Note ――

The printer driver may not support the LANDSCAPE option; in general, it is best to use the printer dialogs to set orientation.

――

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_COLORS

An integer value that indicates the number of colors (between 2 and 256) to be used if the COLOR_MODEL is set to Indexed (1). This property is ignored if the COLOR_MODEL is set to RGB (0).

Property Type	Integer		
Name String	Number of colors		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

N_COPIES

An integer that determines the number of copies of print data to be generated. The default is 1 copy.

Note ――

Your specific printer driver may not support the N_COPIES option. You can also use the printer dialogs to set the number of copies.

――

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

NAME

A string giving the human-readable name of this object. This property is initialized to the network name of the printer unless another value is set during initialization.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) to specify the red, green, and blue values that are to be loaded into the graphics destination's color lookup table if the Indexed color model is used.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrPrinter object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PRINT_QUALITY

An integer value indicating the print quality at which graphics are to be drawn to the printer. Note that the print quality is independent of the rendering quality (as set by the QUALITY property). Valid values are:

- $0 = $ Low
- $1 = $ Normal (this is the default)
- $2 = $ High

Generally, setting the print quality to a lower value will increase the speed of the printing job, but decrease the resolution; setting it to a higher value will cause the printing job to take more time, but will increase the resolution.

Note

Some printer drivers may not be able to support different printing qualities. In these cases, the setting of the PRINT_QUALITY property will be quietly ignored.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PRINTER_NAME

A string containing the network name of the printer, (*e.g.,* `'\\BORG\HpJet'`).

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

QUALITY

An integer value or enumerated list item that indicates the rendering quality at which graphics are to be drawn to this destination. Note that the rendering quality is independent of the print quality (as set by the PRINT_QUALITY property). Valid values are:

Value	Property Sheet Value	Description
0	Low	Low quality
1	Medium	Medium quality
2	High	High quality (the default)

Property Type	ENUMLIST		
Name String	Draw quality		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as

"Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RESOLUTION

A floating-point vector of the form [*xres*, *yres*] defining the pixel resolution, measured in centimeters per pixel. This value is stored in double precision.

Property Type	FLOAT		
Name String	Resolution		
Get: Yes	**Set:** No	**Init:** No	**Registered:** Yes

UNITS

An integer value that indicates the units of measure for the DIMENSIONS property. Valid values are:

- 0 = Device (default)
- 1 = Inches
- 2 = Centimeters
- 3 = Normalized: relative to the drawable area on a page.

Note

If you change the value of the UNITS property (using the SetProperty method), IDL will convert the current value of the DIMENSIONS property to the new units.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrPrinter::Cleanup

The IDLgrPrinter::Cleanup procedure method performs all cleanup on the object. If a document is open (that is, if graphics have been draw to the printer), the document is closed and the pending graphics are sent to the current printer.

Note _____

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrPrinter::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPrinter::Draw

The IDLgrPrinter::Draw procedure method draws the given picture to this graphics destination.

Printing in Bitmap or Vector Graphic Mode

The IDLgrPrinter::Draw method VECTOR keyword generates output in bitmap or vector format. The following table shows the keyword options and results for each platform.

Keyword Settings	Windows Printer Output	UNIX File Type
VECTOR = 0	Bitmap (BMP)	Encapsulated PostScript (EPS) file (e.g. xprinter.eps)
VECTOR = 1	Enhanced MetaFile (EMF)	Encapsulated PostScript (EPS) file (e.g. xprinter.eps)

Table 32-14: File Types Produced by IDLgrPrinter Draw Method

Because Windows printer output is usually sent directly to the printer, EMF and BMP files are not viewable. On UNIX, the printer output is usually directed to a file named xprinter.eps by default.

Note ──

Objects are drawn to the destination device in the order that they are added to the model, view, viewgroup, or scene object that contains them when VECT_SORTING=0. Otherwise, objects are drawn to the destination device based on their average depth value. See "Bitmap and Vector Graphic Output" (Chapter 12, *Object Programming*) for more information on bitmap and vector output.

──

Syntax

Obj->[IDLgrPrinter::]Draw [, *Picture*] [, VECT_SORTING={ 0 | 1 }]
   [, VECT_TEXT_RENDER_METHOD={ 0 | 1 }] [, VECTOR={ 0 | 1 }]

Arguments

Picture

The view (an instance of an IDLgrView object), viewgroup (an instance of an IDLgrViewgroup object), or scene (an instance of an IDLgrScene object) to be drawn.

Keywords

VECT_SORTING

This keyword has an effect only when generating vector output (VECTOR=1).

This keyword controls the way object primitives in a picture appear in the destination. Valid values are:

- 0 = disable sorting. This causes the object primitives to appear in the vector output file in the same order they are drawn on the display device. This is the order in which they appear in the graphics tree.

- 1 = enable sorting (default). Objects are ordered from back to front based on each primitive object's average depth value.

Note

Objects that intersect each other, IDLgrImage objects (which do not update the depth buffer), and objects contained within transparent views may not sort correctly. See "Controlling What is Displayed in Vector Graphics" (Chapter 12, *Object Programming*) for details.

VECT_TEXT_RENDER_METHOD

This keyword has an effect only when generating vector output (VECTOR=1).

This keyword controls the way text is rendered in a vector graphic file. Valid values are:

- 0 = render text as text primitives (default). Use the output device's text primitives when rendering text.

- 1 = render text as primitives composed of triangles. Render text in the vector file as a series of filled triangles. This produces text that closely matches the text on the display device, but the output file size is larger.

Note ───────────────────────────────────────

When using the IDLgrPrinter object under UNIX, the Xprinter output is regarded as write-only. As there is no support for 3-D text, IDL always generates filled triangles when rendering text in the Xprinter output. On Windows, the vector output is always Enhanced MetaFile (EMF) file format. Because printer output is usually sent directly to the printer the EMF file cannot be seen by the user.

───────────────────────────────────────

Note ───────────────────────────────────────

See "Text Rendering in Vector Graphics" (Chapter 12, *Object Programming*) for more information.

───────────────────────────────────────

VECTOR

Set this keyword to indicate the type of graphics primitives generated. Valid values are:

- 0 = generate bitmap graphics (default). Render the scene to a buffer and then copy the buffer to the printer in bitmap format. The bitmap retains the quality of the original image.

- 1 = generate vector graphics. Render the scene using simple vector operations that result in a representation of the scene that is scalable to the printer. The vector representation, which is sent to the printer, does not retain all the attributes of the original image.

Note ───────────────────────────────────────

Transparent objects in a view are not rendered in vector graphic files. Semi-transparent objects are rendered fully opaque. See "Bitmap and Vector Graphic Output" (Chapter 12, *Object Programming*) for a complete discussion of when to output to bitmap or vector graphics based on picture content.

───────────────────────────────────────

Version History

5.0	Introduced
6.1	Added VECT_SORTING, VECT_TEXT_RENDER_METHOD keywords

IDLgrPrinter::GetContiguousPixels

The IDLgrPrinter::GetContiguousPixels function method returns an array of long integers whose length is equal to the number of colors available in the index color mode (that is, the value of the N_COLORS property).

The returned array marks contiguous pixels with the ranking of the range's size. This means that within the array, the elements in the largest available range are set to zero, the elements in the second-largest range are set to one, etc. Use this range to set an appropriate colormap for use with the SHADE_RANGE property of the IDLgrSurface and IDLgrPolygon object classes.

To get the largest contiguous range, you could use the following IDL command:

```
result = obj->GetContiguousPixels()
Range0 = WHERE(result EQ 0)
```

A contiguous region in the colormap can be increasing or decreasing in values. The following would be considered contiguous:

```
[0,1,2,3,4]
[4,3,2,1,0]
```

Syntax

Result = Obj->[IDLgrPrinter::]GetContiguousPixels()

Return Value

Returns an array of long integers whose length is equal to the number of colors available in the index color mode.

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPrinter::GetFontnames

The IDLgrPrinter::GetFontnames function method returns the list of available fonts that can be used in IDLgrFont objects. This method will only return the names of the available TrueType fonts. Hershey fonts will not be returned; see Appendix H, "Fonts" for more information.

Syntax

Result = Obj->[IDLgrPrinter::]GetFontnames(*FamilyName* [, IDL_FONTS={0 | 1 | 2}] [, STYLES=*string*])

Return Value

Returns the list of available fonts that can be used in IDLgrFont objects.

Arguments

FamilyName

A string representing the name of the font family to which all of the returned fonts must belong. The string may be a fully specified family name—such as "Helvetica". You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. To return all available family names, use "*".

Keywords

IDL_FONTS

Set this keyword to specify where to search for fonts that IDL may use. Set IDL_FONT to 1 to select only fonts installed by IDL and to 2 to select only fonts detected in the host operating system. The default value is 0, specifying that both IDL and operating system fonts should be returned.

STYLES

Set this keyword to a string specifying the styles that are to be matched by the returned font names. You can set STYLES to a fully specified style string, such as "Bold Italic". If you set STYLES to the null string, ' ', only fontnames without style modifiers will be returned. You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. The default value is

the string, "*", which returns all fontnames containing the *FamilyName* argument, with or without style modifiers.

Version History

5.0	Introduced

IDLgrPrinter::GetProperty

The IDLgrPrinter::GetProperty procedure method retrieves the value of a property or group of properties for the printer.

Syntax

Obj->[IDLgrPrinter::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrPrinter Properties" on page 4656 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrPrinter::GetTextDimensions

The IDLgrPrinter::GetTextDimensions function method retrieves the dimensions of a text or axis object that will be rendered in a window. In order to compute the effective text dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units. If the object specified is an axis object, the result encompasses the tick labels and the title of the axis (if any).

Note

The returned results take into account the setting of the IDLgrText RECOMPUTE_DIMENSIONS property.

Syntax

Result = Obj->[IDLgrPrinter::]GetTextDimensions(*TextObj* [, DESCENT=*variable*]
   [, PATH=*objref(s)*])

Return Value

Returns a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units.

Arguments

TextObj

The object reference to a text or axis object for which the text dimensions are requested.

Keywords

DESCENT

Set this keyword equal to a named variable that will contain an array of double-precision floating-point values (one for each string in the IDLgrText object). The values represent the distance to travel (parallel to the UPDIR vector) from the text baseline to reach the bottom of the lowest descender in the string. All values will be negative numbers, or zero. This keyword is valid only if *TextObj* is an IDLgrText object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the text dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrPrinter::GetTextDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note —————————————————————————————————

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

Version History

5.0	Introduced

IDLgrPrinter::Init

The IDLgrPrinter::Init function method initializes the printer object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrPrinter' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrPrinter::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrPrinter Properties" on page 4656 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrPrinter::NewDocument

The IDLgrPrinter::NewDocument procedure method closes the current document (a page or group of pages), which causes any pending output to be sent to the printer, finishing the printer job.

Syntax

Obj->[IDLgrPrinter::]NewDocument

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPrinter::NewPage

The IDLgrPrinter::NewPage procedure method issues a new page command to the printer.

Syntax

Obj->[IDLgrPrinter::]NewPage

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrPrinter::QueryRequiredTiles

The IDLgrPrinter::QueryRequiredTiles function method is used in conjunction with an IDLgrImage object that supports tiling. Initially, this type of IDLgrImage object contains no data. Call this method to determine what data to load into this destination object based on which tiles are visible in a view. Pass the results to IDLgrImage::SetTileData to load the required portion of the tiled image. When the Draw method is called, the destination object contains the image tiles that are the results of this method's query.

Note

Printer support of tiled images is not available in vector mode (when the IDLgrPrinter::Draw method VECTOR keyword is set to 1). The bitmap mode (VECTOR=0) must be used.

This method returns an array of named structures containing information about the tiles that are required, or a scalar integer with the value 0 if no tiles are required. The application can check that COUNT is greater than 0 before accessing the returned array.

Note

Printers are normally a higher resolution than a monitor; therefore higher resolution levels will be requested when calling QueryRequiredTiles on an IDLgrPrinter. QueryRequiredTiles on IDLgrPrinter also considers the value in the IDL_GR_TILECACHESIZE preference when calculating the required level. If the data for the required tiles at the required level will not fit in IDL_GR_TILECACHESIZE, the next-lower resolution level will be tried. This is repeated until a level that fits is found and this is returned by QueryRequiredTiles. This can be overridden by setting TILE_LEVEL_MODE to 0 (manual) and setting the required level in TILE_CURRENT_LEVEL on the tiled IDLgrImage before calling QueryRequiredTiles. However, if the total data exceeds IDL_GR_TILECACHESIZE, then some tiles will print blank. If there is sufficient RAM in the system, IDL_GR_TILECACHESIZE can be increased to enable higher-resolution printing. Setting 0 will allow an unlimited amount of tile data to be set, but note that printing may fail if all physical RAM is used.

Note

If the device is in Color Index mode (COLOR_MODEL=1) or the image has RENDER_METHOD=1 set, then IDL will generate an error as tiling is not supported under these circumstances.

Syntax

Result = Obj->[IDLgrPrinter::]QueryRequiredTiles(*View*, *Image*
   [, ALL_VISIBLE=*value*] [, COUNT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns an array of named structures containing information about the tiles that are
required, or a scalar integer with the value 0 if no tiles are required.

Each structure in the array describes one required tile and has the following fields:

Field	Data Type	Description
X	Long	The horizontal position of the left side of the tile measured from the left of the image in pixels.
Y	Long	The vertical position of the bottom of the tile measured from the bottom of the image in pixels.
WIDTH	Long	The width of the tile in pixels.
HEIGHT	Long	The height of the tile in pixels.
LEVEL	Long	The data resolution, where 0 is the full resolution image. A value of *n* (*n* > 0) indicates that the resolution is half that of the *n*-1 level.
DEST	OBJREF	The object reference to the destination object that was used to query for the required tiles.

Table 32-15: IDLIMAGETILE Structure

The X, Y, WIDTH and HEIGHT elements are all relative to the specified LEVEL.
For example, say a large image (level 0) has dimensions of 10000 by 10000 pixels.
The tile structure [2048, 2048, 1024, 1024, 0] specifies a 1024 by 1024 pixel area
where the lower-left corner of the tile is (2048, 2048) pixels from the lower-left
corner of the original, level 0 image. This is shown in the left portion of the following
figure.

When you zoom out to 50% of the original resolution, you can load the level 1 image
(5000 by 5000 pixels), a subsampled version of the large image. Here, the tile [1024,
1024, 1024, 1024, 1] specifies a 1024 by 1024 pixel area of the image with the lower-
left corner being (1024, 1024) from the lower-left corner of the image. Both of these

tiles have their lower-left corner at the same physical location of the image, but the second tile covers four times the area as it is a lower resolution version of the data.

Figure 32-9: Interaction Between Image Level and Zoom with Equal Tile Sizes

Note ───
See "Image Tiling" (Chapter 4, *Object Programming*) for more information on creating an image pyramid and for tiling examples.
───

Arguments

View

An object reference to the IDLgrView object used to render the image object. This is required so the visible tiles can be determined.

Image

An object reference to the tiled IDLgrImage object that will be tested to determine which of its tiles are required.

Keywords

ALL_VISIBLE

Set this keyword if QueryRequiredTiles should return all tiles that are visible even if they already have tile data loaded at the required level.

COUNT

Set this keyword equal to a named variable that, on return, contains the number of tiles that are required.

PATH

Set this keyword equal to a vector of object references that uniquely defines the path through the graphics hierarchy used to compute which tiles are visible. Each object specified must contain an alias; tile visibility is computed for the version of the image object (specified by *Image*) that lies at the end of the specified path.

Specifying a unique path through the graphics hierarchy may require multiple objects if multiple aliases are used. If multiple objects are required to define the value of PATH, the objects must be specified in the order they appear in the path, beginning with the object that is closest to the root of the hierarchy.

If this keyword is not set, the path from *Image* to the top of the graphics hierarchy is determined by the PARENT properties of the objects in the hierarchy. In this case, no alias paths are followed.

Note ───

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

───

Version History

6.2	Introduced
7.0	Added PATH keyword to QueryRequiredTiles to handle aliases.

IDLgrPrinter::SetProperty

The IDLgrPrinter::SetProperty procedure method sets the value of a property or group of properties for the printer.

Syntax

Obj->[IDLgrPrinter::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrPrinter Properties" on page 4656 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrROI

The IDLgrROI object class is an object graphics representation of a region of interest.

Superclasses

IDLanROI

IDLitComponent

Creation

See "IDLgrROI::Init" on page 4699.

Properties

Objects of this class have the following properties. See "IDLgrROI Properties" on page 4685 for details on individual properties.

- ALL
- ALPHA_CHANNEL
- CLIP_PLANES
- COLOR
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- DOUBLE
- HIDE
- LINESTYLE
- PALETTE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- STYLE
- SYMBOL

- THICK
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

The IDLgrROI object class has the following methods:

- IDLgrROI::Cleanup
- IDLgrROI::GetProperty
- IDLgrROI::Init
- IDLgrROI::PickVertex
- IDLgrROI::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.3	Introduced
5.6	Added CLIP_PLANES property
6.1	Added ALPHA_CHANNEL property
6.4	Added SHADER property

IDLgrROI Properties

IDLgrROI objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrROI::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrROI::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrROI::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- ALPHA_CHANNEL
- CLIP_PLANES
- COLOR
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- DOUBLE
- HIDE
- LINESTYLE
- PALETTE
- PARENT
- REGISTER_PROPERTIES
- SHADER
- STYLE
- SYMBOL
- THICK
- XCOORD_CONV

- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLanROI
- IDLitComponent

ALL

An anonymous structure with the values of all of the properties associated with the state of this object. State information about the object may include things like color, line style, etc., but not vertex data or user values.

Note
The fields in this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the ROI. The default value of 1.0 causes IDL to draw the ROI completely opaque. If the value of this property is less than 1.0, then the pixels of the ROI are blended with the pixels already on the screen, where the color of the ROI is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results.

This property has no effect on devices using indexed color mode.

When the ROI is drawn with symbols, the symbol color and alpha values are always used to draw the symbols.

Note ———————————————————————————————————
For more detailed information on alpha channel support for IDL Object Graphics,
see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to
be applied to this object. The four coefficients for each clipping plane are of the form
[A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half
space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a
scalar (-1) indicating that no clipping planes are to be applied.

Note ———————————————————————————————————
The clipping planes specified via this property are applied in addition to the near
and far clipping planes associated with the IDLgrView in which this object appears.

Note ———————————————————————————————————
Clipping planes are applied in the data space of this object (prior to the application
of any *x*, *y*, or *z* coordinate conversion).

Note ———————————————————————————————————
To determine the maximum number of clipping planes supported by the device, use
the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the
IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

A color index or a three-element vector [*red*, *green*, *blue*] specifying the color used to
draw the region. The default color is [0, 0, 0].

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test

passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note ───

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

───

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DOUBLE

A Boolean value that indicates whether data provided by any of the input arguments will be stored in this object as using double-precision floating-point format.

- Set this property equal to 1 to convert input data to double-precision floating-point format.

- Set this property equal to 0 to convert input data to single-precision floating-point format.

- If you do not specify a value for this property, no data type conversion will be performed, and the data will be stored with its original precision.

Setting this property may be desirable if the data consists of large integers that cannot be accurately represented in single-precision floating-point arithmetic. This property is also automatically set to 1 if any of the input arguments are stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value or enumerated list item indicating whether this region should be drawn:

Value	Property Sheet Value	Description
0	True	Draw the region (the default)
1	False	Do not draw the region

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LINESTYLE

An integer that indicates the line style to be used to draw the region. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern. To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

In a property sheet, this property appears as follows:
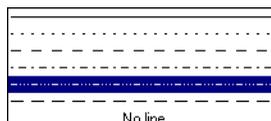
Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used for Object Graphics destinations using the RGB color model. In this case, if the color value for the region is specified as a color index value, this palette is used to look up the color for the region. If the PALETTE property is not set, the destination object PALETTE property is used, which defaults to a gray scale ramp.

Note ──

Objects specified via this property are not automatically cleaned up when the IDLgrROI object is destroyed.

──

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as

"Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the ROI is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional ROI objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

STYLE

An integer value that indicates the geometrical primitive to use to represent the region when displayed. Valid values include:

- 0 = points
- 1 = open polyline
- 2 = closed polyline (the default)

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

SYMBOL

An object reference to an IDLgrSymbol object for the symbol used for display when STYLE = 0 (points). By default, a dot is used.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrROI object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, specifying the size of the points, or the thickness of the lines, measured in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

In a property sheet, this property appears as follows:

Property Type	THICKNESS		
Name String	Thickness		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

XCOORD_CONV

A vector, $[s_0, s_1]$, of scaling factors used to convert *X* coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1*$Data$X$

Recommended values are:

$$[(-X_{min})/(X_{max} - X_{min}),\ 1.0/(X_{max} - X_{min})\ ]$$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Double-precision floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert *Y* coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Y = s_0 + s_1 * Data Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max} - Y_{min}),\ 1.0/(Y_{max} - Y_{min})\ ]$$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert *Z* coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Z = s_0 + s_1 * Data Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max} - Z_{min}), 1.0/(Z_{max} - Z_{min})]$$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrROI::Cleanup

The IDLgrROI::Cleanup procedure method performs all cleanup for a region of interest object.

Note ———

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrROI::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.3	Introduced

IDLgrROI::GetProperty

The IDLgrROI::GetProperty procedure method retrieves the value of a property or group of properties for the Object Graphics region.

Syntax

Obj->[IDLgrROI::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrROI Properties" on page 4685 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.3	Introduced

IDLgrROI::Init

The IDLgrROI::Init function method initializes an Object Graphics region of interest.

Note ──

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

──

Syntax

Obj = OBJ_NEW('IDLgrROI' [, *X*[, *Y*[, *Z*]]] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrROI::]Init([*X*[, *Y*[, *Z*]]] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

X

A vector providing the X components of the vertices for the region. If the Y and Z arguments are not specified, X must be a two-dimensional array with the leading dimension either 2 or 3 ([2, *] or [3, *]), in which case, X[0, *] represents the X values, X[1, *] represents the Y values, and X[2, *] represents the Z values. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero. Otherwise it is converted and stored as single precision floating point.

Y

A vector providing the Y components of the vertices. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero. Otherwise it is converted and stored as single precision floating point.

Z

A scalar or vector providing the Z components of the vertices. If not provided, Z values default to 0.0. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero. Otherwise it is converted and stored as single precision floating point.

Keywords

Any property listed under "IDLgrROI Properties" on page 4685 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.3	Introduced

IDLgrROI::PickVertex

The IDLgrROI::PickVertex function method picks a vertex of the region which, when projected onto the given destination device, is nearest to the given 2-D device coordinate.

Syntax

Result = Obj->[IDLgrROI::]PickVertex(*Dest*, *View*, *Point* [, PATH=*objref*])

Return Value

Returns the index of the nearest region vertex. If two or more vertices are equally nearest to the point, the smallest index of those vertices is returned.

Arguments

Dest

An object reference to an IDLgrWindow or IDLgrBuffer for which the pick is to occur.

View

An object reference to the IDLgrView containing this region.

Point

A two-element vector, [*x*, *y*], representing the device location used for picking a nearest vertex.

Keywords

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to map the device position to a location in the data space of the region. Each path object reference specified with this keyword must contain an alias. The selected vertex is computed for the version of the object falling within the specified path. If this keyword is not set, the parent properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued.

Version History

5.3	Introduced

IDLgrROI::SetProperty

The IDLgrROI::SetProperty procedure method sets the value of a property or group of properties for the Object Graphics region.

Syntax

Obj->[IDLgrROI::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrROI Properties" on page 4685 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.3	Introduced

IDLgrROIGroup

The IDLgrROIGroup object class is an Object Graphics representation of a group of regions of interest.

Superclasses

IDLanROIGroup.

IDLitComponent

Creation

See "IDLgrROIGroup::Init" on page 4717.

Properties

Objects of this class have the following properties. See "IDLgrROIGroup Properties" on page 4706 for details on individual properties.

- ALL
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- HIDE
- PARENT
- SHADER
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

The IDLgrROIGroup class has the following methods:

- IDLgrROIGroup::Add
- IDLgrROIGroup::Cleanup
- IDLgrROIGroup::GetProperty
- IDLgrROIGroup::Init
- IDLgrROIGroup::PickRegion
- IDLgrROIGroup::Remove
- IDLgrROIGroup::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.3	Introduced
5.6	Added CLIP_PLANES property
6.4	Added SHADER property
	Added Remove method

IDLgrROIGroup Properties

IDLgrROIGroup objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrROIGroup::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrROIGroup::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrROIGroup::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_TEST_FUNCTION
- DEPTH_WRITE_DISABLE
- HIDE
- PARENT
- SHADER
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLanROIGroup.
- IDLitComponent

ALL

An anonymous structure with the values of all of the properties associated with the state of this object.

Note ———————————————————————————————————————
The fields in this structure may change in subsequent releases of IDL.

Note ———————————————————————————————————————
This structure returns ALPHA_CHANNEL and COLOR properties that are consistent with other graphic objects. However, neither property is used by the IDLgrROIGroup object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ———————————————————————————————————————
The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note ———————————————————————————————————————
Clipping planes are applied in the data space of this object (prior to the application of any x, y, or z coordinate conversion).

Note ———————————————————————————————————————
To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value indicating whether this region group should be drawn:

- 0 = draw the region group (the default)

- 1 = do not draw the region group.

Property Type	BOOLEAN		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the ROI group is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single

IDLgrShader object may be associated with additional ROI group objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert *X* coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1*$Data$X$

Recommended values are:

$[(-X_{min})/(X_{max} - X_{min}), 1.0/(X_{max} - X_{min})\ ]$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert *Y* coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$Y = s_0 + s_1*$Data$Y$

Recommended values are:

$$[(-Y_{min})/(Y_{max} - Y_{min}), 1.0/(Y_{max} - Y_{min})]$$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert *Z* coordinates from data units to normalized units. The formula for the conversion is as follows:

$$NormalizedZ = s_0 + s_1 * DataZ$$

Recommended values are:

$$[(-Z_{min})/(Z_{max} - Z_{min}), 1.0/(Z_{max} - Z_{min})]$$

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrROIGroup::Add

The IDLgrROIGroup::Add procedure method adds a region to the region group. Only objects of the IDLgrROI class may be added to the group. The regions in the group must all be of the same type: all points, all paths, or all polygons.

Syntax

Obj->[IDLgrROIGroup::]Add, *ROI*

Arguments

ROI

A reference to an instance of the IDLgrROI object class representing the region of interest to add to the group.

Keywords

Accepts all keywords accepted by the IDLanROIGroup::Add method.

Version History

5.3	Introduced

IDLgrROIGroup::Cleanup

The IDLgrROIGroup::Cleanup procedure method performs all cleanup for an Object Graphics region of interest group object.

Note ——

Cleanup methods are special life cycle methods, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrROIGroup::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.3	Introduced

IDLgrROIGroup::GetProperty

The IDLgrROIGroup::Get Property procedure method retrieves the value of a property or group of properties for the region group.

Syntax

Obj->[IDLgrROIGroup::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrROIGroup Properties" on page 4706 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.3	Introduced

IDLgrROIGroup::Init

The IDLgrROIGroup::Init function method initializes an Object Graphics region of interest group object.

Note

Init methods are special life cycle methods, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrROIGroup' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrROIGroup::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Note

Keywords can be used in either form. They are omitted in the second form for brevity.

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrROIGroup Properties" on page 4706 that contains the word "Yes" in the "Init" column of the properties table can be initialized during

object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.3	Introduced

IDLgrROIGroup::PickRegion

The IDLgrROIGroup::PickRegion function method picks a region within the group which, when projected onto the given destination device, is nearest to the given 2-D device coordinate.

Syntax

Result = Obj->[IDLgrROIGroup::]PickRegion(*Dest*, *View*, *Point* [, PATH=*objref*])

Return Value

Returns the object reference of the nearest region. If two or more regions are equally nearest to the point, the one that was added to the region group first is returned.

Arguments

Dest

An object reference to an IDLgrWindow or IDLgrBuffer for which the pick is to occur.

View

An object reference to the IDLgrView containing this region.

Point

A two-element vector, [*x*, *y*], representing the device location to use for picking a nearest region.

Keywords

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to map the device position to a location in the data space of the region. Each path object reference specified with this keyword must contain an alias. The selected region is computed for the version of the object falling within the specified path. If this keyword is not set, the parent properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued.

Version History

5.3	Introduced

IDLgrROIGroup::Remove

The IDLgrROIGroup::Remove procedure method removes an object from the ROI group.

Syntax

Obj->[IDLgrROIGroup::]Remove [, *Child_object*] [, POSITION=*index*] [, /ALL]

Arguments

Child_object

An object reference or array of object references for the objects to be removed from the ROI group. If *Child_object* is not provided (and neither the ALL nor POSITION keyword are set), the first object in the ROI group will be removed.

Keywords

ALL

Set this keyword to remove all objects from the ROI group. If this keyword is set, the *Child_object* argument is not required.

POSITION

Set this keyword equal to the zero-based index of the object to be removed. If the *Child_object* argument is supplied, this keyword is ignored.

Version History

6.4	Introduced

IDLgrROIGroup::SetProperty

The IDLgrROIGroup::Set Property procedure method sets the value of a property or group of properties for the region group.

Syntax

Obj->[IDLgrROIGroup::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrROIGroup Properties" on page 4706 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.3	Introduced

IDLgrScene

A scene object represents the entire scene to be drawn and serves as a container of IDLgrView or IDLgrViewgroup objects.

Superclasses

IDL_Container

IDLitComponent

Creation

See "IDLgrScene::Init" on page 4733.

Properties

Objects of this class have the following properties. See "IDLgrScene Properties" on page 4725 for details on individual properties.

- ALL
- COLOR
- HIDE
- REGISTER_PROPERTIES
- TRANSPARENT

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrScene::Add
- IDLgrScene::Cleanup
- IDLgrScene::GetByName
- IDLgrScene::GetProperty
- IDLgrScene::Init
- IDLgrScene::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced

IDLgrScene Properties

IDLgrScene objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrScene::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrScene::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrScene::SetProperty.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- COLOR
- HIDE
- REGISTER_PROPERTIES
- TRANSPARENT

In addition, objects of this class inherit:

- IDL_Container
- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note

The fields of this structure may change in subsequent releases of IDL.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

COLOR

The color to which the scene should be erased before drawing. The color may be specified as a color lookup table index or a three-element vector [*red*, *green*, *blue*].

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Background color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HIDE

A Boolean value or an enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: No	**Set:** No	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

For IDLgrScene, the available properties (and their iTool data types) are:

- HIDE (Boolean)

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

TRANSPARENT

A Boolean value that determines whether to disable window clearing. If this property is not set, the destination object in use by the scene is automatically erased when the scene is initialized.

Property Type	BOOLEAN		
Name String	Transparent		
Get: Yes	Set: Yes	Init: No	Registered: Yes

IDLgrScene::Add

The IDLgrScene::Add function method verifies that the added item is an instance of an IDLgrView or IDLgrViewgroup object. If it is, IDLgrScene:Add adds the view or viewgroup to the specified scene.

Syntax

Obj->[IDLgrScene::]Add, *View* [, POSITION=*index*]

Arguments

View

An instance of the IDLgrView or IDLgrViewgroup object class.

Keywords

POSITION

Set this keyword equal to the zero-based index of the position within the container at which the new object should be placed.

Version History

5.0	Introduced

IDLgrScene::Cleanup

The IDLgrScene::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrScene::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrScene::GetByName

The IDLgrScene::GetByName function method finds contained objects by name and returns the object reference to the named object. If the named object is not found, the GetByName function returns a null object reference.

Note

The GetByName function does *not* perform a recursive search through the object hierarchy. If a fully qualified object name is not specified, only the contents of the current container object are inspected for the named object.

Syntax

Result = Obj->[IDLgrScene::]GetByName(*Name*)

Return Value

Returns the object reference to the named object. If the named object is not found, returns a null object reference.

Arguments

Name

A string containing the name of the object to be returned.

Object naming syntax is very much like the syntax of a UNIX filesystem. Objects contained by other objects can include the name of their parent object; this allows you to create a fully qualified name specification. For example, if object1 contains object2, which in turn contains object3, the string specifying the fully qualified object name of object3 would be 'object1/object2/object3'.

Object names are specified relative to the object on which the GetByName method is called. If used at the beginning of the name string, the / character represents the top of an object hierarchy. The string '..' represents the object one level "up" in the hierarchy.

Keywords

None

Version History

5.0	Introduced

IDLgrScene::GetProperty

The IDLgrScene::GetProperty procedure method retrieves the value of a property or group of properties for the contour.

Syntax

Obj->[IDLgrScene::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrScene Properties" on page 4725 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrScene::Init

The IDLgrScene::Init function method initializes the scene object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrScene' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrScene::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrScene Properties" on page 4725 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrScene::SetProperty

The IDLgrScene::SetProperty procedure method sets the value of a property or group of properties for the buffer.

Syntax

Obj->[IDLgrScene::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrScene Properties" on page 4725 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrShader

A *shader object* provides access to the hardware-based processing power available on some modern graphics cards. This allows computationally intensive image processing operations to be delegated to the Graphics Processing Unit (GPU) of a suitable graphics card, dramatically increasing performance and interactivity. A shader program can perform image filtering operations, complex lighting and shading calculations, interactive blending of multiple textures, animation of object vertices, or any combination of these.

See "Hardware Requirements for Shaders" (*Object Programming*) for information on graphics cards and how to determine whether the graphics card supports this shader functionality. If there is not sufficient support for the shader program, IDL draws the scene graph as if there was no shader object present.

Note ───

See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for valuable overview information about using shader programs with IDL and for a wide range of examples.

───

Warning ───────────────────────────────────────

Setting IDLgrImage RENDER_METHOD=1 (do *not* render image as texture-mapped polygon) disables all shader functionality including the software-based alternative.

───

Superclasses

Objects of this class have no superclass.

Creation

See IDLgrShader::Init.

Properties

Objects of this class have the following properties. See "IDLgrShader Properties" on page 4738 for details on individual properties.

- CACHE_RESULT
- FORCE_FILTER

- FRAGMENT_PROGRAM_FILENAME
- FRAGMENT_PROGRAM_STRING
- OUTPUT_DATA_TYPE
- VERTEX_PROGRAM_FILENAME
- VERTEX_PROGRAM_STRING

In addition, objects of this class inherit the properties of all superclasses of this class, if any.

Methods

This class has the following methods:

- IDLgrShader::Cleanup
- IDLgrShader::Filter
- IDLgrShader::GetProperty
- IDLgrShader::GetUniformVariable
- IDLgrShader::Init
- IDLgrShader::SetProperty
- IDLgrShader::SetUniformVariable

In addition, this class inherits the methods of its superclasses, if any.

Examples

See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*).

Version History

6.4	Introduced

See Also

IDLgrShaderBytscl, IDLgrShaderConvol3, IDLgrFilterChain, Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*)

IDLgrShader Properties

IDLgrShader objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrShader::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrShader::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrShader::SetProperty.

Note ————————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

———

Objects of this class have the following properties:

- CACHE_RESULT
- FORCE_FILTER
- FRAGMENT_PROGRAM_FILENAME
- FRAGMENT_PROGRAM_STRING
- OUTPUT_DATA_TYPE
- VERTEX_PROGRAM_FILENAME
- VERTEX_PROGRAM_STRING

CACHE_RESULT

If a shader object is associated with an IDLgrImage object, you may set this property to determine whether a shader program is executed every time Draw is called as follows:

Value	Description
0	The default. Apply the shader each time Draw is called. This is suitable for applications with a fast graphics card or one that is interactively updated by uniform variable parameter changes. (Re-caching the image each time the shader is changed carries a performance penalty.)
Non-zero	Cache the result of applying the shader and use this cached result in subsequent renderings. This setting is appropriate for slow graphics cards or applications that requires fast redraw capabilities such as when panning or zooming.

If a software fallback is in use or the image is part of an IDLgrFilterChain, the value of this property is ignored and the result of applying the shader is always cached. This property is ignored if the shader object is associated with any object other than IDLgrImage. The default value is 0.

Note ───────

Your graphics card must support FRAMEBUFFER_OBJECT_EXTENSION when you request caching (CACHE_RESULT=1). You can determine this support using IDLgrWindow::GetDeviceInfo.

───────

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FORCE_FILTER

Set this scalar long property to a non-zero value to cause IDL to call the IDLgrShader subclass Filter method, even if the graphics hardware supports shaders. This is useful for developing and testing the software fallback option on devices that have the

hardware support. The default value for this property is zero. This property can only be set at Init time.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** No

FRAGMENT_PROGRAM_FILENAME

This property is a scalar string containing the complete filepath specifying a text file that contains the fragment program text. If specified, IDL ignores the FRAGMENT_PROGRAM_STRING property. If the file does not exist when IDL draws the scene using this shader, IDL reports an informational error and continues drawing without the shader program.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FRAGMENT_PROGRAM_STRING

This property is a scalar string that contains the fragment program text. If your application maintains the program as an array of strings, one for each program line, use STRJOIN to create a single string that is suitable for this property. Specify a newline string (10B) as the delimiter in STRJOIN so that the shader program compiler can report a useful line number in any compilation error messages. For example:

```
programString = STRJOIN(pgmStrings, STRING(10B))
```

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OUTPUT_DATA_TYPE

This property controls the precision of data storage used for an interim image when the following conditions apply to the shader object:

- • It is associated with an IDLgrImage object

- • It is being executed on the GPU of the graphics card (suitable hardware is available)

- • It is either contained in an IDLgrFilterChain object or CACHE_RESULT=1.

This scalar long property may be set to one of the following values:

Value	Description
1	BYTE
2	FLOAT16
3	FLOAT32 (the default)

When the IDLgrShader is in an IDLgrFilterChain, OUTPUT_DATA_TYPE specifies the precision of the temporary storage used to pass data from one shader to the next in the chain. When CACHE_RESULT is set to 1, OUTPUT_DATA_TYPE specifies the precision of the cache used to store the result of the shader operation.

Note ───
If you will be capturing the image data during or after applying the shaders, the OUTPUT_DATA_TYPE property and the DATA_TYPE keyword of IDLgrImage::ReadFilteredData should have consistent values.
───

Note ───
For best performance use the lowest precision possible without loss of data.
───

The default value is 3.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

VERTEX_PROGRAM_STRING

This property is a scalar string that contains the vertex program text. If your application maintains the program as an array of strings, one for each program line, use STRJOIN to create a single string that is suitable for this property. Specify a newline string (10B) as the delimiter in STRJOIN so that the shader program compiler can report a useful line number in any compilation error messages. For example:

```
programString = STRJOIN(pgmStrings, STRING(10B))
```

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

VERTEX_PROGRAM_FILENAME

This property is a scalar string containing the complete filepath specifying a text file that contains the vertex program text. If specified, IDL ignores the VERTEX_PROGRAM_STRING property. If the file does not exist when IDL draws the scene using this shader, IDL reports an informational error and continues drawing without the shader program.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrShader::Cleanup

The IDLgrShader::Cleanup procedure method performs all cleanup on the object.

Note ————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrShader::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.4	Introduced

IDLgrShader::Filter

The IDLgrShader::Filter function method, implemented only in an IDLgrShader subclass, provides a way to implement a software-based fallback for an image filtering shader program when the graphics card hardware does not support shading language.

This function is only available for shader objects associated with IDLgrImage objects, and is activated only when the required hardware support is not present or when the FORCE_FILTER property of the shader object or IDLgrFilterChain object is set to a non-zero value.

Note ───

Never call this method directly. It is called automatically in response to changes requiring a re-draw of the scene, including IDLgrShader::SetUniformVariable updates.

───

This method should not be included in a subclassed shader object attached to texture mapped IDLgrSurface or IDLgrPolygon object (where an image is associated via the TEXTURE_MAP property). A software fallback option is not available in such cases.

Syntax

Result = Obj->[IDLgrShader subclass::]Filter(*Image*)

Return Value

Returns an IDL array containing the resulting filtered image. The array must have the same dimensions and type as the incoming image. If the returned array does not meet these requirements, IDL ignores the array and draws the image with its original data.

This method should apply the desired operation to the image data and return that data as its function return value. IDL clamps the returned image data to the range [0.0, 1.0] and converts this range into the pixel component range appropriate for the device. In most cases, this is [0, 255].

Arguments

Image

An array containing the image data. This array is always of type FLOAT and contains RGBA components arranged in PIXEL_INTERLEAVE format, [4, *cols*, *rows*].

Keywords

None.

Examples

The following code segment shows an implementation of the Filter method in an object, shader_rgb_doc, that subclasses from IDLgrShader. Within the method, access the RGBA floating-point, pixel-interleaved data in *Image*. Alter the intensity of each red, green, and blue channel based on values (*s*) contained in the uniform variable (*scl*). Return the filtered image. See "Altering RGB Levels Using a Shader" (Chapter 14, *Object Programming*) for expository details.

```
Function shader_rgb_doc::Filter, Image

newImage=Image
self->GetUniformVariable, 'scl', s
newImage[0,*,*] *= s[0]
newImage[1,*,*] *= s[1]
newImage[2,*,*] *= s[2]

RETURN, newImage

END
```

Example Code

See shader_rgb_doc__define.pro for the complete, working example, which is located in the examples/doc/shaders subdirectory of the IDL distribution. Run the example by creating an instance of the object at the IDL command prompt using orgbshader=OBJ_NEW("shader_rgb_doc") or view the file in an IDL Editor window by entering shader_rgb_doc__define.pro.

Version History

6.4	Introduced

See Also

IDLgrShader::SetUniformVariable

IDLgrShader::GetProperty

The IDLgrShader::GetProperty procedure method returns the value of a property or group of properties for the shader.

Syntax

Obj->[IDLgrShader::]GetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShader Properties" on page 4738 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.4	Introduced

IDLgrShader::GetUniformVariable

The IDLgrShader::GetUniformVariable procedure method returns the value of a named uniform variable. A uniform variable provides a way to pass small amounts of data to a shader program. It can enable interactivity by linking user interface control changes to program updates.

The GetUniformVariable method is typically called inside the IDLgrShader::Filter method, which is used to provide a software-based alternative to a hardware-based image processing shader program. See "Examples" on page 4745 for such a sample program.

Note

For information about uniform variables, see "Uniform Variables" (Chapter 14, *Object Programming*).

Syntax

Obj->[IDLgrShader::]GetUniformVariable, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the uniform variable to retrieve.

Note

If the *Name* argument specifies a uniform variable that was never defined and stored in the shader object using SetUniformVariable, then the variable specified in the *Value* parameter will be set to an undefined variable.

Value

Specifies a variable that contains the current value of the uniform variable. The variable is stored in this parameter in exactly the same format as that used when it was defined using IDLgrShader::SetUniformVariable.

Keywords

None.

Version History

6.4	Introduced

See Also

IDLgrShader::SetUniformVariable

IDLgrShader::Init

The IDLgrShader::Init function method initializes the shader object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrShader' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrShader::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None.

Keywords

Any property listed under "IDLgrShader Properties" on page 4738 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrShader::SetProperty

The IDLgrShader::SetProperty procedure method sets the value of a property or group of properties for the shader.

Syntax

Obj->[IDLgrShader::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShader Properties" on page 4738 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrShader::SetUniformVariable

The IDLgrShader::SetUniformVariable procedure method assigns a value to a named uniform variable. A uniform variable provides a way to pass small amounts of data to a shader program. It can enable interactivity by linking user interface control changes to shader program updates.

IDL stores the *Name* and *Value* of the uniform variable with the instance of the associated IDLgrShader object the first time this method is called. When SetUniformVariable is called again using the same *Name* argument, the uniform variable is updated with the current contents of *Value*. Once a uniform variable is associated with a shader object, there is no way to remove the reference. Any uniform variable that is defined, but not used in the shader program is simply ignored.

Note

For information about uniform variables, see "Uniform Variables" (Chapter 14, *Object Programming*).

The fragment shader program will support a minimum of 64 uniform variables (use IDLgrWindow::GetDeviceInfo to determine the exact number). For maximum shader program portability, define 64 or fewer variables.

In the case of a shader object associated with an IDLgrImage, or an IDLgrPolygon or IDLgrSurface with an associated TEXTURE_MAP image, you do not need to use SetUniformVariable to pass the image data to the shader program if multi-texturing is not occurring. The reserved uniform variable, _IDL_ImageTexture, automatically contains the texture map data associated with the primary IDLgrImage object. See "Reserved Uniform Variables" (Chapter 14, *Object Programming*) for details.

Note

If a shader object is associated with more than a single graphic object, any changes to a uniform variable will be applied to all associated objects. To avoid this, copy and associate an individual instance of a shader object with each individual graphic objects.

Syntax

Obj->[IDLgrShader::]SetUniformVariable, *Name, Value*]

Arguments

Name

Specifies a case-sensitive string name of the uniform variable.

Value

Defines an IDL simple scalar value, array or an IDLgrImage object reference to be associated with *Name*. IDL strings, structures, pointers, and undefined variables are not allowed and will cause an error that halts execution. IDL converts all integer types to 32-bit long and converts all floating types to 32-bit float before submitting the data to the shader program.

If this argument is set to a 1-D or 2-D IDLgrImage object reference (the only type of object reference permitted), IDL loads the image data into an OpenGL texture that can be accessed using the uniform variable specified. This uniform variable must be defined as GLSL type *sampler1D* or *sampler2D* in the shader program.

If the dimensions of the IDLgrImage are not a power of 2 then the image will be padded to the next largest power of 2. If the dimensions of the IDLgrImage are larger than MAX_TEXTURE_DIMENSIONS (returned by GetDeviceInfo) then the image will be scaled down to MAX_TEXTURE_DIMENSIONS. Keep this in mind when generating texture coordinates to access the texture map. The IDLgrImage passed to SetUniformVariable cannot be tiled.

Keywords

None.

Version History

6.4	Introduced

See Also

IDLgrShader::GetUniformVariable

IDLgrShaderBytscl

A shader byte-scale object is a subclass of IDLgrShader that can be associated with an IDLgrImage object via the SHADER property. This object lets you quickly perform a BYTSCL operation on the image data as it is drawn to the screen, taking advantage of the advanced processing power of the hardware-based OpenGL Shading Language (GLSL) if an appropriate graphics card is available. See "Hardware Requirements for Shaders" (Chapter 14, *Object Programming*) for details. Otherwise, this object performs the byte-scale operation using a software-based alternative. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information about shader objects.

Use the IN_RANGE and OUT_RANGE property values to control the byte-scaling parameters, which can be independently applied to each channel of image data. This object performs the byte-scaling operation in floating-point format and does not call the IDL BYTSCL function.

If the image data is other than byte or 8-bits per channel, set the IDLgrImage INTERNAL_DATA_TYPE property to avoid having your data truncated to byte.

Warning ―――――――――――――――――――――――――――――
Setting IDLgrImage RENDER_METHOD=1 (do *not* render image as texture-mapped polygon) disables all shader functionality including the software-based alternative.
―――――――――――――――――――――――――――――――――――

This object class is implemented in the IDL language. Its source code can be found in the file `idlgrshaderbytscl__define.pro` in the `lib` subdirectory of the IDL distribution.

Superclasses

IDLgrShader

Creation

See IDLgrShaderBytscl::Init.

Properties

Objects of this class have the following properties. See "IDLgrShaderBytscl Properties" on page 4758 for details on individual properties.

- IN_RANGE

- OUT_RANGE

- UNITS_IN_RANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrShaderBytscl::Cleanup

- IDLgrShaderBytscl::GetProperty

- IDLgrShaderBytscl::Init

- IDLgrShaderBytscl::SetProperty

In addition, this class inherits the methods of its superclass (IDLgrShader).

Examples

The following example creates an object that inherits from the IDLgrShaderBytscl object, loads grayscale image data and lets you interactively adjust the input and output data ranges using two sliders. Note that when using the IDLgrShaderBytscl object with non-byte data, you should set the IDLgrImage INTERNAL_DATA_TYPE property to avoid having your data truncated to a byte (0-255) range.

Example Code

See `shader_bytscl_doc__define.pro` for the complete, working example, which is located in the `examples/doc/shaders` subdirectory of the IDL distribution. Run the example by creating an instance of the object at the IDL command prompt using `obytsclshader=OBJ_NEW("shader_bytscl_doc")` or view the file in an IDL Editor window by entering `shader_bytscl_doc__define.pro`.

Version History

6.4	Introduced

See Also

IDLgrShaderConvol3, IDLgrShader, IDLgrFilterChain, Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*)

IDLgrShaderBytscl Properties

IDLgrShaderBytscl objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via "IDLgrShaderBytscl::GetProperty" on page 4762. Properties with the word "Yes" in the "Init" column of the property table can be set via "IDLgrShaderBytscl::Init" on page 4763. Properties with the word "Yes" in the "Set" column in the property table can be set via "IDLgrShaderBytscl::SetProperty" on page 4765.

Note

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- IN_RANGE
- OUT_RANGE
- UNITS_IN_RANGE

In addition, objects of this class inherit the properties of:

- "IDLgrShader" on page 4736

IN_RANGE

A 2x*n* floating-point array that describes the MIN and MAX values for the byte-scaling operation for each of the *n* channels in the input image. See the BYTSCL function for more detail. See the UNITS_IN_RANGE property for this object to determine the units and scaling to use for setting this property.

Since the IDLgrShader::Filter method receives RGBA data from IDL, this object expands this property into a [2,4] floating-point array. The UNITS_IN_RANGE property value determines how incoming values are scaled before being expanded as follows:

- [a,b] — expands to [[a,b],[a,b],[a,b],[0,1]] (single LUM channel repeated in RGB, Alpha channel set to full range)
- [[a,b],[c,d]] expands to [[a,b],[a,b],[a,b],[c,d]] (LUM with Alpha channel specified)
- [[a,b],[c,d],[e,f]] expands to [[a,b],[c,d],[e,f],[0,1]] (RGB copied exactly, Alpha channel set to full range)

- • [[a,b],[c,d],[e,f],[g,h]] expands to [[a,b],[c,d],[e,f],[g,h]] (entire range is specified)

The default values are [0.0, 1.0] for each channel. In all cases, the MAX value must be greater than the MIN value.

Property Type	Float array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

OUT_RANGE

A 2x*n* floating-point array that describes the bottom and top range values for the output of the byte-scaling operation for each of the *n* channels in the image data. The top value corresponds to the TOP keyword used in the IDL BYTSCL function. For example, if the provided values are [40,80], the data will be scaled into byte data in the range 40 - 80, inclusive. For compatibility with the IDL BYTSCL function, the minimum and maximum values for this property should be specified in the range [0, 255].

Since the IDLgrShader::Filter method returns RGBA data to IDL, this object expands this property into a [2,4] floating-point array as follows:

- • [a,b] — expands to [[a,b],[a,b],[a,b],[0,1]] (single LUM channel repeated in RGB, Alpha channel set to full range)

- • [[a,b],[c,d]] expands to [[a,b],[a,b],[a,b],[c,d]] (LUM with Alpha channel specified)

- • [[a,b],[c,d],[e,f]] expands to [[a,b],[c,d],[e,f],[0,1]] (RGB copied exactly, Alpha channel set to full range)

- • [[a,b],[c,d],[e,f],[g,h]] expands to [[a,b],[c,d],[e,f],[g,h]] (entire range is specified)

Before performing the byte-scaling operation, these values are scaled into the floating-point range [0,1].

The default values are [0,255] for each color channel and [0,1] for the alpha channel.

Property Type	Float array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

UNITS_IN_RANGE

A scalar integer that represents the units used to express the minimum and maximum values specified by the IN_RANGE property. This value usually corresponds to the data type of the data stored in the image object. The allowed values, which correspond to IDL *type codes*, are:

Value (type code)	Data Units	IN_RANGE Values must be in this range:
0	Normalized	• [0.0, 1.0] for BYTE and UINT • [-1.0, 1.0] for INT • Any range for FLOAT.
1	BYTE	[0, 255]
2	INT	[-32768, 32767]
4	FLOAT	Any floating-point range
12	UINT	[0, 65535]

The default value is 0.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** No	**Registered:** No

IDLgrShaderBytscl::Cleanup

The IDLgrShaderBytscl::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

──

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrShaderBytscl::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.4	Introduced

IDLgrShaderBytscl::GetProperty

The IDLgrShaderBytscl::GetProperty procedure method returns the value of a
property or group of properties for the shader.

Syntax

Obj->[IDLgrShaderBytscl::]GetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShaderBytscl Properties" on page 4758 that
contains the word "Yes" in the "Get" column of the properties table can be retrieved
using this method. To retrieve the value of a property, specify the property name as a
keyword set equal to a named variable that will contain the value of the property.

Version History

6.4	Introduced

IDLgrShaderBytscl::Init

The IDLgrShaderBytscl::Init function method initializes the surface object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrShaderBytscl' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrShaderBytscl::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None.

Keywords

Any property listed under "IDLgrShaderBytscl Properties" on page 4758 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrShaderBytscl::SetProperty

The IDLgrShaderBytscl::SetProperty procedure method sets the value of a property or group of properties for the shader.

Syntax

Obj->[IDLgrShaderBytscl::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShaderBytscl Properties" on page 4758 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrShaderConvol3

A convolution shader object is a subclass of IDLgrShader that can be associated with an IDLgrImage object via the SHADER property to perform general 3x3 convolution operations such as smoothing and edge detection on the image data as it is drawn to the screen. If hardware shader support is available, IDL will use it. Otherwise, this object performs the operation using a software-based alternative.

IDLgrShaderConvol3 performs the convolution operation on each channel independently, using either a predefined convolution KERNEL or a user-specified kernel.

Since the hardware shader programs require data in floating-point format, this function converts the input data into the floating-point range of [0,1], applies the scaling, and then maps the scaled data into the device's output range.

The reserved uniform variable `_IDL_ImageStep` is set by the IDLgrImage object before calling the shader program. This GLSL type `vec2` variable contains the texture coordinate offsets needed to locate adjacent texels in both the *x* and *y* dimensions. These offsets are useful to shader programs that implement convolution kernels because it is necessary to use neighboring texels in these computations. See "Reserved Uniform Variables" (Chapter 14, *Object Programming*) for more information about reserved uniform variables.

Warning

Setting IDLgrImage RENDER_METHOD=1 (do *not* render image as texture-mapped polygon) disables all shader functionality including the software-based alternative.

This object class is implemented in the IDL language. Its source code can be found in the file `idlgrshaderconvol3__define.pro` in the `lib` subdirectory of the IDL distribution.

Superclasses

IDLgrShader

Creation

See IDLgrShaderConvol3::Init.

Properties

Objects of this class have the following properties. See "IDLgrShaderConvol3 Properties" on page 4769 for details on individual properties.

- • BASE_BLEND_FACTOR
- • CONVOL_BLEND_FACTOR
- • KERNEL

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- • IDLgrShaderConvol3::Cleanup
- • IDLgrShaderConvol3::GetProperty
- • IDLgrShaderConvol3::Init
- • IDLgrShaderConvol3::SetProperty

In addition, this class inherits the methods of its superclass (IDLgrShader).

Examples

The following example creates four instances of the IDLgrShaderConvol3 object and lets you apply one or more shaders to an image by modifying the IDLgrFilterChain object. See "Filter Chain Shaders" (Chapter 14, *Object Programming*) for more information about the IDLgrShaderConvol3 object and this example.

Example Code ————————————————————————

See `shader_filterchain_doc__define.pro` for the complete, working example, which is located in the `examples/doc/shaders` subdirectory of the IDL distribution. Run the example by creating entering `o=OBJ_NEW('shader_filterchain_doc')` at the IDL command prompt or view the file in an IDL Editor window by entering `.edit shader_filterchain_doc__define.pro`.

Version History

6.4	Introduced

See Also

IDLgrShader, IDLgrImage, IDLgrFilterChain, IDLgrShaderBytscl

IDLgrShaderConvol3 Properties

IDLgrShaderConvol3 objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrShaderConvol3::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrShaderConvol3::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrShaderConvol3::SetProperty.

Note ──

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties.

- BASE_BLEND_FACTOR
- CONVOL_BLEND_FACTOR
- KERNEL

In addition, objects of this class inherit the properties of "IDLgrShader" on page 4736.

BASE_BLEND_FACTOR

A scalar single-precision floating-point value in the range of [0.0, 1.0] with a default value of 0.0. Setting this property to a numeric value outside of this range results in an error. This property controls the amount of the base image that is added to the kernel output, controlled by the CONVOL_BLEND_FACTOR property, in the final resulting image. The default value of 0.0 implies that no part of the base image is added to the final image.

Note ──

Some convolution kernels work best when combining the kernel output with the original base image. The sharpen convolution kernel (KERNEL=2) is a good example. The default value of 0.0, causes no contribution of the base image with the kernel output, while a value of 1.0 adds all of the base image to the kernel output.

──

Property Type	Float		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

CONVOL_BLEND_FACTOR

A scalar single-precision floating-point value in the range [0.0, 1.0]. This property controls the amount of the convolution kernel output that is added to the base image, controlled by the BASE_BLEND_FACTOR property, in the final resulting image. Setting this property to a numeric value outside of the 0.0 to 1.0 range results in an error. The default value is 1.0, which implies that all of the convolution output is added to the final image.

Property Type	Float		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

KERNEL

Either a scalar integer value indicating a pre-defined kernel, or a 9-element numerical array (that will be converted to a 3x3 floating-point array) containing a custom kernel. The predefined kernels are:

Value	Description
0	Identity (performs no operation on the image) - the default
1	Smooth
2	Sharpen
3	Edge Detection (vertical and horizontal)

The default value, 0, selects the "identity" kernel, which passes the image through without modification. This property may also be set with a 9-element numeric array. IDL converts this array to single-precision floating-point. Setting this property with any value other than a pre-defined kernel or a 9-element numeric array results in an error.

If this property is set with a scalar integer, GetProperty returns the same scalar integer. If this property is set with a 9-element numeric array, GetProperty returns a 9-element floating-point array.

Property Type	Integer or Array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrShaderConvol3::Cleanup

The IDLgrShaderConvol3::Cleanup procedure method performs all cleanup on the object.

Note ───

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

───

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrShaderConvol3::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

6.4	Introduced

IDLgrShaderConvol3::GetProperty

The IDLgrShaderConvol3::GetProperty procedure method returns the value of a property or group of properties for the shader.

Syntax

Obj->[IDLgrShaderConvol3::]GetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShaderConvol3 Properties" on page 4769 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

6.4	Introduced

IDLgrShaderConvol3::Init

The IDLgrShaderConvol3::Init function method initializes the surface object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrShaderConvol3' [, *PROPERTY=value*])

or

Result = *Obj*->[IDLgrShaderConvol3::]Init([, *PROPERTY=value*])　　*(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None.

Keywords

Any property listed under "IDLgrShaderConvol3 Properties" on page 4769 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrShaderConvol3::SetProperty

The IDLgrShaderConvol3::SetProperty procedure method sets the value of a property or group of properties for the shader.

Syntax

Obj->[IDLgrShaderConvol3::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrShaderConvol3 Properties" on page 4769 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

6.4	Introduced

IDLgrSurface

A surface object represents a shaded or vector representation of a mesh grid.

An IDLgrSurface object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrSurface::Init" on page 4816.

Properties

Objects of this class have the following properties. See "IDLgrSurface Properties" on page 4780 for details on individual properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA
- DATAY
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION
- DIFFUSE
- EMISSION
- HIDDEN_LINES
- LINESTYLE
- MIN_VALUE
- PARENT
- RESET_DATA

- ALPHA_CHANNEL
- BOTTOM
- COLOR
- DATAX
- DATAZ
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- DOUBLE
- EXTENDED_LEGO
- HIDE
- MAX_VALUE
- PALETTE
- REGISTER_PROPERTIES
- SHADE_RANGE

- SHADER
- SHARE_DATA
- SHOW_SKIRT
- SPECULAR
- TEXTURE_COORD
- TEXTURE_INTERP
- THICK
- VERT_COLORS
- XRANGE
- YRANGE
- ZERO_OPACITY_SKIP

- SHADING
- SHININESS
- SKIRT
- STYLE
- TEXTURE_HIGHRES
- TEXTURE_MAP
- USE_TRIANGLES
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrSurface::Cleanup
- IDLgrSurface::GetCTM
- IDLgrSurface::GetMultiTextureCoord
- IDLgrSurface::GetProperty
- IDLgrSurface::GetVertexAttributeData
- IDLgrSurface::Init
- IDLgrSurface::SetProperty
- IDLgrSurface::SetMultiTextureCoord
- IDLgrSurface::SetVertexAttributeData

In addition, this class inherits the methods of its superclasses (if any).

Examples

See "Mapping an Image onto Elevation Data" (Chapter 3, *Image Processing in IDL*) for a texture mapping example and Chapter 6, "Working with Surface Objects" (*Object Programming*) for additional examples.

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.1	Added ALPHA_CHANNEL, AMBIENT, DIFFUSE, EMISSION, SHININESS, and SPECULAR properties
6.4	Added SHADER property
	Added GetVertexAttributeData, SetVertexAttributeData, Get MultiTextureCoord, and SetMultiTextureCoord methods

IDLgrSurface Properties

IDLgrSurface objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrSurface::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrSurface::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrSurface::SetProperty.

Note
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

Objects of this class have the following properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA
- DATAY
- DEPTH_OFFSET
- DEPTH_TEST_FUNCTION
- DIFFUSE
- EMISSION
- HIDDEN_LINES
- LINESTYLE
- MIN_VALUE
- PARENT
- RESET_DATA
- SHADER
- SHARE_DATA
- SHOW_SKIRT
- SPECULAR

- ALPHA_CHANNEL
- BOTTOM
- COLOR
- DATAX
- DATAZ
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- DOUBLE
- EXTENDED_LEGO
- HIDE
- MAX_VALUE
- PALETTE
- REGISTER_PROPERTIES
- SHADE_RANGE
- SHADING
- SHININESS
- SKIRT
- STYLE

- TEXTURE_COORD
- TEXTURE_HIGHRES
- TEXTURE_INTERP
- TEXTURE_MAP
- THICK
- USE_TRIANGLES
- VERT_COLORS
- XCOORD_CONV
- XRANGE
- YCOORD_CONV
- YRANGE
- ZCOORD_CONV
- ZERO_OPACITY_SKIP
- ZRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note —————————————————————————————————————

The fields of this structure may change in subsequent releases of IDL.

—————————————————————————————————————

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

Set this property to a floating-point value in the range [0.0, 1.0] to specify the opacity of the surface. The default value of 1.0 causes IDL to draw the surface completely opaque. If the value of this property is less than 1.0, then the pixels of the surface are blended with the pixels already on the screen. The color of the surface is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results. This also applies to the individual facets of the surface that IDL generates to represent the surface geometry. Since you do not have control over the rendering order of the facets that form the surface, there is little you can do to change

the ordering so that the facets draw in a back-to-front order. Therefore, using this property to draw semi-transparent surfaces is not recommended unless the surface geometry and orientation is such that the surface can be viewed without self-overlapping areas.

This property has no effect on devices using indexed color mode.

When used with textures, the ALPHA_CHANNEL value controls the opacity of the polygon in the same manner as when not using a texture. If the texture contains alpha information, the effective alpha of each texel is the texel's alpha multiplied by the polygon's alpha value (ALPHA_CHANNEL property).

Note ———

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

AMBIENT

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the ambient reflective color of the object. The default is black or [0,0,0], which specifies that the value of the COLOR property determines the ambient reflective color of the object. Setting an ambient color other than black makes the object use that color for ambient reflectance. Ambient reflectance affects the overall color of the object and is most noticeable where the object is not directly lit by a light source. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Ambient reflective color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

BOTTOM

A scalar or three-element vector [*red*, *green*, *blue*] specifying the color used to draw the bottom of the surface. Set this property to a scalar to draw the bottom with the same color as the top. If set to a scalar, IDL returns the default value of -1 if the

property is retrieved with GetProperty. Setting a bottom color is only supported when the destination device uses RGB color mode.

Property Type	COLOR		
Name String	Bottom color		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note

The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note

Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

Note

To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

COLOR

The color to be used as the foreground color for this model. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0, 0, 0].

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DATA

An array of any type that specifies the surface data. The array format is based upon the following:

- If the DATAZ property (or Data argument) was set to an $M \times N$ array (via the ::Init or ::SetProperty methods), then the value returned via the DATA property is a $3 \times M \times N$ array, $[[[x,y,z],[x,y,z],...],[[x,y,z],[x,y,z],...],...]$.

- If the DATAZ keyword (or Data argument) was never set, then the value returned via the DATA property is an undefined variable.

The value of the DATA array represents the combination of the DATAX, DATAY, and DATAZ values defined using ::SetProperty. If DATAZ was set, and DATAX and DATAY were not, the DATA value returned includes the implied X and Y grid locations.

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

DATAX

A floating-point vector or a two-dimensional array specifying the X coordinates of the surface grid. This property is stored as double precision floating point values if the property is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Specifying this property is the same as specifying the optional *X* argument to the IDLgrSurface::Init method.

Property Type	Floating-point vector or array		
Name String	*not displayed*		
Get: No	Set: Yes	Init: Yes	Registered: No

DATAY

A floating-point vector or a two-dimensional array specifying the Y coordinates of the surface grid. This property is stored as double precision floating point values if the property is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Specifying this property is the same as specifying the optional *Y* argument to the IDLgrSurface::Init method.

Property Type	Floating-point vector or array		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

DATAZ

A two-dimensional floating-point array to display as a surface. This property is stored as double precision floating point values if the property is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Specifying this property is the same as specifying the optional *Z* argument to the IDLgrSurface::Init method.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_OFFSET

An integer value that specifies an offset in depth to be used when rendering filled primitives. This offset is applied along the viewing axis, with positive values moving the primitive away from the viewer.

The units are "Z-Buffer units," where a value of 1 is used to specify a distance that corresponds to a single step in the device's Z-Buffer.

Use DEPTH_OFFSET to always cause a filled primitive to be rendered slightly deeper than other primitives, independent of model transforms. This is useful for avoiding stitching artifacts caused by rendering lines or polygons on top of other polygons at the same depth.

Note ──

Use this feature to remove stitching artifacts and not as a means for "layering" complex scenes with multiple DEPTH_OFFSET values. It is safest to use only a DEPTH_OFFSET value of 0, the default, and one other non-zero value, such as 1. Many system-level graphics drivers are not consistent in their handling of DEPTH_OFFSET values, particularly when multiple non-zero values are used. This can lead to portability problems because a set of DEPTH_OFFSET values may produce better results on one machine than on another. Using IDL's software renderer will help improve the cross-platform consistency of scenes that use DEPTH_OFFSET.

──

Note ──

DEPTH_OFFEST has no effect unless the value of the STYLE property is 2 or 6 (Filled or LegoFilled).

──

Property Type	INTEGER		
Name String	Depth offset		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note ──

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

──

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.

- 1 = NEVER - never passes.

- 2 = LESS - passes if the object's depth is less than the depth buffer's value.

- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.

- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.

- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.

- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.

- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.

- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note

If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DIFFUSE

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the diffuse reflectance color of the object. The default is black or [0,0,0], which specifies that the value of the COLOR property determines the diffuse reflective color of the object. Setting a diffuse color other than black makes the object use that color for diffuse reflectance. Diffuse reflectance is an important factor in determining the color of the object and is affected by the color and angle of the light sources in a scene. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Diffuse reflective color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DOUBLE

A Boolean value that indicates whether data provided by any of the input arguments will be stored in this object as using double-precision floating-point format.

- Set this property equal to 1 to convert input data to double-precision floating-point format.

- Set this property equal to 0 to convert input data to single-precision floating-point format.

- If you do not specify a value for this property, no data type conversion will be performed, and the data will be stored with its original precision.

Setting this property may be desirable if the data consists of large integers that cannot be accurately represented in single-precision floating-point arithmetic. This property is also automatically set to 1 if any of the input arguments are stored using a variable of type DOUBLE.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

EMISSION

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the emissive color of the object. The default is black or [0,0,0], which specifies that the object contributes no additional color in an emissive sense. Setting an emission color other than black makes the object appear as if it were emitting that color. This property is used to simulate light sources or other objects that emit light in a scene. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Emissive color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

EXTENDED_LEGO

A Boolean value that determines whether to force the IDLgrSurface object to display the last row and column of data when lego display styles are selected.

Property Type	Boolean		
Name String	Show last lego row/column		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HIDDEN_LINES

A Boolean value that determines whether to draw point and wireframe surfaces using hidden line (point) removal. By default, hidden line removal is disabled.

Property Type	Boolean		
Name String	Remove hidden lines		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

HIDE

A Boolean value or an enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do no draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LINESTYLE

An integer value that indicates the line style to use to draw the surface lines. The value can be either an integer value specifying a pre-defined line style, or a two-element vector specifying a stippling pattern.

To use a pre-defined line style, set this property equal to one of the following integer values:

0	Solid line (the default)
1	Dotted
2	Dashed
3	Dash dot
4	Dash dot dot dot
5	Long dash
6	No line drawn

To define your own stippling pattern, specify a two-element vector [*repeat*, *bitmask*], where *repeat* indicates the number of times consecutive runs of 1's or 0's in the *bitmask* should be repeated. (That is, if three consecutive 0's appear in the *bitmask* and the value of *repeat* is 2, then the line that is drawn will have six consecutive bits turned off.) The value of *repeat* must be in the range $1 \le repeat \le 255$.

The *bitmask* indicates which pixels are drawn and which are not along the length of the line. *Bitmask* is most conveniently specified as a 16-bit hexadecimal value.

For example, LINESTYLE = [2, 'F0F0'X] describes a dashed line (8 bits on, 8 bits off, 8 bits on, 8 bits off).

In a property sheet, this property appears as follows:

Property Type	Linestyle		
Name String	Line style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MAX_VALUE

A double-precision floating-point value that determines the maximum value to be plotted. If this property is present, data values greater than the value of MAX_VALUE are treated as missing data and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Maximum value		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MIN_VALUE

A double-precision floating-point value that determines the minimum value to be plotted. If this property is present, data values less than the value of MIN_VALUE are treated as missing data and are not plotted. Note that the IEEE floating-point value NaN is also treated as missing data. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Minimum value		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note _____

Objects specified via this property are not automatically cleaned up when the IDLgrSurface object is destroyed.

_____

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

RESET_DATA

A Boolean value that determines whether to treat the data provided via one of the DATA[XYZ] properties as a new data set unique to this object, rather than overwriting data that is shared by other objects. There is no reason to use this property if the object on which the property is being set does not currently share data

with another object (that is, if the SHARE_DATA property is not in use). This
property has no effect if no new data is provided via a DATA[XYZ] property. .

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADE_RANGE

A two-element integer array that specifies the range of pixel values (color indices) to
use for shading. The first element is the color index for the darkest pixel. The second
element is the color element for the brightest pixel. This value is ignored when the
polygons are drawn to a graphics destination that uses the RGB color model.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader
as a superclass). When there is suitable graphics card hardware support, the surface is
rendered using the GLSL shader program (executed on the graphics card) instead of
using fixed OpenGL properties when initially drawn. (If a suitable graphics card is
not present, IDL ignores the shader object when the scene is drawn.) A single
IDLgrShader object may be associated with additional surface objects or other
graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SHADING

An integer value or enumerated list item representing the type of shading to use if STYLE is set to 2 (Filled).

Value	Property Sheet Value	Description
0	Flat	The color has a constant intensity for each face of the surface, based on the normal vector (the default)
1	Gouraud	The colors are interpolated between vertices, and then along scanlines from each of the edge intensities

Gouraud shading may be slower than flat shading, but results in a smoother appearance.

Property Type	ENUMLIST		
Name String	Fill shading		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SHARE_DATA

An object reference to an object whose data is to be shared by this surface. A surface may only share data with another surface. The SHARE_DATA property is intended for use when data values are not set via an argument to the object's Init method or by setting the object's DATA property.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrSurface object is destroyed.

Property Type	Object reference		
Name String	*not displayed*		
Get: No	**Set:** Yes	**Init:** Yes	**Registered:** No

SHININESS

Set this property to a floating-point value between 0.0 and 128.0, inclusive. The default value is 25.0. Higher values of shininess concentrate specular highlights into smaller and brighter areas, while lower values will spread out specular highlights over a wider area and make them appear dimmer.

Property Type	FLOAT		
Name String	*Shininess*		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

SHOW_SKIRT

A Boolean value that determines whether to enable skirt drawing. The default is to disable skirt drawing. .

Property Type	Boolean		
Name String	Show skirt		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

SKIRT

A floating-point value that determines the *Z* value at which a skirt is to be defined around the array. The *Z* value is expressed in data units; the default is 0.0. If a skirt is defined, each point on the four edges of the surface is connected to a point on the skirt which has the given *Z* value, and the same *X* and *Y* values as the edge point. In addition, each point on the skirt is connected to its neighbor. The skirt value is ignored if skirt drawing is disabled (see SHOW_SKIRT above). IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Skirt bottom height		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

SPECULAR

Set this property to a three-element vector [*red*, *green*, *blue*] to specify the color of the specular highlights of an object. The default is white or [255,255,255]. This

property is used to simulate and control reflective highlights on an object. This property has no effect on devices using indexed color mode.

Property Type	COLOR		
Name String	*Specular highlight color*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

STYLE

An integer value or an enumerated list item that indicates the style to be used to draw the surface. Valid values are:

Value	Property Sheet Value	Description
0	Points	Points
1	Wire mesh	Wire mesh (the default)
2	Filled	Filled
3	RuledXZ	RuledXZ
4	RuledYZ	RuledYZ
5	Lego	Lego
6	Lego filled	Lego filled for outline or shaded and stacked histogram-style plots

Note

Stitching effects may appear when combining an unfilled style (STYLE=0, 1, 3, 4, or 5) and hidden lines (HIDDEN_LINES=1). In such a case, missing lines may be caused by depth buffer resolution, limited depth offset support of the graphics card, or invisible parts of a surface occluding line visibility.

Property Type	ENUMLIST		
Name String	Surface style		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTURE_COORD

A 2-by-*n* floating-point array of texture map coordinate pairs that are internally mapped to surface vertex coordinates. The number of data points in the surface and the value of *n* in the 2-by-*n* array should be equal.

Each texture map coordinate pair is mapped to a surface vertex coordinate pair in array order. For example, with a 2-by-9 element array, texture map coordinates will be mapped to a 3-by-3 surface as follows:
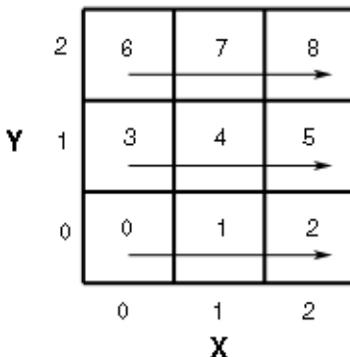
Figure 32-10: Mapping Texture Coordinates

Use this property in conjunction with the TEXTURE_MAP property to warp images over the surface. To stretch (or shrink) the texture map to cover the surface mesh completely, set TEXTURE_COORD to a scalar. By default, IDL stretches (or shrinks) the texture map to cover the surface mesh completely, and sets TEXTURE_COORD to a scalar (-1).

Texture coordinates are normalized. This means that the *m* x *n* image object specified via the TEXTURE_MAP property is mapped into the range [0.0, 0.0] to [1.0, 1.0]. As the texture coordinates run from 0.0 to 1.0 across a texture, a texture coordinate of [0.5, 0.5] at a vertex specifies that the image pixel at the exact center of the image is mapped to the surface at that vertex. If texture coordinates outside the range [0.0, 0.0] to [1.0, 1.0] are specified, the image object is tiled into the larger range.

For example, suppose the image object specified via TEXTURE_MAP is a 256 x 256 array, and we want to map the image into a surface two units on each side. To completely fill the 2 x 2 surface with a single copy of the image:

```
TEXTURE_COORD = [[0,0], [1,0], [0,1], [1,1]]
```

To fill the 2 x 2 surface with four tiled copies of the image:

```
TEXTURE_COORD = [[0,0], [2,0], [0,2], [2,2]]
```

Because of the way in which high-resolution textures require modified texture coordinates, if the TEXTURE_COORD property is used, TEXTURE_HIGHRES will be disabled.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

TEXTURE_HIGHRES

An integer value or enumerated list item that determines the type of texture tiling, if any, that will be used to maintain the full pixel resolution of the original texture image.

Value	Property Sheet Value	Description
0	No tiling	If the texture map is larger than the maximum resolution supported by the 3-D hardware, the texture is scaled down to this resolution (the default).
1	LOD tiling	If the texture map is larger than the maximum resolution supported by the hardware, texture tiling is used to ensure no loss of data. As a large image could easily consume all available video memory, this mode employs texture Level of Detail (LoD). Rather than loading the entire image into the texture tiles at the full resolution, the image tiles are downsampled based on the level of zoom. If the entire image is visible the texture tiles will contain highly downsampled data from the image to conserve video memory. As a portion of the image is zoomed in on, progressively higher resolution image data is loaded into the visible tiles, until the maximum resolution is reached. The tiles that are not visible during zooming are not loaded with high resolution data. **Note -** This mode is recommended if IDL is running on modern 3-D hardware and resolution loss due to downscaling becomes problematic when TEXTURE_HIGHRES=0.
2	Tiling	If the texture map is larger than the maximum resolution supported by the hardware, texture tiling is used to ensure no loss of data. However, the highest resolution data is loaded into all tiles. LoD tiling is disabled. This mode should only be used if the video memory is sufficient for the image size.

Note ———————————————————————————————
TEXTURE_HIGHRES is supported only when STYLE=2 (Filled).

Note ———————————————————————————————
Because of the way in which high-resolution textures require modified texture coordinates, if you specify the TEXTURE_COORD property, high resolution textures (TEXTURE_HIGHRES) will be disabled.

Property Type	ENUMLIST		
Name String	Texture hires		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTURE_INTERP

A Boolean value or enumerated list item that indicates whether bilinear sampling is to be used with texture mapping.

Value	Property Sheet Value	Description
0	Nearest neighbor	Surveys the value of the nearest pixel (the default)
1	Bilinear	Surveys the 4 closest pixels

Note ———————————————————————————————
See "Interpolation Methods" (Chapter 5, *Using IDL*) for details.

Property Type	ENUMLIST		
Name String	Texture interpolation		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

TEXTURE_MAP

An object reference to an instance of the IDLgrImage object class to be texture mapped onto the surface. If this property is omitted or set to a null object reference, no texture map is applied and the surface is filled with the color specified by the COLOR or VERT_COLORS property. If both TEXTURE_MAP and COLORS or

VERT_COLORS properties exist, the color of the texture is modulated by the base color of the object. (This means that for the clearest display of the texture image, the COLOR property should be set equal to [255,255,255].) By default, the texture map will be stretched (or shrunk) to cover the surface mesh completely.

Setting TEXTURE_MAP to the object reference of an IDLgrImage that contains an alpha channel allows you to create a transparent IDLgrSurface object. If an alpha channel is present in the IDLgrImage object, IDL blends the texture using the blend function src = alpha and dst = 1 - alpha, which corresponds to a BLEND_FUNCTION of (3,4) as described for the IDLgrImage object.

If a texture is provided without texture coordinates, IDLgrSurface generates its own texture mapping coordinates to map the texture onto the surface without resampling artifacts, even if the provided texture image does not have dimensions that are an exact power of two. If texture coordinates are provided, the image is resampled to the nearest larger dimensions that are exact powers of two.

Note
Texture mapping is disabled when rendering to a destination object that uses Indexed color mode.

Note
Texture mapping is applied to all styles that are set by the STYLE property except Lego and LegoFilled.

Note
Objects specified via this property are not automatically cleaned up when the IDLgrSurface object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Texture map		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

THICK

A floating-point value between 1.0 and 10.0, specifying the line thickness to use to draw surface lines, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

In a property sheet, this property appears as follows:

Property Type	Thickness		
Name String	Line thickness		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

USE_TRIANGLES

A Boolean value or an enumerated list item that determines whether to force the
IDLgrSurface object to use triangles instead of quads to draw the surface and skirt.

Value	Property Sheet Value	Description
0	Quads	Use quads to draw the surface and skirt (the default)
1	Triangles	Use triangles to draw the surface and skirt

Property Type	Boolean		
Name String	Draw method		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

VERT_COLORS

A vector of colors to be used to specify the color of a surface vertex. The vector may
be of the form [*n*] where each entry is a color index, or of the form [3,*n*] where each
3-element row is an RGB color, or of the form [4,*n*] where each 4-element row is an
RGBA color. To remove vertex colors after they have been set, set VERT_COLORS
to a scalar.

If VERT_COLORS is not specified, the entire surface is drawn in the single color
provided by the COLOR property, which is the default action.

If SHADING is set to 0 (Flat, the default) the color of a surface polygon is the color of the first vertex of that surface polygon. Color is interpolated between vertices if SHADING is set to 1 (Gouraud).

If there are more vertices than elements in VERT_COLORS, the elements of VERT_COLORS are cyclically repeated.

Note ————————————————————————————————
If the surface object is being rendered on a destination device that uses the Indexed color model, and the view that contains the surface also contains one or more light objects, the VERT_COLORS property is ignored and the SHADE_RANGE property is used instead.

——

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Vertex colors		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert *X* coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}X = s_0 + s_1 * \text{Data}X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), \ 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert *Y* coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Y = s_0 + s_1 * \text{Data}Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Z = s_0 + s_1 * \text{Data}Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ZERO_OPACITY_SKIP

A Boolean value that determines whether to gain finer control over the rendering of textured surface pixels (texels) by setting an opacity of 0 in the texture map. Texels with zero opacity do not affect the color of a screen pixel since they have no opacity. If this property is set to 1, any texels are "skipped" and not rendered at all. If this property is set to zero, the Z-buffer is updated for these pixels and the display image is not affected as noted above. By updating the Z-buffer without updating the display image, the surface can be used as a *clipping* surface for other graphics primitives drawn after the current graphics object. The default value for this property is 1.

Note

This property has no effect if no texture map is used or if the texture map in use does not contain an opacity channel.

Property Type	Boolean		
Name String	Skip zero opacity		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrSurface::Cleanup

The IDLgrSurface::Cleanup procedure method performs all cleanup on the object.

Note ————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

———

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrSurface::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrSurface::GetCTM

The IDLgrSurface::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrSurface::]GetCTM([, DESTINATION=*objref*]
   [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the surface object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrSurface::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ───

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

───

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrSurface::GetMultiTextureCoord

 The IDLgrSurface::GetMultiTextureCoord returns the texture coordinates associated with a given *Unit*. This method is useful when a shader program defined by an IDLgrShader object applies more than a single texture to an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrSurface::]GetMultiTextureCoord, *Unit*, *TexCoord*

Arguments

Unit

This scalar numeric value specifies the texture unit. Texture units are used primarily with multi-texturing and allow OpenGL to handle multiple textures and multiple sets of texture coordinates and parameters. This value should be greater than or equal to zero and less than the MAX_VERTEX_TEXTURE_IMAGE_UNITS (for vertex shaders) or MAX_TEXTURE_IMAGE_UNITS (for fragment shaders). These values can be returned by IDLgrWindow::GetDeviceInfo.

Note ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯

If the specified *Unit* value was never defined and stored in the surface object using IDLgrSurface::SetMultiTextureCoord, then the variable specified in the *TexCoord* parameter will be set to an undefined variable.

⎯⎯

TexCoord

Specifies a variable that contains the current texture coordinates associated with the specified *Unit*. Texture coordinates are stored in this parameter as single precision floating point numbers.

Keywords

None

Examples

See "Multi-texture Shaders" (Chapter 14, *Object Programming*)

Version History

6.4	Introduced

See Also

IDLgrSurface::SetMultiTextureCoord

IDLgrSurface::GetProperty

The IDLgrSurface::GetProperty procedure method retrieves the value of a property or group of properties for the surface.

Syntax

Obj->[IDLgrSurface::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrSurface Properties" on page 4780 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrSurface::GetVertexAttributeData

The IDLgrSurface::GetVertexAttributeData procedure method retrieves the data associated with a named attribute variable containing per-vertex attribute data. See "Attribute Variables" (Chapter 14, *Object Programming*). This method is useful when a shader program defined by an IDLgrShader object modifies the vertices of an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrSurface::]GetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable to retrieve.

Note ————————————————————————————————————

If the *Name* argument specifies an attribute variable that was never defined and stored in the surface object using SetVertexAttributeData, then the variable specified in the *Value* parameter will be set to an undefined variable.

———

Value

Specifies a variable that contains the current value of the vertex data attribute variable. The variable is stored in this parameter in exactly the same format as that used when it was defined using IDLgrSurface::SetVertexAttributeData.

Keywords

None

Examples

See "Vertex Shaders" (Chapter 14, *Object Programming*).

Version History

6.4	Introduced

See Also

IDLgrSurface::SetVertexAttributeData

IDLgrSurface::Init

The IDLgrSurface::Init function method initializes the surface object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLgrSurface' [, *Z* [, *X*, *Y*]] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrSurface::]Init([*Z* [, *X*, *Y*]] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

X

A vector or two-dimensional array specifying the X coordinates of the grid. If this argument is a vector, each element of X specifies the X coordinates for a column of Z (e.g., X[0] specifies the X coordinate for Z[0, *]). If X is a two-dimensional array, each element of X specifies the X coordinate of the corresponding point in Z (X_{ij} specifies the X coordinate of Z_{ij}). This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Note

The value specified by the *X* argument is used to initialize the value of the DATAX property of the IDLgrSurface object.

Y

A vector or two-dimensional array specifying the Y coordinates of the grid. If this argument is a vector, each element of Y specifies the Y coordinates for a column of Z (e.g., Y[0] specifies the Y coordinate for Z[*, 0]). If Y is a two-dimensional array, each element of Y specifies the Y coordinate of the corresponding point in Z (Y_{ij} specifies the Y coordinate of Z_{ij}). This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Note

The value specified by the *Y* argument is used to initialize the value of the DATAY property of the IDLgrSurface object.

Z

The two-dimensional array to be displayed. If X and Y are provided, the surface is defined as a function of the (X, Y) locations specified by their contents. Otherwise, the surface is generated as a function of the array indices of each element of Z. This argument is stored as double precision floating point values if the argument variable is of type DOUBLE or if the DOUBLE property is non-zero, otherwise it is stored as single precision floating point.

Note

The value specified by the *Z* argument is used to initialize the value of the DATAZ property of the IDLgrSurface object.

Keywords

Any property listed under "IDLgrSurface Properties" on page 4780 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrSurface::SetProperty

The IDLgrSurface::SetProperty procedure method sets the value of a property or group of properties for the surface.

Syntax

Obj->[IDLgrSurface::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrSurface Properties" on page 4780 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrSurface::SetMultiTextureCoord

The IDLgrSurface::SetMultiTextureCoord procedure method passes texture coordinates to a shader program when the shader program applies more than one texture to an object. The shader program accesses these texture coordinates by using the GLSL predefined uniform variable gl_MultiTexCoord*n*, where *n* corresponds to the *Unit* parameter in this method. This method is useful when a shader program defined by an IDLgrShader object applies more than a single texture to an object. See Chapter 14, "Advanced Rendering Using Shader Objects" (*Object Programming*) for more information.

Syntax

Obj->[IDLgrSurface::]SetMultiTextureCoord, *Unit*, *TexCoord*

Arguments

Unit

This scalar numeric value specifies the texture unit. Texture units are used primarily with multi-texturing and allow OpenGL to handle multiple textures and multiple sets of texture coordinates and parameters. This value should be greater than or equal to zero and less than the MAX_VERTEX_TEXTURE_IMAGE_UNITS (for vertex shaders) or MAX_TEXTURE_IMAGE_UNITS (for fragment shaders). These values can be returned by IDLgrWindow::GetDeviceInfo. The behavior is undefined for any other setting.

Unit 0 is used by the TEXTURE_COORD property on IDLgrSurface. Using unit 0 in this method overrides any texture coordinates specified with the TEXTURE_COORD property. Therefore, the TEXTURE_COORD property can be used instead of this method if *Unit* is 0.

TexCoord

This data has exactly the same form as the TEXTURE_COORD property. IDL converts and maintains this data as single precision floating point. IDL displays an error message and does not draw the object if the number of texture coordinates provided in this parameter is not the same as the number of vertices in the surface.

IDL stores the texture coordinates in the instance of the graphic object when the application calls this method for the first time with a given *Unit* parameter. If the application calls this method again with a *Unit* number used in a previous call to this

method, IDL replaces the corresponding stored texture coordinates with the contents of the *TexCoord* parameter.

There is no way to remove texture coordinates from an instance of a graphics object. If texture coordinates are associated with a particular texture unit, and the shader program does not reference that unit, the texture coordinates are effectively ignored by the shader program.

Keywords

None

Examples

See "Multi-texture Shaders" (Chapter 14, *Object Programming*)

Version History

6.4	Introduced

See Also

IDLgrSurface::GetMultiTextureCoord

IDLgrSurface::SetVertexAttributeData

The IDLgrSurface::SetVertexAttributeData procedure method passes a set of per-vertex attribute data to a vertex shader program. When an IDLgrShader object is associated with the surface via the SHADER property, this attribute data is made available, a vertex's worth at a time, to the vertex shader program as it processes each vertex in the surface. If there are more vertices in the surface than there are vertex attributes, the list of vertex attributes is reused until all the vertices are drawn. See "Attribute Variables" (Chapter 14, *Object Programming*) for a general introduction to attribute variables. Also see the chapter, "Advanced Rendering Using Shader Objects" (*Object Programming*) for additional shader program information and examples.

IDL stores the *Name* and *Value* of the vertex attribute data variable with this surface object the first time this method is called. When SetVertexAttributeData is called again using the same *Name* argument, the vertex attribute data variable is updated with the current contents of *Value*. Once a vertex attribute data variable is associated with this object, there is no way to remove the reference. The shader program ignores any vertex attribute data variable defined for this object but not declared in the shader program.

The attribute data may consist of 1 to 4 elements per vertex. The data is passed to the vertex shader program via a shader program variable with the attribute qualifier. The attribute variable may be of GLSL type float, vec2, vec3, vec4, mat2, mat3, or mat4. Internally, the mat2 type is treated as two vec2 attribute variables, mat3 as three vec3 attribute variables, and mat4 as four vec4 attribute variables.

If the attribute variable is larger than the data passed to it, the shader program pads the missing elements as follows. A missing second or third element is set to 0.0. A missing fourth element is set to 1.0.

For example, the IDL application has a set of vertex attribute data where there is an x-offset and a y-offset for each vertex. The vertex program defines an attribute variable using a vec4 type so that it can be used in 4x4 general transformations. The IDL program stores the x- and y-offset information in a [2, *n*] array and sets the value of the attribute variable to this array. As the shader program runs, for each vertex it assigns the two values from the corresponding row of the IDL array to the first two elements in the vec4 attribute variable. It also sets the third value to 0.0 and the fourth value to 1.0, thus expanding the 2-element data to a general 3-D point in homogenous coordinate space, suited for 4x4 general transforms.

Note

A minimum of 16 vertex attribute data variables can be passed to the shader vertex program (use IDLgrWindow::GetDeviceInfo to determine the exact number). IDL

uses one vertex attribute variable, leaving the remainder for user programs. For maximum shader program portability, define 15 or fewer attribute variables.

Syntax

Obj->[IDLgrSurface::]SetVertexAttributeData, *Name, Value*

Arguments

Name

Specifies a case-sensitive string name of the attribute variable.

Value

Specifies an IDL array of any numeric type. The array must be of the form [*n*], [*a*,*n*], or [*a*,*a*,*n*] where *a* is 1,2,3, or 4 and *n* is the number of vertex attribute elements. IDL will halt with an error if you assign IDL strings, structures, pointers, object references, and undefined variables to *Value*. IDL converts all numeric types to 32-bit float when submitting the data to the shader program.

Keywords

None

Examples

Suppose there is large set of point sample data, along with a set of initial velocity vectors for each point. You want to display an animation of these points as each point moves along its own velocity vector as a function of time. Without a shader program, you would normally have to recalculate the position of each point and replace all the vertices in an IDLgrPolygon (STYLE=0) object with the recomputed values for each animation frame, which would be inefficient with a large number of points.

However, with a vertex shader program and vertex attribute data, you can move the points around using the graphics card's GPU instead of recalculating and moving a lot of data around on the system CPU.

The interesting parts of the IDL code are:

```
; Define the original vertices at time=0.
oPolygon->SetProperty, DATA=vertices
```

```
; Set [3,n] array.
oPolygon->SetVertexAttributeData, 'velocity', velocities
FOR t=0.0, 100.0, 0.01 DO BEGIN  ;; time samples
   oShader->SetUniformVariable, 'time', t
   oWindow->Draw
ENDFOR
```

And the interesting parts of the vertex shader program are:

```
attribute vec3 velocity;
uniform float time;
void main () {
   vec4 vert;
   vert = gl_Vertex + vec4(velocity * time, 0.0);
   gl_Position = gl_ModelViewProjectMatrix * vert;
}
```

See "Vertex Shaders" (Chapter 14, *Object Programming*) for more information and examples.

Version History

6.4	Introduced

See Also

IDLgrSurface::GetVertexAttributeData

IDLgrSymbol

A symbol object represents a graphical element that is plotted relative to a particular position.

Note

Seven predefined symbols are provided by IDL.

Superclasses

None

Creation

See "IDLgrSymbol::Init" on page 4834.

Properties

Objects of this class have the following properties. See "IDLgrSymbol Properties" on page 4827 for details on individual properties.

- ALL
- ALPHA_CHANNEL
- COLOR
- DATA
- NAME
- SIZE
- THICK
- UVALUE

Methods

This class has the following methods:

- IDLgrSymbol::Cleanup
- IDLgrSymbol::GetProperty
- IDLgrSymbol::Init

- IDLgrSymbol::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
6.1	Added ALPHA_CHANNEL property
6.2	Added NAME and UVALUE properties

IDLgrSymbol Properties

IDLgrSymbol objects have the following properties. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrSymbol::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrSymbol::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrSymbol::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

───

Objects of this class have the following properties.

- ALL
- ALPHA_CHANNEL
- COLOR
- DATA
- NAME
- SIZE
- THICK
- UVALUE

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ───

The fields of this structure may change in subsequent releases of IDL.

───

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value in the range [0.0, 1.0] to specify the opacity of the symbol. The default value of 1.0 causes IDL to draw the symbol completely opaque. If the value of this property is less than 1.0, then the pixels of the symbol are blended with the pixels already on the screen, where the color of the symbol is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results.

This property has no effect on devices using indexed color mode.

Some of the objects that use symbols have properties that control the alpha value that is ultimately used to render the symbol. This ultimate alpha value might come from the parent object's ALPHA_CHANNEL property, an alpha value from a vertex color in the parent object, or the value of this property, depending on the settings of properties in the parent object. Refer to the reference guide for the parent properties for information on these controls.

Note

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color used to draw the symbol. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default color is the color of the object for which this symbol is being used.

Property Type	Color		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA

Either an integer value (from the following list), or an object reference to either an IDLgrModel object, or atomic graphic object.

Use one of the following scalar-represented internal default symbols:

- 0 = No symbol
- 1 = Plus sign, '+' (default)
- 2 = Asterisk
- 3 = Period (Dot)
- 4 = Diamond
- 5 = Triangle
- 6 = Square
- 7 = X
- 8 = "Greater-than" Arrow Head (>)
- 9 = "Less-than" Arrow Head (<)

If an instance of the IDLgrModel object class or an atomic graphic object is used, the object tree is used as the symbol. For best results, the object should fill the domain from -1 to +1 in all dimensions. The pre-defined symbols listed above are all defined in the domain -1 to +1.

Specifying this property is the same as specifying the optional *Data* argument to the IDLgrSymbol::Init method.

Note

Objects specified via this property are not automatically cleaned up when the IDLgrSymbol object is destroyed.

Property Type	Integer or object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

NAME

A string giving the human-readable name of this object.

Property Type	STRING		
Name String	Name		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

SIZE

A one-, two-, or three-element floating-point vector describing the X, Y, and Z scaling factors to be applied to the symbol. The default is [1.0, 1.0, 1.0].

- If SIZE is specified as a scalar, then the X, Y, and Z scale factors are all equal to the scalar value.

- If SIZE is specified as a 2-element vector, then the X and Y scale factors are as specified by the vector, and the Z scale factor is 1.0.

- If SIZE is specified as a 3-element vector, then the X, Y, and Z scale factors are as specified by the vector.

IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

THICK

A floating-point value between 1.0 and 10.0, specifying the line thickness to used to draw any lines that make up the symbol, in points. Out-of-range values are quietly clamped to the allowed range. The default is 1.0 points.

Property Type	Floating-point		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

UVALUE

A value of any type containing any information you wish.

Note

Object references or pointers contained in the UVALUE property are *not* automatically cleaned up when the IDLgrSymbol object is destroyed.

Property Type	User Defined		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IDLgrSymbol::Cleanup

The IDLgrSymbol::Cleanup procedure method performs all cleanup on the object.

Note ———————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrSymbol::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrSymbol::GetProperty

The IDLgrSymbol::GetProperty procedure method retrieves the value of a property or group of properties for the symbol.

Syntax

Obj->[IDLgrSymbol::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrSymbol Properties" on page 4827 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Version History

5.0	Introduced

IDLgrSymbol::Init

The IDLgrSymbol::Init function method initializes the plot symbol.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrSymbol' [, *Data*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrSymbol::]Init([*Data*] [, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Data

Either an integer value from the list shown below, or an object reference to either an IDLgrModel object or atomic graphic object.

Use one of the following scalar-represented internal default symbols:

- 0 = No symbol
- 1 = Plus sign, '+' (default)
- 2 = Asterisk
- 3 = Period (Dot)
- 4 = Diamond

- 5 = Triangle

- 6 = Square

- 7 = X

- 8 = "Greater-than" Arrow Head (>)

- 9 = "Less-than" Arrow Head (<)

If an instance of the IDLgrModel object class or an atomic graphic object is used, the object tree is used as the symbol. For best results, the object should fill the domain from -1 to +1 in all dimensions. The pre-defined symbols listed above are all defined in the domain -1 to +1.

Note —————————————————————————————

The value specified by the *Data* argument is used to initialize the value of the DATA property of the IDLgrSymbol object.

Keywords

Any property listed under "IDLgrSymbol Properties" on page 4827 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced
5.6	Added *Data* argument

IDLgrSymbol::SetProperty

The IDLgrSymbol::SetProperty procedure method sets the value of a property or group of properties for the symbol.

Syntax

Obj->[IDLgrSymbol::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrSymbol Properties" on page 4827 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrTessellator

A tessellator object decomposes a polygon description into a set of triangles. Use the tessellator object to convert complex and/or concave polygons into a form suitable for drawing with the IDLgrPolygon object. IDLgrPolygon can draw only convex polygons correctly.

The polygon contours may intersect each other and may be self-intersecting. The contours may be disjoint, overlapping, or contained within other contours. The contours may also be degenerate, may contain repeated points, and may or may not be closed. The order of the vertices may be either counter-clockwise or clockwise. Tesselation may produce unexpected results if the input polygon contours are not coplanar, or if a contour is not planar.

The tessellator object uses the "odd-winding rule" to determine if a point is in the interior of the polygon and therefore contained in a triangle output by the tessellator. With this rule, a point is in the interior if it is circled an odd number of times as we travel around each of the contours.

Note

The INTERIOR keyword for the AddPolygon method is no longer needed to inform the tessellator that the polygon defines an exterior or interior boundary. This keyword is ignored by the tessellator because it now performs the interior testing using the odd-winding rule.

Specify polygon contours with calls to the IDLgrTessellator::AddPolygon method. After adding all the contours, use the IDLgrTessellator::Tessellate method to perform the tessellation and retrieve the resulting list of vertices and connectivity array.

If the polygon contours contain intersecting or self-intersecting contours, the tessellator may return vertices that were not in the original set of vertices specified with the IDLgrTessellator::AddPolygon method. These vertices are created by the intersecting contours.

If your vertex data also includes other information, such as a color for each vertex, then you may wish for this extra information to be created for any new vertices generated by the tessellator. Use the AUXDATA keywords for IDLgrTessellator::AddPolygon and IDLgrTessellator::Tessellate to pass in and retrieve your per-vertex data. The tessellator object interpolates the per-vertex data from neighboring vertices to create new per-vertex data for the new vertices it generates.

In the following example of handling per-vertex data with generated vertices, the polygon is a simple self-intersecting "bow-tie" polygon. It is submitted to the tessellator with four vertices, but the tessellator returns a fifth at the point of self-intersection. Color data for the four original vertices is also supplied, and the tessellator returns a fifth color.

```
PRO tessaux
   oTess = OBJ_NEW('IDLgrTessellator')
   colors = [[0,255,0],[0,255,0],[0,64,0],[0,64,0]]
   oTess->AddPolygon, [0,1,0,1], [0,0,1,1], AUXDATA=colors
   result = oTess->Tessellate(v, c, AUXDATA=aux)
   PRINT, v[*,4]
   PRINT, aux[*,4]
   oPoly = OBJ_NEW('IDLgrPolygon', v, POLYGONS=c, $
      VERT_COLORS=aux, SHADING=1)
   XOBJVIEW, oPoly, /BLOCK
   OBJ_DESTROY, [oTess, oPoly]
END
```

The generated output will be:

```
0.500000      0.500000
   0      159        0
```

Superclasses

None

Creation

See "IDLgrTessellator::Init" on page 4844.

Properties

Objects of this class have no properties of their own.

Methods

This class has the following methods:

- IDLgrTessellator::AddPolygon
- IDLgrTessellator::Cleanup
- IDLgrTessellator::Init
- IDLgrTessellator::Reset

• IDLgrTessellator::Tessellate

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced

IDLgrTessellator Properties

Objects of this class have no properties of their own.

IDLgrTessellator::AddPolygon

The IDLgrTessellator::AddPolygon procedure method adds a polygon to the tessellator object.

Syntax

Obj->[IDLgrTessellator::]AddPolygon, *X* [, *Y*[, *Z*]] [, AUXDATA=*array of auxiliary data*] [, /INTERIOR] [, POLYGON=*array of polygon descriptions*]

Arguments

X

A 1 x *n*, 2 x *n*, or 3 x *n* array of polygon vertices.

Y

A vector of Y values. If *X* and *Y* are both specified, they must be one-dimensional vectors of the same length.

Z

A vector of Z values. If *X*, *Y*, and *Z* are all specified, they must all three be one-dimensional vectors of the same length. If no *Z* values are specified, the *Z* value for the polygon is set to 0.

Keywords

AUXDATA

Set this keyword to an array of auxiliary per-vertex data. This array must have dimensions [*m,n*] where m is the number of auxiliary data items per vertex and *n* is the number of vertices specified in the *X*, *Y*, and *Z* arguments. If you specify AUXDATA in any invocation of the AddPolygon method, you must specify it on all invocations of the method for the polygons to be tessellated together with the Tessellate method. Further, the value of m in the dimensions must be the same for all polygons. That is, all polygons must have the same number of auxiliary data items for each vertex.

INTERIOR

Set this keyword to set a polygon to be an interior polygon, which is treated as a hole in the exterior polygons.

Note
The INTERIOR keyword for the AddPolygon method is no longer needed to inform the tessellator that the polygon defines an exterior or interior boundary. This keyword is ignored by the tessellator because it now performs the interior testing using the odd-winding rule.

POLYGON

Set this keyword to an array of polygon descriptions. A polygon description is an integer or long word array of the form: $[n, i_0, i_1, ..., i_{n-1}]$, where n is the number of vertices that define the polygon, and $i_0..i_{n-1}$ are indices into the *X*, *Y*, and *Z* arguments that represent the polygon vertices. To ignore an entry in the POLYGON array, set the vertex count, *n*, to 0. To end the drawing list, even if additional array space is available, set *n* to -1. If this keyword is not specified, a single polygon will be generated.

Note
The connectivity array described by POLYGONS allows you to add multiple polygons to the tessellator object with a single AddPolygon operation.

Version History

5.0	Introduced
5.6	Added AUXDATA keyword

IDLgrTessellator::Cleanup

The IDLgrTessellator::Cleanup procedure method performs all cleanup on the object.

Note ——————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

——

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrTessellator::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrTessellator::Init

The IDLgrTessellator::Init function method initializes the tessellator object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrTessellator')

or

Result = Obj->[IDLgrTessellator::]Init()   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrTessellator::Reset

The IDLgrTessellator::Reset procedure method resets the object's internal state. All previously added polygons are removed from memory and the object is prepared for a new tessellation task.

Syntax

Obj->[IDLgrTessellator::]Reset

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrTessellator::Tessellate

The IDLgrTessellator::Tessellate function method performs the actual tessellation.

Syntax

Result = Obj->[IDLgrTessellator::]Tessellate(*Vertices*, *Poly* [, AUXDATA=*variable*]
　　[, /QUIET])

Return Value

Returns 1, and the contents of Vertices and Poly are set to the results of the tessellation. Returns 0 if tessellation fails.

Arguments

If the tessellation succeeds, IDLgrTessellator::Tessellate returns 1 and the contents of Vertices and Poly are set to the results of the tessellation. If the tessellation fails, the function returns 0.

Vertices

A 2 x *n* array if all the input polygons were 2-D. A 3 x *n* array if all the input polygons were 3-D.

Poly

An array of polygon descriptions. A polygon description is an integer or long word array of the form: [*n*, i_0, i_1, ..., i_{n-1}], where *n* is the number of vertices that define the polygon, and i_0..i_{n-1} are indices into the *X*, *Y*, and *Z* arguments that represent the polygon vertices.

Note

On output, the *Vertices* array can be used as the value of the DATA property, and the *Poly* array can be used as the value of the POLYGON property, of an IDLgrPolygon object.

Keywords

AUXDATA

Set this keyword to a named variable that receives the auxiliary data associated with each vertex returned in the Vertices argument. The data is an [*m*, *n*] array where m is the number of per-vertex auxiliary data items specified in the call(s) to the AddPolygon method, and n is the number of vertices returned in the Vertices argument. The type of the returned auxiliary data is the same as the type of the data supplied with the AUXDATA keyword in the last call to AddPolygon.

QUIET

Set this keyword to suppress warning and error message generation due to tessellation errors. !ERROR_STATE is not updated in the case of the return value being '0' when the QUIET keyword is specified.

Version History

5.0	Introduced
5.6	Added AUXDATA keyword

IDLgrText

A text object represents one or more text strings that share common rendering attributes. An IDLgrText object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrText::Init" on page 4871.

Properties

Objects of this class have the following properties. See "IDLgrText Properties" on page 4850 for details on individual properties.

- ALIGNMENT
- ALPHA_CHANNEL
- CHAR_DIMENSIONS
- COLOR
- DEPTH_TEST_FUNCTION
- ENABLE_FORMATTING
- FILL_COLOR
- HIDE
- LOCATIONS
- PALETTE
- RECOMPUTE_DIMENSIONS
- RENDER_METHOD
- STRINGS
- VERTICAL_ALIGNMENT

- ALL
- BASELINE
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- FILL_BACKGROUND
- FONT
- KERNING
- ONGLASS
- PARENT
- REGISTER_PROPERTIES
- SHADER
- UPDIR
- XCOORD_CONV

- XRANGE
- YRANGE
- ZRANGE

- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrText::Cleanup
- IDLgrText::GetCTM
- IDLgrText::GetProperty
- IDLgrText::Init
- IDLgrText::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES property
6.4	Added SHADER property

IDLgrText Properties

IDLgrText objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrText::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrText::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrText::SetProperty.

Note ──

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

──

Objects of this class have the following properties:

- ALIGNMENT
- ALPHA_CHANNEL
- CHAR_DIMENSIONS
- COLOR
- DEPTH_TEST_FUNCTION
- ENABLE_FORMATTING
- FILL_COLOR
- HIDE
- LOCATIONS
- PALETTE
- RECOMPUTE_DIMENSIONS
- RENDER_METHOD
- STRINGS
- VERTICAL_ALIGNMENT
- XRANGE
- YRANGE
- ZRANGE

- ALL
- BASELINE
- CLIP_PLANES
- DEPTH_TEST_DISABLE
- DEPTH_WRITE_DISABLE
- FILL_BACKGROUND
- FONT
- KERNING
- ONGLASS
- PARENT
- REGISTER_PROPERTIES
- SHADER
- UPDIR
- XCOORD_CONV
- YCOORD_CONV
- ZCOORD_CONV

In addition, objects of this class inherit:

- IDLitComponent Properties

ALIGNMENT

A floating-point value between 0.0 and 1.0 to indicate the requested horizontal alignment of the text baseline. An alignment of 0.0 (the default) left-justifies the text at the given position; an alignment of 1.0 right-justifies the text, and an alignment of 0.5 centers the text over the given position.

Property Type	FLOAT		
Name String	Horizontal alignment		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ──
The fields of this structure may change in subsequent releases of IDL.
──

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ALPHA_CHANNEL

A floating-point value that determines the opacity of the text with respect to the background. Set this property to a value in the range [0.0, 1.0] (1.0 is the default) to draw the text foreground and background with the specified blending factor. A value of 1.0 draws the text opaquely without blending the text with objects already drawn on the destination. Edges of the glyphs are always blended. A value of 0.0 draws no text at all. A value in the middle of the range draws the text semi-transparently, which provides a way of creating labels that are visible while allowing features blocked by the labels to still be seen. This property is used only when the RENDER_METHOD in effect is 0 (Texture).

Note ───

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

───

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

BASELINE

A two- or three-element floating-point vector describing the direction in which the baseline is to be oriented. Use this property in conjunction with the UPDIR property to specify the plane on which the text lies. The default BASELINE is [1.0,0,0] (i.e., parallel to the x-axis).

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Baseline direction		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CHAR_DIMENSIONS

A two-element floating-point vector [*width*, *height*] indicating the dimensions (measured in data units) of a bounding box for each character, to be used when scaling text projected in three dimensions. If either *width* or *height* is zero, the text will be scaled such that if it were positioned halfway between the near and far clipping planes, it will appear at the point size associated with this text object's font. The default value is [0, 0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Note ───

If you set the CHAR_DIMENSIONS property to [0,0] (using the SetProperty method), indicating that IDL should calculate the text size, the value (returned by the GetProperty method) will not be updated to reflect the calculated size until you call either the Draw method or the GetTextDimensions method.

───

For example, if the VIEWPLANE_RECT of the view the text object is being rendered in is set equal to [0,0,10,10] (that is, it spans ten data units in each of the X and Y directions), setting the CHAR_DIMENSIONS property equal to [2, 3] will scale the text such that each character fills 20% of the X range and 30% of the Y range.

This property has no effect if the ONGLASS property is set equal to one.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note
The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.

Note
Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).

Note
To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COLOR

The color to be used as the foreground color for the text. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [0, 0, 0].

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_TEST_DISABLE

An integer value that determines whether depth testing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth testing. A model may also enable or disable depth testing.

- Set this property to 1 to explicitly disable depth buffer testing while drawing this object.

- Set this property to 2 to explicitly enable depth testing for this object.

Disabling depth testing allows an object to draw itself "on top" of other objects already on the screen, even if the object is located behind them.

Note

Disabling depth testing also disables depth buffer writing. When disabling depth testing, the DEPTH_TEST_FUNCTION and DEPTH_WRITE_DISABLE properties are effectively ignored.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_TEST_FUNCTION

An integer value that determines the depth test function. Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always sets a depth test function of LESS. A model may also set a depth test function value. The graphics device compares the object's depth at a particular pixel location with the depth stored in the depth buffer at that same pixel location. If the comparison test passes, the object's pixel is drawn at that location on the screen and the depth buffer is updated (if depth writing is enabled).

Set this property to any of the following values to use the desired function while rendering this object.

- 0 = INHERIT - use value from parent model or view.
- 1 = NEVER - never passes.
- 2 = LESS - passes if the object's depth is less than the depth buffer's value.
- 3 = EQUAL - passes if the object's depth is equal to the depth buffer's value.
- 4 = LESS OR EQUAL - passes if the object's depth is less than or equal to the depth buffer's value.
- 5 = GREATER - passes if the object's depth is greater than or equal to the depth buffer's value.
- 6 = NOT EQUAL - passes if the object's depth is not equal to the depth buffer's value.
- 7 = GREATER OR EQUAL - passes if the object's depth is greater than or equal to the depth buffer's value.
- 8 = ALWAYS - always passes

Less means closer to the viewer.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

DEPTH_WRITE_DISABLE

An integer value that determines whether depth writing is disabled.

- Set this property to 0 (the default) to inherit the value set by the parent model or view. The parent view always enables depth writing. A model may also enable or disable depth writing.

- Set this property to 1 to explicitly disable depth buffer writing while rendering this object.

- Set this property to 2 to explicitly enable depth writing for this object.

Disabling depth writing allows an object to be overdrawn by other objects, even if the object is located in front of them.

Note
If depth testing (see DEPTH_TEST_DISABLE property) is disabled, depth writing is also automatically disabled.

This property is registered as an enumerated list, but it is hidden by default.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ENABLE_FORMATTING

A Boolean value that determines whether the text object should honor embedded Hershey-style formatting codes within the strings. (Formatting codes are described in Appendix H, "Fonts".) The default is not to honor the formatting codes.

Property Type	Boolean		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

FILL_BACKGROUND

Set this property to zero (the default) to render the text with a transparent bitmap background, allowing graphics behind the text to show through between the glyphs. Set this property to non-zero to draw the text bitmap background with the color

specified by the FILL_COLOR property. This property can only be used when RENDER_METHOD is set to 0 (Texture).

Property Type	Boolean		
Name String	Fill background		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

FILL_COLOR

An integer vector that determines whether to use a text background color other than the view color. Set this property to -1 (the default) to specify that the text background should be drawn using the view color. Set this property to a three-element vector [*red*, *green*, *blue*] or color index value to specify that the text bitmap background should be drawn using the specified color. This property is used only when the FILL_BACKGROUND property has a non-zero value and the RENDER_METHOD in effect is 0 (Texture).

In a property sheet, this property appears as a color property

Property Type	COLOR		
Name String	Fill background		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

FONT

An object reference to an instance of an IDLgrFont object class to describe the font to use to draw this string. The default is 12 point Helvetica. See IDLgrFont for details.

Note ──

If the default font is in use, retrieving the value of the FONT property (using the GetProperty method) will return a null object.

──

Note ──

Objects specified via this property are not automatically cleaned up when the IDLgrText object is destroyed.

──

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

HIDE

A Boolean value or an enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

KERNING

A Boolean value that determines whether to enable kerning while rendering characters. Kerning reduces the amount of space between glyphs if the shape of each glyph allows it, according to the font information stored in the font's file (e.g., AV). Set this property to a non-zero value (the default is zero) to enable kerning. Enabling kerning may not necessarily result in rendering glyphs more closely together because some fonts do not contain the required kerning information. This property is used only when the RENDER_METHOD in effect is 0 (Texture).

Property Type	Boolean		
Name String	Kerning		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LOCATIONS

A floating-point array of one or more two- or three-element vectors specifying the coordinates (measured in data units) used to position the string(s). The default

location for each string is [0,0,0]. Each vector is of the form [*x*, *y*] or [*x*, *y*, *z*]; if *z* is not provided, it is assumed to be zero. Each location corresponds to a string in the *String* argument; the number of locations should be equal the number of strings. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Text locations		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

ONGLASS

A Boolean value that indicates whether the text should be displayed "on the glass". Text that is drawn "on the glass" always faces the viewer, regardless of the 3-D orientation of the objects "underneath" the glass. The default is projected 3-D text.

Property Type	Boolean		
Name String	On glass		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that defines the color palette of this object. This property is only used if the destination device is using the RGB color model. If so, and a color value for the object is specified as a color index value, the palette set by this property is used to translate the color to RGB space. If the PALETTE property on this object is not set, the destination object PALETTE property is used (which defaults to a grayscale ramp).

Note ─────────────────────────────

Objects specified via this property are not automatically cleaned up when the IDLgrText object is destroyed.

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This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

RECOMPUTE_DIMENSIONS

An integer value that indicates when this text object's character dimensions (refer to the CHAR_DIMENSIONS property) are to be recomputed automatically:

0	The physical size of the text is affected by model and view transforms. The size of the text in terms of data units is obtained from CHAR_DIMENSIONS. Since the character dimensions are specified in data units, the text will maintain the data space size specified by CHAR_DIMENSIONS as the transforms change. In other words, the physical text size changes along with other primitives. If the value of this property is [0, 0], the text font's point size is used to compute the physical size of the text in terms of data units using the transforms in effect for the first draw. This setting is the default value for this property.
1	The physical size of the text is only affected by model transforms. The CHAR_DIMENSIONS property is ignored. The size of the text is computed from the font's point size the first time it is drawn, and IDL does not try to keep the size of the text constant with respect to changes in the model transforms.
2	The physical size of the text is held constant, even as the model and view change. The CHAR_DIMENSIONS property is ignored and the text is always drawn with a physical size equal to the text font's point size. IDL adjusts its internal text transforms to maintain the physical size of the text.

Property Type	ENUMLIST		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

RENDER_METHOD

A Boolean value or enumerated list item that determines how the text object will be rendered. Set this property to one of the following values:

Value	Property Sheet Value	Description
0	Texture	IDL renders the text by placing a bitmap representation of a glyph into a texture map and then rendering a polygon with the texture map. The FILL_BACKGROUND, ALPHA_CHANNEL, and FILL_COLOR properties control the drawing of the background portions of the texture map and how the entire texture map is blended into the scene. Leaving these three properties set to their default values produces a result that closely approximates the TRIANGLES rendering method. One important difference is that the glyph bitmaps are generated by the FreeType font rendering library, producing glyphs that are more accurately rendered and anti-aliased than those drawn with the TRIANGLES method. The TEXTURE method cannot be used on indexed color destinations. The text is rendered with the TRIANGLES method if the destination color model is indexed.
1	Triangles	IDL renders the text by tessellating the glyph outline into a set of small triangles that are then drawn to produce the solid glyph. IDL also draws a blended line around the edge of the glyph to approximate anti-aliasing. This setting forces IDL to use the process it used as the default before IDL 6.0.

Property Type	ENUMLIST		
Name String	Render method		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

STRINGS

The string (or vector of strings) associated with the text object.

Specifying this property is the same as specifying the optional *String* argument to the IDLgrText::Init method.

If the number of strings matches the number of locations (as specified by the LOCATIONS property), the existing locations are used.

Note ——————————————————————————————————————

If the number of strings *does not* match the number of locations, the number of locations is modified to match the number of strings, and the location value for each string is reset to [0,0,0].

——

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Text strings		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the text is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional text objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

UPDIR

A two- (or three-) element floating-point vector describing the vertical direction for the string. The *upward direction* is the direction defined by a vector pointing from the origin to the point specified. Use this property in conjunction with the BASELINE property to specify the plane on which the text lies; the direction specified by UPDIR should be orthogonal to the direction specified by BASELINE. The default UPDIR is [0.0, 1.0, 0.0] (i.e., parallel to the *Y* axis).

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Up direction		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

VERTICAL_ALIGNMENT

A floating-point value between 0.0 and 1.0 to indicate the requested vertical alignment of the text. An alignment of 0.0 (the default) bottom-justifies the text at the given location; an alignment of 1.0 top-justifies the text at the given location.

Property Type	FLOAT		
Name String	Vertical alignment		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}X = s_0 + s_1 * \text{Data}X$$

Recommended values are:

$$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

XRANGE

A two-element floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

YCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$\text{Normalized}Y = s_0 + s_1 * \text{Data}Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

YRANGE

A two-element floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

ZCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Z = s_0 + s_1 * Data Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZRANGE

A two-element floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object. IDL maintains and returns this property in double-precision floating-point.

Note
Until the text is drawn to the destination object, the [XYZ]RANGE properties will only report the locations of the text. Use the GetTextDimensions method of the destination object to get the data dimensions of the text prior to a draw operation.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

IDLgrText::Cleanup

The IDLgrText::Cleanup procedure method performs all cleanup on the object.

Note ——————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrText::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrText::GetCTM

The IDLgrText::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrText::]GetCTM([, DESTINATION=*objref*] [, PATH=*objref(s)*]
    [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the text object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrText::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ───────────────────

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

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TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify that the returned matrix accumulate from the object on which the GetCTM method is called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrText::GetProperty

The IDLgrText::GetProperty procedure method retrieves the value of a property or group of properties for the text.

Syntax

Obj->[IDLgrText::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrText Properties" on page 4850 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrText::Init

The IDLgrText::Init function method initializes the text object.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrText' [, *String or vector of strings*] [, *PROPERTY=value*])

or

Result = Obj->[IDLgrText::]Init([*String or vector of strings*] [, *PROPERTY=value*])
     (In a lifecycle method only.)

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

String

The string (or vector of strings) to be created. If this argument is not a string, it is converted prior to creation of the text object using the default formatting rules.

Note

Strings have a default location of [0,0,0]. Use the LOCATIONS property to provide a different location for each string.

Note

The value specified by the *String* argument is used to initialize the value of the STRINGS property of the IDLgrText object.

Keywords

Any property listed under "IDLgrText Properties" on page 4850 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrText::SetProperty

The IDLgrText::SetProperty procedure method sets the value of a property or group of properties for the text.

Syntax

Obj->[IDLgrText::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrText Properties" on page 4850 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrView

A view object represents a rectangular area in which graphics objects are drawn. It is a container for objects of the IDLgrModel class.

Note ──

See Chapter 3, "Positioning Objects in a View" (*Object Programming*) for more information on using the properties and methods of the view object.

───

Superclasses

IDL_Container

IDLitComponent

Creation

See "IDLgrView::Init" on page 4890.

Properties

Objects of this class have the following properties. See "IDLgrView Properties" on page 4876 for details on individual properties.

- ALL
- COLOR
- DEPTH_CUE
- DIMENSIONS
- DOUBLE
- EYE
- HIDE
- LOCATION
- PARENT
- PROJECTION
- REGISTER_PROPERTIES
- TRANSPARENT

- UNITS
- VIEWPLANE_RECT
- ZCLIP

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrView::Add
- IDLgrView::Cleanup
- IDLgrView::GetByName
- IDLgrView::GetProperty
- IDLgrView::Init
- IDLgrView::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced

IDLgrView Properties

IDLgrView objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrView::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrView::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrView::SetProperty.

Note ───
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
───

Objects of this class have the following properties.

- ALL
- COLOR
- DEPTH_CUE
- DIMENSIONS
- DOUBLE
- EYE
- HIDE
- LOCATION
- PARENT
- PROJECTION
- REGISTER_PROPERTIES
- TRANSPARENT
- UNITS
- VIEWPLANE_RECT
- ZCLIP

In addition, objects of this class inherit:

- IDL_Container
- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ————————————————————————

The fields of this structure may change in subsequent releases of IDL.

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Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COLOR

The color for the view. This is the color to which the view area will be erased before its contents are drawn. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default is [255, 255, 255] (white).

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DEPTH_CUE

A two-element floating-point array [*zbright*, *zdim*] specifying the near and far Z planes between which depth cueing is in effect. Depth cueing is only honored when drawing to a destination object that uses the RGB color model.

Depth cueing causes an object to appear to fade into the background color of the view object with changes in depth. If the depth of an object is further than *zdim* (that is, if the object's location in the Z direction is farther from the origin than the value specified by *zdim*), the object will be painted in the background color. Similarly, if the object is closer than the value of *zbright*, the object will appear in its "normal" color. Anywhere in-between, the object will be a blend of the background color and the object color. For example, if the DEPTH_CUE property is set to [-1,1], an object at the depth of 0.0 will appear as a 50% blend of the object color and the view color.

The relationship between Z_{bright} and Z_{dim} determines the result of the rendering:

- $Z_{bright} < Z_{dim}$: Rendering darkens with depth.
- $Z_{bright} > Z_{dim}$: Rendering brightens with depth.
- $Z_{bright} = Z_{dim}$: Disables depth cueing.

You can disable depth cueing by setting $z_{bright} = z_{dim}$. The default is [0.0, 0.0].

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Depth cue		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] specifying the dimensions of the viewport (the rectangle in which models are displayed on a graphics destination). By default, the viewport dimensions are set to [0, 0], which indicates that it will match the dimensions of the graphics destination to which it is drawn. The dimensions are measured in the units specified by the UNITS property.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

Note

See "Location" (Chapter 3, *Object Programming*) for more information.

DOUBLE

A Boolean value that controls the precision used for rendering the entire contents of the view. If set, IDL calculates the transformations used for the modeling and view transforms using double-precision floating-point arithmetic. This allows the values specified for the VIEWPLANE_RECT, modeling transforms in IDLgrModel objects, and coordinate data in atomic graphic objects to be used as double-precision before mapping to device coordinates.

Note ———————————————————————————————————

If this property is set to 0, IDL uses single-precision floating-point arithmetic for these values, which can cause loss of significance and incorrect rendering of data. Setting this property to 1 may impact graphics performance and should only be used when handling data requiring double precision.

———————————————————————————————————————

The default value is 0.

Property Type	Boolean		
Name String	Double precision		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

EYE

A floating-point value that specifies the distance from the eyepoint to the viewplane (Z=0). The default is 4.0. The eyepoint is always centered within the viewplane rectangle. (That is, if the VIEWPLANE_RECT property is set equal to [0,0,1,1], the eyepoint will be at X=0.5, Y=0.5.) IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	FLOAT		
Name String	Eye distance		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

Note ———————————————————————————————————

See "Eye Position" (Chapter 3, *Object Programming*) for details.

———————————————————————————————————————

HIDE

A Boolean value or enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LOCATION

A two-element floating-point vector of the form [*x*, *y*] specifying the position of the lower left corner of the view. The default is [0, 0], and is measured in units specified by the UNITS property

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Viewport location		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

Note ───
See "Location" (Chapter 3, *Object Programming*) for more information.
──

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

PROJECTION

An integer value or enumerated list item indicating the type of projection to use within this view. All models displayed within this view will be projected using this type of projection. Valid values are:

Value	Property Sheet Value	Description
0	None	Same result as setting Orthogonal or 1
1	Orthogonal	Models are projected along lines perpendicular to the view plane (the default)
2	Perspective	Models are projected toward the eye (located at the origin), which is the apex of the viewing frustum. With a perspective projection, models that are farther away from the eye will appear smaller in the view than models that are nearer to the eye.

Property Type	ENUMLIST		
Name String	Projection		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

Note

See "Projection" (Chapter 3, *Object Programming*) for details.

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

TRANSPARENT

A Boolean value that determines whether to disable the viewport erase, making the viewport transparent. If this value is false, the viewport is erased and the depth buffer initialized. If this value is true, the viewport is not erased and the depth buffer is not initialized.

Property Type	Boolean		
Name String	Transparent		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

UNITS

An integer value or enumerated list item that specifies the units of measure for this view:

Value	Property Sheet Value	Description
0	Device	Device units are unit of measure (the default)
1	Inches	Inches are unit of measure
2	Centimeters	Centimeters are unit of measure
3	Normalization	Normalized units (relative to the graphics destination's *rect*) are unit of measure

Note

If you set the UNITS property (using the SetProperty method) of a view without also setting the LOCATION and DIMENSIONS properties, IDL will use the existing size and location values in the new units, *without conversion*. This means that if your view's location and dimensions were previously measured in centimeters, and you change the value of UNITS to 1 (measurement in inches), the actual size of the view object will change.

Property Type	ENUMLIST		
Name String	Units		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

VIEWPLANE_RECT

A four-element floating-point vector of the form [*x*, *y*, *width*, *height*] to describe the bounds in x and y of the view volume. Objects within the view volume are projected into the viewport. These values are measured in normalized space. The default is [-1.0, -1.0, 2.0, 2.0] IDL converts, maintains, and returns this data as double-precision floating-point.

Note ─────────
The z bounds of the view volume are set via the ZCLIP property. The viewplane rectangle is always located at Z=0.
────────────────

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Viewplane rectangle		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

Note ─────────
See "View Volume" (Chapter 3, *Object Programming*) for details.
────────────────

ZCLIP

A two element floating-point vector representing the near and far clipping planes to be applied to the objects in this view. The vector should take the form [*near*, *far*]. By default, these values are [1, -1]. IDL converts, maintains, and returns this data as double-precision floating-point.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Z clipping		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

IDLgrView::Add

The IDLgrView::Add procedure method adds a child to this view.

Syntax

Obj->[IDLgrView::]Add, *Model* [, POSITION=*index*]

Arguments

Model

An instance of the IDLgrModel object class.

Keywords

POSITION

Set this keyword equal to the zero-based index of the position within the container at which the new object should be placed.

Version History

5.0	Introduced

IDLgrView::Cleanup

The IDLgrView::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside
the context of object creation and destruction. This means that in most cases, you
cannot call the Cleanup method directly. There is one exception to this rule: if you
write your own subclass of this class, you can call the Cleanup method from within
the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrView::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrView::GetByName

The IDLgrView::GetByName function method finds contained objects by name. If the named object is not found, the GetByName function returns a null object reference.

Note ────────────────────────────────

The GetByName function does *not* perform a recursive search through the object hierarchy. If a fully qualified object name is not specified, only the contents of the current container object are inspected for the named object.

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Syntax

Result = Obj->[IDLgrView::]GetByName(*Name*)

Return Value

Returns contained objects by name. If the named object is not found, the GetByName function returns a null object reference.

Arguments

Name

A string containing the name of the object to be returned.

Object naming syntax is very much like the syntax of a UNIX filesystem. Objects contained by other objects can include the name of their parent object; this allows you to create a fully qualified name specification. For example, if object1 contains object2, which in turn contains object3, the string specifying the fully qualified object name of object3 would be 'object1/object2/object3'.

Object names are specified relative to the object on which the GetByName method is called. If used at the beginning of the name string, the / character represents the top of an object hierarchy. The string '..' represents the object one level "up" in the hierarchy.

Keywords

None

Version History

5.0	Introduced

IDLgrView::GetProperty

The IDLgrView::GetProperty procedure method retrieves the value of the property or group of properties for the view.

Syntax

Obj->[IDLgrView::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrView Properties" on page 4876 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrView::Init

The IDLgrView::Init function method initializes the view object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

───

Syntax

Obj = OBJ_NEW('IDLgrView' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrView::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrView Properties" on page 4876 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrView::SetProperty

The IDLgrView::SetProperty procedure method sets the value of the property or group of properties for the view.

Syntax

Obj->[IDLgrView::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrView Properties" on page 4876 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.0	Introduced

IDLgrViewgroup

The IDLgrViewgroup object is a simple container object, very similar to the IDLgrScene object. It contains one or more IDLgrView objects and an IDLgrScene can contain one or more of these objects. This object is special in that it can also contain objects which do not have a Draw method (e.g. IDLgrPattern and IDLgrFont). An IDLgrViewgroup object cannot be returned by a call to the IDLgrWindow::Select method or the IDLgrBuffer::Select method.

Superclasses

IDL_Container

IDLitComponent

Creation

See "IDLgrViewgroup::Init" on page 4902.

Properties

Objects of this class have the following properties. See "IDLgrViewgroup Properties" on page 4895 for details on individual properties.

- ALL
- HIDE
- PARENT
- REGISTER_PROPERTIES

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrViewgroup::Add
- IDLgrViewgroup::Cleanup
- IDLgrViewgroup::GetByName
- IDLgrViewgroup::GetProperty

- IDLgrViewgroup::Init
- IDLgrViewgroup::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.1	Introduced

IDLgrViewgroup Properties

IDLgrViewgroup objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrViewgroup::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrViewgroup::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrViewgroup::SetProperty.

Note ───

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

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Objects of this class have the following properties.

- ALL
- HIDE
- PARENT
- REGISTER_PROPERTIES

In addition, objects of this class inherit:

- IDL_Container
- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties associated with this object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

HIDE

A Boolean value or enumerated list item that indicates whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

PARENT

An object reference to the object that contains this viewgroup.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

IDLgrViewgroup::Add

The IDLgrViewgroup::Add function method verifies that the added item is not an instance of the IDLgrScene or IDLgrViewgroup object. If it is not, IDLgrViewgroup:Add adds the object to the specified viewgroup.

Syntax

Obj->[IDLgrViewgroup::]Add, *Object* [, POSITION=*index*]

Arguments

Object

An instance of an object or a list of objects. Objects which subclass IDLgrScene or IDLgrViewgroup can not be added (avoiding circularity constraints). All other objects are allowed.

Keywords

POSITION

Set this keyword equal to the zero-based index of the position within the container at which the new object should be placed.

Version History

5.1	Introduced

IDLgrViewgroup::Cleanup

The IDLgrViewgroup::Cleanup procedure method performs all cleanup on the object.

Note —————————————————————————————————————

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrViewgroup::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrViewgroup::GetByName

The IDLgrViewgroup::GetByName function method finds contained objects by name. If the named object is not found, the GetByName function returns a null object reference.

Note

The GetByName function does *not* perform a recursive search through the object hierarchy. If a fully qualified object name is not specified, only the contents of the current container object are inspected for the named object.

Syntax

Result = Obj->[IDLgrViewgroup::]GetByName(*Name*)

Return Value

Returns contained objects by name. If the named object is not found, the GetByName function returns a null object reference.

Arguments

Name

A string containing the name of the object to be returned.

Object naming syntax is very much like the syntax of a UNIX filesystem. Objects contained by other objects can include the name of their parent object; this allows you to create a fully qualified name specification. For example, if object1 contains object2, which in turn contains object3, the string specifying the fully qualified object name of object3 would be 'object1/object2/object3'.

Object names are specified relative to the object on which the GetByName method is called. If used at the beginning of the name string, the / character represents the top of an object hierarchy. The string '..' represents the object one level "up" in the hierarchy.

Keywords

None

Version History

5.1	Introduced

IDLgrViewgroup::GetProperty

The IDLgrViewgroup::GetProperty procedure method retrieves the value of a property or group of properties for the viewgroup object.

Syntax

Obj->[IDLgrViewgroup::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrViewgroup Properties" on page 4895 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrViewgroup::Init

The IDLgrViewgroup::Init function method initializes the viewgroup object.

Note ——————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrViewgroup' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrViewgroup::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrViewgroup Properties" on page 4895 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrViewgroup::SetProperty

The IDLgrViewgroup::SetProperty procedure method sets the value of a property or group of properties for the viewgroup.

Syntax

Obj->[IDLgrViewgroup::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrViewgroup Properties" on page 4895 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrVolume

A volume object represents a mapping from a three-dimensional array of data to a three-dimensional array of voxel colors, which, when drawn, are projected to two dimensions.

An IDLgrVolume object is an *atomic graphic object*; it is one of the basic drawable elements of the IDL Object Graphics system, and it is not a container for other objects.

Superclasses

IDLitComponent

Creation

See "IDLgrVolume::Init" on page 4931.

Properties

Objects of this class have the following properties. See "IDLgrVolume Properties" on page 4907 for details on individual properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA0
- DATA2
- DEPTH_CUE
- HINTS
- LIGHTING_MODEL
- OPACITY_TABLE1
- REGISTER_PROPERTIES
- RGB_TABLE0
- SHADER

- ALPHA_CHANNEL
- BOUNDS
- COMPOSITE_FUNCTION
- DATA1
- DATA3
- HIDE
- INTERPOLATE
- OPACITY_TABLE0
- PARENT
- RENDER_STEP
- RGB_TABLE1
- TWO_SIDED

- VALID_DATA
- XCOORD_CONV
- YCOORD_CONV
- ZBUFFER
- ZERO_OPACITY_SKIP

- VOLUME_SELECT
- XRANGE
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrVolume::Cleanup
- IDLgrVolume::ComputeBounds
- IDLgrVolume::GetCTM
- IDLgrVolume::GetProperty
- IDLgrVolume::Init
- IDLgrVolume::PickVoxel
- IDLgrVolume::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced
5.6	Added CLIP_PLANES keyword
6.0	Deprecated CUTTING_PLANES property
6.1	Added ALPHA_CHANNEL property
6.2	Removed NO_COPY property and documented as a keyword on IDLgrVolume::Init and IDLgrVolume::SetProperty
6.4	Added SHADER property

For more information on deprecated features, see Appendix I, "Obsolete Features".

IDLgrVolume Properties

IDLgrVolume objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrVolume::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrVolume::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrVolume::SetProperty.

Note ————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

————————————————————————————————

Objects of this class have the following properties.

- ALL
- AMBIENT
- CLIP_PLANES
- DATA0
- DATA2
- DEPTH_CUE
- HINTS
- LIGHTING_MODEL
- OPACITY_TABLE1
- REGISTER_PROPERTIES
- RGB_TABLE0
- SHADER
- VALID_DATA
- XCOORD_CONV
- YCOORD_CONV
- ZBUFFER
- ZERO_OPACITY_SKIP

- ALPHA_CHANNEL
- BOUNDS
- COMPOSITE_FUNCTION
- DATA1
- DATA3
- HIDE
- INTERPOLATE
- OPACITY_TABLE0
- PARENT
- RENDER_STEP
- RGB_TABLE1
- TWO_SIDED
- VOLUME_SELECT
- XRANGE
- YRANGE
- ZCOORD_CONV
- ZRANGE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ———
The fields of this structure may change in subsequent releases of IDL.

Note ———
This structure returns COLOR, DEPTH_TEST_DISABLE, DEPTH_TEST_FUNCTION, and DEPTH_WRITE_DISABLE properties that are consistent with other graphic objects. However, these properties are not used by the IDLgrVolume object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

ALPHA_CHANNEL

Apply to the volume only when the volume is rendered with a destination rendering quality setting of Low (0). In the case, the volume is rendered as a wireframe cube. Set this property to a floating-point value in the range [0.0, 1.0] to specify the opacity of the wireframe cube. The default value of 1.0 causes IDL to draw the wireframe cube completely opaque. If the value of this property is less than 1.0, then the pixels of the wireframe cube are blended with the pixels already on the screen, where the color of the wireframe cube is multiplied by the alpha value and the pixels already on the screen are multiplied by 1.0-alpha.

Because an object can only be blended with objects already drawn on the screen, the drawing order of the objects must be considered carefully in order to obtain the desired results.

This property has no effect on devices using indexed color mode.

Note ──

For more detailed information on alpha channel support for IDL Object Graphics, see "Controlling Object Transparency" (Chapter 2, *Object Programming*).

──

Property Type	Float-point value		
Name String	*Transparency*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

AMBIENT

The color and intensity of the volume's base ambient lighting. Color is specified as a three-element vector [*red*, *green*, *blue*]. The default is [255, 255, 255]. AMBIENT is applicable only when LIGHTING_MODEL is set.

In a property sheet, this property appears as a color property.

Property Type	COLOR		
Name String	Ambient color		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

BOUNDS

A six-element floating-point vector of the form $[x_{min}, y_{min}, z_{min}, x_{max}, y_{max}, z_{max}]$, which represents the sub-volume to be rendered. .

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Subvolume bounds		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

CLIP_PLANES

A 4-by-*N* floating-point array that specifies the coefficients of the clipping planes to be applied to this object. The four coefficients for each clipping plane are of the form [A, B, C, D], where $Ax + By + Cz + D = 0$. Portions of this object that fall in the half space $Ax + By + Cz + D > 0$ will be clipped. By default, the value of this property is a scalar (-1) indicating that no clipping planes are to be applied.

Note ——————————————————————————————————
The clipping planes specified via this property are applied in addition to the near and far clipping planes associated with the IDLgrView in which this object appears.
——————————————————————————————————————

Note ——————————————————————————————————
Clipping planes are applied in the data space of this object (prior to the application of any *x*, *y*, or *z* coordinate conversion).
——————————————————————————————————————

Note ——————————————————————————————————
To determine the maximum number of clipping planes supported by the device, use the MAX_NUM_CLIP_PLANES property of the GetDeviceInfo method for the IDLgrBuffer, IDLgrClipboard, IDLgrWindow, and IDLgrVRML objects.
——————————————————————————————————————

Note ——————————————————————————————————
Clipping planes are equivalent to the obsolete cutting planes. If defined, CUTTING_PLANES will be applied first, then the CLIP_PLANES (until a maximum number of planes is reached).
——————————————————————————————————————

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

COMPOSITE_FUNCTION

An integer value or enumerated list item that determines the composite function to be used to measure the value of a pixel on the viewing plane by analyzing the voxels

falling along the corresponding ray. Specify one of the following compositing functions:

Value	Property Sheet Value	Description

0	Alpha blending	The recursive equation
		
		`dest' = src * srcalpha +`
		`    dest * (1 - srcalpha)`
		
		is used to compute the final pixel color (the default).

1	Maximum intensity projection	The color of each pixel on the viewing plane is determined by the voxel with the highest opacity value along the corresponding ray.

2	Alpha sum	The recursive equation
		
		`dest' = src + dest *`
		`    ( 1 - srcalpha)`
		
		is used to compute the final pixel color. This equation assumes that the color tables have been pre-multiplied by the opacity tables. The accumulated values can be no greater than 255.

3	Average intensity	The resulting image is the average of all voxels along the corresponding ray. Disables lighting and only works with grey scale palettes. Will not work with four-channel volumes.

Property Type	ENUMLIST		
Name String	Composite function		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DATA0

A three-dimensional array of any type of the format (d_x, d_y, d_z), which specifies a data volume. If the data volume dimensions do not match those of any pre-existing data in DATA1, DATA2, or DATA3, all existing data is removed from the object.

Specifying this property is the same as specifying the optional vol_0 argument to the IDLgrVolume::Init method.

Note ───

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

───

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA1

A three-dimensional array of any type of the format (d_x, d_y, d_z), which specifies a data volume. If the data volume dimensions do not match those of any pre-existing data in DATA0, DATA2, or DATA3, all existing data is removed from the object.

Specifying this property is the same as specifying the optional vol_1 argument to the IDLgrVolume::Init method.

Note ───

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

───

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA2

A three-dimensional array of any type of the format (d_x, d_y, d_z), which specifies a data volume. If the data volume dimensions do not match those of any pre-existing data in DATA0, DATA1, or DATA3, all existing data is removed from the object.

Specifying this property is the same as specifying the optional vol_2 argument to the IDLgrVolume::Init method.

Note

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DATA3

A three-dimensional array of any type of the format (d_x, d_y, d_z), which specifies a data volume. If the data volume dimensions do not match those of any pre-existing data in DATA0, DATA1, or DATA2, all existing data is removed from the object.

Specifying this property is the same as specifying the optional *vol$_3$* argument to the IDLgrVolume::Init method.

Note

DATA0, DATA1, DATA2, and DATA3 sizes are dynamic.

Note

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

Property Type	Array of any type		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

DEPTH_CUE

A two-element floating-point array [*zbright*, *zdim*] specifying the near and far Z planes between which depth cueing is in effect. Depth cueing is only honored when drawing to a destination object that uses the RGB color model.

Depth cueing causes an object to appear to fade into the background color of the view object with changes in depth. If the depth of an object is further than *zdim* (that is, if

the object's location in the Z direction is farther from the origin than the value specified by *zdim*), the object will be painted in the background color.

Similarly, if the object is closer than the value of *zbright*, the object will appear in its "normal" color. Anywhere in-between, the object will be a blend of the background color and the object color. For example, if the DEPTH_CUE property is set to [-1,1], an object at the depth of 0.0 will appear as a 50% blend of the object color and the view color.

The relationship between Z_{bright} and Z_{dim} determines the result of the rendering:

- $Z_{bright} < Z_{dim}$: Rendering darkens with depth.

- $Z_{bright} > Z_{dim}$: Rendering brightens with depth.

- $Z_{bright} = Z_{dim}$: Disables depth cueing.

You can disable depth cueing by setting $z_{bright} = z_{dim}$. The default is [0.0, 0.0].

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Depth cue range		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

HIDE

A Boolean value or enumerated list item indicating whether this object should be drawn:

Value	Property Sheet Value	Description
0	True	Draw graphic (the default)
1	False	Do not draw graphic

Property Type	ENUMLIST		
Name String	Show		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

HINTS

An integer value or enumerated list item that specifies one of the following acceleration hints:

Value	Property Sheet Value	Description
0	Disable	Disables all acceleration hints (the default).
1	Euclidean distance map (EDM)	Enables Euclidean distance map (EDM) acceleration. This option generates a volume map containing the distance from any voxel to the nearest non-zero opacity voxel. The map is used to speed ray casting by allowing the ray to jump over open spaces. It is most useful with sparse volumes. After setting the EDM hint, the draw operation generates the volume map; this process can take some time. Subsequent draw operations will reuse the generated map and may be much faster, depending on the volume's sparseness. A new map is not automatically generated to match changes in opacity tables or volume data (for performance reasons). The user may force recomputation of the EDM map by setting the HINTS property to 1 again.
2	Multiple CPU	Enables the use of multiple CPUs for volume rendering if the platforms used support such use. If HINTS is set to 2, IDL will use all the available (up to 8) CPUs to render portions of the volume in parallel.
3	EDM and Multiple CPU	Selects the two acceleration options described above

Property Type	ENUMLIST		
Name String	Acceleration hints		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

INTERPOLATE

A Boolean value or enumerated list item that determines whether the interpolation method.

Value	Property Sheet Value	Description
0	Nearest neighbor	Values between the voxels are estimated using nearest neighbor sampling (the default).
1	Trilinear	Values for each step on a ray are computed from the eight nearest values. Setting this property improves quality at the cost of more computing time, especially when the volume has low resolution with respect to the size of the viewing plane.

Note —————————————————————————————

See "Interpolation Methods" (Chapter 5, *Using IDL*) for details.

—————————————————————————————————————

Property Type	ENUMLIST		
Name String	Interpolation		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

LIGHTING_MODEL

A Boolean value that determines whether to use the current lighting model during rendering in conjunction with a local gradient evaluation.

Note —————————————————————————————

Only DIRECTIONAL light sources are honored by the volume object. Because normals must be computed for all voxels in a lighted view, enabling light sources increases the rendering time.

—————————————————————————————————————

Property Type	Boolean		
Name String	Use lighting		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

OPACITY_TABLE0

A 256-element byte array that specifies the opacity table for DATA0. The default table is the linear ramp.

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

OPACITY_TABLE1

A 256-element byte array that specifies the opacity table for DATA1. The default table is the linear ramp. This table is used only when VOLUME_SELECT is set equal to 1.

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

PARENT

An object reference to the object that contains this object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as

"Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	Set: No	Init: Yes	Registered: No

RENDER_STEP

A three-element floating-point vector of the form [*x*, *y*, *z*] that specifies the stepping factor through the voxel matrix.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	XYZ render step		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

RGB_TABLE0

A 256 x 3-element byte array that specifies the RGB color table for DATA0. The default table is the linear ramp. .

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

RGB_TABLE1

A 256 x 3-element byte array that specifies the RGB color table for DATA1. The default table is the linear ramp. This table is used only when VOLUME_SELECT is set equal to 1.

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

SHADER

An object reference to an IDLgrShader object (or an object containing IDLgrShader as a superclass). When there is suitable graphics card hardware support, the volume is rendered using the GLSL shader program (executed on the graphics card) instead of using fixed OpenGL properties when initially drawn. (If a suitable graphics card is not present, IDL ignores the shader object when the scene is drawn.) A single IDLgrShader object may be associated with additional volume objects or other graphic objects that have the SHADER property.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

TWO_SIDED

A Boolean value or an enumerated list item that determines whether the lighting model uses a two-sided voxel gradient.

Value	**Property Sheet Value**	**Description**
0	One-sided	The default.
1	Two-sided	Differs from one-sided in that this method uses the absolute value of the inner product of the light direction and the surface gradient instead of clamping to 0.0 for negative values.

Property Type	ENUMLIST		
Name String	Voxel gradient		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

VALID_DATA

An integer array (one per volume, DATA0, DATA1, etc.) which have the value 1 if volume data has been loaded for that volume and 0 if that volume data is currently undefined.

Property Type	Integer array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

VOLUME_SELECT

An integer value that selects how the volume data (DATA0, DATA1, DATA2, DATA3) is combined to form the src and srcalpha parameters described in the COMPOSITE_FUNCTION function property.

The volume data is always stored and treated as 8-bit indices into the RGB and opacity tables.

Set the RGB and/or opacity tables to linear ramps to use the volume data as direct color or opacity values. Accepted values are:

0	Render single volume from DATA0. This is the default. The value at voxel [i,j,k] would be computed as:
	
	 ```srcRed[i,j,k] = RGB_TABLE0[DATA0[i,j,k],0]```
	 ```srcGreen[i,j,k] = RGB_TABLE0[DATA0[i,j,k],1]```
	 ```srcBlue[i,j,k] = RGB_TABLE0[DATA0[i,j,k],2]```
	 ```srcAlpha[i,j,k] = OPACITY_TABLE0[DATA0[i,j,k]]```

1	Render dual volume from DATA0 and DATA1. The value at voxel [i,j,k] is modulated between the two data sets as follows:
	
	``
	srcRed[i,j,k] = (RGB_TABLE0[DATA0[i,j,k],0] *
	                  RGB_TABLE1[DATA1[i,j,k],0]) / 255
	srcGreen[i,j,k] = (RGB_TABLE0[DATA0[i,j,k],1] *
	                    RGB_TABLE1[DATA1[i,j,k],1]) / 255
	srcBlue[i,j,k] = (RGB_TABLE0[DATA0[i,j,k],2] *
	                   RGB_TABLE1[DATA1[i,j,k],2]) / 255
	srcAlpha[i,j,k] = (OPACITY_TABLE0[DATA0[i,j,k]] *
	                    OPACITY_TABLE1[DATA1[i,j,k]]) / 255
	``

2	Render RGBA volume from DATA0 (red), DATA1 (green), DATA2 (blue), and DATA3 (alpha). The value at voxel [i,j,k] would be computed as: ``` srcRed[i,j,k] = RGB_TABLE0[DATA0[i,j,k],0] srcGreen[i,j,k] = RGB_TABLE0[DATA1[i,j,k],1] srcBlue[i,j,k] = RGB_TABLE0[DATA2[i,j,k],2] srcAlpha[i,j,k] = OPACITY_TABLE0[DATA3[i,j,k]] ```

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XCOORD_CONV

A floating-point vector, $[s_0, s_1]$, of scaling factors used to convert X coordinates from data units to normalized units. The formula for the conversion is as follows:

Normalized$X = s_0 + s_1 *$ Data$X$

Recommended values are:

$[(-X_{min})/(X_{max}-X_{min}), 1/(X_{max}-X_{min})]$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

XRANGE

A two-element double-precision floating-point vector of the form [*xmin*, *xmax*] that specifies the range of *x* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

YCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Y coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Y = s_0 + s_1 * Data Y$$

Recommended values are:

$$[(-Y_{min})/(Y_{max}-Y_{min}), 1/(Y_{max}-Y_{min})]$$

The default is [0.0, 1.0]. IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

YRANGE

A two-element double-precision floating-point vector of the form [*ymin*, *ymax*] that specifies the range of *y* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

ZBUFFER

A Boolean value that determines whether to clip the rendering to the current Z-buffer and then update the buffer. The default is to not modify the current Z-buffer.

Property Type	Boolean		
Name String	Update Z buffer		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

ZCOORD_CONV

A floating-point vector, [s_0, s_1], of scaling factors used to convert Z coordinates from data units to normalized units. The formula for the conversion is as follows:

$$Normalized Z = s_0 + s_1 * Data Z$$

Recommended values are:

$$[(-Z_{min})/(Z_{max}-Z_{min}), 1/(Z_{max}-Z_{min})]$$

The default is [0.0, 1.0]IDL converts, maintains, and returns this data as double-precision floating-point.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

ZERO_OPACITY_SKIP

A Boolean value that determines whether to skip voxels with an opacity of 0. This property can increase the output contrast of MIP (MAXIMUM_INTENSITY) projections by allowing the background to show through. If this property is set, voxels with an opacity of zero will not modify the Z-buffer. The default (not setting the property) continues to render voxels with an opacity of zero.

Property Type	Boolean		
Name String	Skip zero opacity		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

ZRANGE

A two-element double-precision floating-point vector of the form [*zmin*, *zmax*] that specifies the range of *z* data coordinates covered by the graphic object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrVolume::Cleanup

The IDLgrVolume::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrVolume::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrVolume::ComputeBounds

The IDLgrVolume::ComputeBounds procedure method computes the smallest bounding box that contains all voxels whose opacity lookup is greater than a given opacity value. The BOUNDS property is updated to the computed bounding box.

Syntax

Obj->[IDLgrVolume::]ComputeBounds [, OPACITY=*value*] [, /RESET]
    [, VOLUMES=*int array*]

Arguments

None

Keywords

OPACITY

Set this keyword to the opacity value to be used to determine which voxels are included within the bounding box. All voxels whose opacity lookup is greater than this value will be included. The default value is zero.

RESET

Set this keyword to cause the BOUNDS keyword of IDLgrVolume::Init to be reset to contain the entire volume.

VOLUMES

Set this keyword to an array of integers which select which volumes to consider when computing the bounding box. A non-zero value selects a volume to be searched. The default is to search all loaded volumes. For example: VOLUMES=[0,1] will cause ComputeBounds to search only the volume loaded in DATA1.

Version History

5.0	Introduced

IDLgrVolume::GetCTM

The IDLgrVolume::GetCTM function method returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Syntax

Result = Obj->[IDLgrVolume::]GetCTM([, DESTINATION=*objref*]
   [, PATH=*objref(s)*] [, TOP=*objref to IDLgrModel object*])

Return Value

Returns the 4-by-4 double-precision floating-point graphics transform matrix from the current object upward through the graphics tree.

Arguments

None

Keywords

DESTINATION

Set this keyword to the object reference of a destination object to specify that the projection matrix for the View object in the current tree be included in the returned transformation matrix. The resulting matrix will transform a point in the data space of the object on which the GetCTM method is called into a normalized coordinate system (-1 to +1 in X, Y, and Z), relative to the View object that contains the volume object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the transformation matrix. Each path object reference specified with this keyword must contain an alias. The transformation matrix is computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrVolume::GetCTM is called from within a Draw method, with the DESTINATION keyword set and the PATH keyword not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ———
For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.
———

TOP

Set this keyword equal to the object reference to an IDLgrModel object to specify
that the returned matrix accumulate from the object on which the GetCTM method is
called up to but not including the specified model object.

Version History

5.0	Introduced

IDLgrVolume::GetProperty

The IDLgrVolume::GetProperty procedure method retrieves the value of a property or group of properties for the volume.

Syntax

Obj->[IDLgrVolume::]GetProperty[, *PROPERTY=variable*] [, /NO_COPY]

Arguments

None

Keywords

Any property listed under "IDLgrVolume Properties" on page 4907 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

NO_COPY

If this keyword is set to a non-zero value, and the DATA0, DATA1, DATA2, or DATA3 property is specified in the same invocation, the data is relocated from the volume object into the destination variable, removing the data from the object.

```
vol = BYTARR(30,30,30, /NOZERO)
oVol = OBJ_NEW('IDLgrVolume')
oVol->SetProperty, DATA0=vol

oVol->GetProperty, DATA0=vol, /NO_COPY
HELP, vol
; IDL prints VOL BYTE = Array[30, 30, 30]

; Verify that the data has been removed from the object by
; repeating the call.
oVol->GetProperty, DATA0=vol2, /NO_COPY
HELP, vol2
; IDL prints VOL2 UNDEFINED = <Undefined>
```

There can be 1, 2, 3, or 4 volumes stored in an IDLgrVolume. Calling Get with NO_COPY is a good way to remove the data associated with one of the volumes without destroying the object.

Version History

5.0	Introduced
6.1	Added NO_COPY keyword

IDLgrVolume::Init

The IDLgrVolume::Init function method initializes the volume object. At least one volume must be specified, via arguments or keywords.

Note ———————————————————————————————

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

———————————————————————————————

Note ———————————————————————————————

IDL converts and stores volume data in a BYTE array. Thus, all incoming volume data is converted to BYTE type. This could alter the volume data values if the incoming data cannot accurately be stored as BYTE data.

———————————————————————————————

Syntax

Obj = OBJ_NEW('IDLgrVolume' [, *vol$_0$* [, *vol$_1$* [, *vol$_2$* [, *vol$_3$*]]]]
   [, *PROPERTY=value*] [, /NO_COPY])

or

Result = *Obj*->[IDLgrVolume::]Init([*vol$_0$* [, *vol$_1$* [, *vol$_2$* [, *vol$_3$*]]]]
   [, *PROPERTY=value*] [, /NO_COPY])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

Note ———————————————————————————————

The values specified by the *vol$_0$*, *vol$_1$*, *vol$_2$*, and *vol$_3$* arguments are used to initialize the values of the DATA0, DATA1, DATA2, and DATA3 properties of the IDLgrVolume object, respectively.

———————————————————————————————

vol$_0$

A three-dimensional array (d_x, d_y, d_z) which specifies a data volume.

vol$_1$

A three-dimensional array (d_x, d_y, d_z) which specifies a data volume.

vol$_2$

A three-dimensional array (d_x, d_y, d_z) which specifies a data volume.

vol$_3$

A three-dimensional array (d_x, d_y, d_z) which specifies a data volume.

Note

If two or more of the above arguments are specified, they must have matching dimensions.

Keywords

Any property listed under "IDLgrVolume Properties" on page 4907 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

NO_COPY

If this keyword is set to a non-zero value, it relocates the volume data from the input variable to the volume object, leaving the input variable (*vol$_0$*, *vol$_1$*, *vol$_2$*, *vol$_3$*, or DATA0, DATA1, DATA2, or DATA3) undefined. Only these data-related arguments and properties are affected by the NO_COPY keyword.

```
vol = BYTARR(30,30,30, /NOZERO)
oVol = OBJ_NEW('IDLgrVolume', vol, /NO_COPY)

; Verify the data no longer exists in the input variable.
HELP, vol
; IDL prints VOL UNDEFINED = <Undefined>
```

If this keyword is omitted, the input volume data will be duplicated and a copy will be stored in the object.

Version History

5.0	Introduced
6.2	Added NO_COPY keyword

IDLgrVolume::PickVoxel

The IDLgrVolume::PickVoxel function method computes the coordinates of the voxel projected to a location specified by the 2-D device coordinates point, [x_i, y_i], and the current Z-buffer. The function returns the volume indices as a a vector of three long integers. If the selected point is not within the volume, this function returns [-1,-1,-1].

Syntax

Result = Obj->[IDLgrVolume::]PickVoxel (*Win*, *View*, *Point* [, PATH=*objref(s)*])

Return Value

Returns the volume indices as a a vector of three long integers. If the selected point is not within the volume, this function returns [-1,-1,-1].

Arguments

Win

The IDLgrWindow object from which the Z-buffer is to be used.

View

The IDLgrView object that contains the volume.

Point

The [*x*, *y*] viewport coordinates of the point chosen.

Keywords

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to map the device position to a voxel coordinate. Each path object reference specified with this keyword must contain an alias. The voxel coordinate is computed for the version of the object falling within the specified path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued.

Note ————

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

————

Version History

5.0	Introduced

IDLgrVolume::SetProperty

The IDLgrVolume::SetProperty procedure method sets the value of a property or group of properties for the volume.

Syntax

Obj->[IDLgrVolume::]SetProperty[, *PROPERTY=value*] [/NO_COPY]

Arguments

None

Keywords

Any property listed under "IDLgrVolume Properties" on page 4907 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

NO_COPY

If this keyword is set to a non-zero value, it relocates the volume data from the input variable to the volume object, leaving the input variable (DATA0, DATA1, DATA2, or DATA3) undefined. Only these data-related arguments and properties are affected by the NO_COPY keyword.

```
vol = BYTARR(30,30,30, /NOZERO)
oVol = OBJ_NEW('IDLgrVolume')
oVol->SetProperty, Data0=vol, /NO_COPY

; Verify that the data has been removed from the variable.
HELP, vol
; IDL prints VOL UNDEFINED = <Undefined>
```

If this keyword is omitted, the input volume data will be duplicated and a copy will be stored in the object.

Version History

5.0	Introduced
6.2	Added NO_COPY keyword

IDLgrVRML

The IDLgrVRML object allows you to save the contents of an Object Graphics hierarchy into a VRML 2.0 format file. The graphics tree can only contain a single view due to limitations in the VRML specification. The resulting VRML file is interactive and allows you to explore the geometry interactively using a VRML browser.

Note
Objects or subclasses of this type can not be saved or restored.

Note
Tiled images are not supported on IDLgrVRML.

Aspect ratios are difficult to duplicate as they can be browser dependent. The object is limited to the primitives supported by VRML. Texture maps (and images) will be inlined into the output file. While this will generate large VRML files, the files are fully self-contained.

Several entities cannot be translated perfectly. These include:

IDLgrImage Objects

Rotation and Z buffer behavior are not completely supported. Image objects will be converted into texture mapped polygons. BLEND_FUNCTION is not completely supported (only binary srcAlpha,1-srcAlpha) This function is applied automatically if an alpha channel is present. It is also very browser dependent. Channel masks are not supported.

IDLgrPolygon and IDLgrSurface Objects

Hidden line/hidden point display, color and vertex color blending with texture colors, and bottom color are not supported. Shading may be browser dependent. Front face culling is not supported and back face culling is only supported at the browser's discretion.

Note
The AMBIENT material property is not supported.

IDLgrLight Objects

Lighting scope and intensity may be browser dependent.

IDLgrText Objects

Text using the ONGLASS property is only supported for the initial view.

IDLgrViewgroup, IDLgrScene, IDLgrVolume Objects

These objects are not supported.

IDLgrPalette Objects

Palette objects are simulated using an RGB color model.

IDLgrPattern Objects

Only solid or clear patterns are supported.

IDLgrFont, IDLgrSymbol Objects

The THICK property is not supported.

IDLgrPolyline, IDLgrSymbol, IDLgrSurface, IDLgrPolygon and IDLgrPlot Objects

Line attributes (thickness, linestyle) are not supported.

IDLgrView Objects

Z-clipping control, aspect ratio preservation, the LOCATION property, and orthographic projections are not supported.

Destination Objects

The COLOR_MODEL property is not fully supported in Indexed Color mode, when using a SHADER_RANGE (an RGB model will be substituted instead). The QUALITY property is not supported.

Superclasses

IDLitComponent

Creation

See "IDLgrVRML::Init" on page 4957.

Properties

Objects of this class have the following properties. See "IDLgrVRML Properties" on page 4942 for details on individual properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- FILENAME
- GRAPHICS_TREE
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS
- WORLDINFO
- WORLDTITLE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrVRML::Cleanup
- IDLgrVRML::Draw
- IDLgrVRML::GetDeviceInfo
- IDLgrVRML::GetFontnames
- IDLgrVRML::GetProperty
- IDLgrVRML::GetTextDimensions
- IDLgrVRML::Init

- IDLgrVRML::SetProperty

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.1	Introduced

IDLgrVRML Properties

IDLgrVRML objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrVRML::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrVRML::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrVRML::SetProperty.

Note ————————————————————————————————

For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.

——

Objects of this class have the following properties.

- ALL
- COLOR_MODEL
- DIMENSIONS
- FILENAME
- GRAPHICS_TREE
- N_COLORS
- PALETTE
- QUALITY
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS
- WORLDINFO
- WORLDTITLE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the retrievable properties associated with this object.

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COLOR_MODEL

An integer value or enumerated list item that determines the color model for the buffer:

Value	Property Sheet Value	Description
0	RGB	RGB (default)
1	Indexed	Color indexed

Property Type	ENUMLIST		
Name String	Color model		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] to specify the dimensions of the window in units specified by the UNITS property. The default is [640,480].

Note

The only use of this property is to support the use of normalized coordinates for the dimensions of the IDLgrView object passed to the IDLgrVRML::Draw method.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

FILENAME

A string that specifies the name of a file into which the vector data will be saved. The default is `idl.wrl`.

Property Type	String		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

GRAPHICS_TREE

An object reference of type IDLgrView. If this property is set to a valid object reference, calling the Draw method on the destination object with no arguments will cause the object reference associated with this property to be drawn. If this object is valid and the destination object is destroyed, this object reference will be destroyed as well. By default the GRAPHICS_TREE property is set equal to the null-object. .

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_COLORS

An integer that specifies the number of colors (between 2 and 256) to be used if COLOR_MODEL is set to indexed.

Property Type	Integer		
Name String	Number of colors		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) that specifies the red, green, and blue values that are to be loaded into the buffer's color lookup table.

Note ———

Objects specified via this property are not automatically cleaned up when the IDLgrVRML object is destroyed.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

QUALITY

An integer value or enumerated list item indicating the rendering quality at which graphics are to be drawn to the buffer:

Value	Property Sheet Value	Description
0	Low	Low quality
1	Medium	Medium quality
2	High	High quality (the default)

Property Type	ENUMLIST		
Name String	Quality		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RESOLUTION

A two-element floating-point vector of the form [*xres*, *yres*] specifying the device resolution in centimeters per pixel.

Note ———————————————————————————————————

This property is used for text scaling and partial aspect ratio preservation only. The default value is [0.0352778, 0.0352778] (72 DPI).

——

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Resolution		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

SCREEN_DIMENSIONS

A two-element integer vector of the form [*width*, *height*] specifying the dimensions of the overall screen dimensions for the screen with which this object associated. The screen dimensions are measured in device units.

Property Type	Integer vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

UNITS

An integer that indicates the units of measure for the DIMENSIONS property. Valid values are:

- 0 = Device (the default)
- 1 = Inches
- 2 = Centimeters
- 3 = Normalized (relative to 1600 x 1200)

.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

WORLDINFO

A list of strings for the info field of the VRML WorldInfo node. The default is the null string, ''.

Property Type	String		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

WORLDTITLE

A string containing the title for the VRML WorldInfo node, TITLE field. The default is `'IDL VRML file'`.

Property Type	String		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

IDLgrVRML::Cleanup

The IDLgrVRML::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrVRML::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.1	Introduced

IDLgrVRML::Draw

The IDLgrVRML::Draw procedure method draws the given picture to this graphics destination.

Syntax

Obj->[IDLgrVRML::]Draw [, *Picture*]

Arguments

Picture

The view (an instance of an IDLgrView object) to be drawn. If the view has a LOCATION property, it is ignored.

Keywords

None

Version History

5.1	Introduced

IDLgrVRML::GetDeviceInfo

The IDLgrVRML::GetDeviceInfo procedure method returns information which allows IDL applications to intelligently make decisions for optimal performance. For example, it allows an application to determine if RENDERER=1 is actually implemented in hardware. It also allows applications to make optimal quality decisions when dynamically building texture maps.

Syntax

Obj->[IDLgrVRML::]GetDeviceInfo [, ALL=*variable*]
   [, MAX_NUM_CLIP_PLANES=*variable*]
   [, MAX_TEXTURE_DIMENSIONS=*variable*]
   [, MAX_VIEWPORT_DIMENSIONS=*variable*] [, NAME=*variable*]
   [, NUM_CPUS=*variable*] [, VENDOR=*variable*] [, VERSION=*variable*]

Arguments

None

Keywords

ALL

Set this keyword to a named variable which, upon return, contains a structure with the values of all the device information keywords as fields.

MAX_NUM_CLIP_PLANES

Set this keyword to a named variable that upon return will contain an integer that specifies the maximum number of user-defined clipping planes supported by the device.

MAX_TEXTURE_DIMENSIONS

Set this keyword equal to a named variable. Upon return, *MAX_TEXTURE_DIMENSIONS* contains a two element integer array that specifies the maximum texture size supported by the device.

MAX_VIEWPORT_DIMENSIONS

Set this keyword equal to a named variable. Upon return, *MAX_VIEWPORT_DIMENSIONS* contains a two element integer array that specifies the maximum size of a graphics display supported by the device.

NAME

Set this keyword equal to a named variable. Upon return, *NAME* contains the name of the rendering device as a string.

NUM_CPUS

Set this keyword equal to a named variable. Upon return, *NUM_CPUS* contains an integer that specifies the number of CPUs that are known to, and available to IDL.

Note
The NUM_CPUS keyword accurately returns the number of CPUs for the SUN and Microsoft Windows platforms. For platforms other than these, the number returned may not reflect the actual number of CPUs available to IDL in the current system.

VENDOR

Set this keyword equal to a named variable. Upon return, *VENDOR* contains the name of the rendering device creator as a string.

VERSION

Set this keyword equal to a named variable. Upon return, *VERSION* contains the version of the rendering device driver as a string.

Version History

5.1	Introduced
5.6	Added MAX_NUM_CLIP_PLANES keyword

IDLgrVRML::GetFontnames

The IDLgrVRML::GetFontnames function method returns the list of available fonts that can be used in IDLgrFont objects. This method will only return the names of the available TrueType fonts. Hershey fonts will not be returned; see Appendix H, "Fonts" for more information.

Syntax

Result = *Obj*->[IDLgrVRML::]GetFontnames(*FamilyName* [, IDL_FONTS={0 | 1 | 2}] [, STYLES=*string*])

Return Value

Returns the list of available fonts that can be used in IDLgrFont objects.

Arguments

FamilyName

A string representing the name of the font family to which all of the returned fonts must belong. The string may be a fully specified family name, such as "Helvetica". You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. To return all available family names, use "*".

Keywords

IDL_FONTS

Set this keyword to specify where to search for fonts that IDL may use. Set IDL_FONT to 1 to select only fonts installed by IDL and to 2 to select only fonts detected in the host operating system. The default value is 0, specifying that both IDL and operating system fonts should be returned.

STYLES

Set this keyword to a string specifying the styles that are to be matched by the returned font names. You can set STYLES to a fully specified style string, such as "Bold Italic". If you set STYLES to the null string, ' ', only fontnames without style modifiers will be returned. You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. The default value is

the string, "*", which returns all fontnames containing the *FamilyName* argument, with or without style modifiers.

Version History

5.1	Introduced

IDLgrVRML::GetProperty

The IDLgrVRML::GetProperty procedure method retrieves the value of a property or group of properties for the VRML object.

Syntax

Obj->[IDLgrVRML::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrVRML Properties" on page 4942 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.1	Introduced

IDLgrVRML::GetTextDimensions

The IDLgrVRML::GetTextDimensions function method retrieves the dimensions of a text or axis object that will be rendered in a window. In order to compute the effective text dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units. If the object specified is an axis object, the result encompasses the tick labels and the title of the axis (if any).

Note

The returned results take into account the setting of the IDLgrText RECOMPUTE_DIMENSIONS property.

Syntax

Result = Obj->[IDLgrVRML::]GetTextDimensions(*TextObj* [, DESCENT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units.

Arguments

TextObj

The object reference to a text or axis object for which the text dimensions are requested.

Keywords

DESCENT

Set this keyword equal to a named variable that will contain an array of double-precision floating-point values (one for each string in the IDLgrText object). The values represent the distance to travel (parallel to the UPDIR vector) from the text baseline to reach the bottom of the lowest descender in the string. All values will be negative numbers, or zero. This keyword is valid only if *TextObj* is an IDLgrText object.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the text dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrVRML::GetTextDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note ───

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

───

Version History

5.1	Introduced

IDLgrVRML::Init

The IDLgrVRML::Init function method initializes the VRML object. This creates an object that will convert object hierarchies rendered to it into VRML format files.

Note

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

Syntax

Obj = OBJ_NEW('IDLgrVRML' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrVRML::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrVRML Properties" on page 4942 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.1	Introduced

IDLgrVRML::SetProperty

The IDLgrVRML::SetProperty procedure method sets the value of a property or group of properties for the VRML world.

Syntax

Obj->[IDLgrVRML::]SetProperty[, *PROPERTY=value*]

Arguments

None

Keywords

Any property listed under "IDLgrVRML Properties" on page 4942 that contains the word "Yes" in the "Set" column of the properties table can be set using this method. To set the value of a property, specify the property name as a keyword set equal to the appropriate property value.

Version History

5.1	Introduced

IDLgrWindow

A window object is a representation of an on-screen area on a display device that serves as a graphics destination.

Note ───
Objects or subclasses of this type can not be saved or restored.

───

Note on Window Size Limits

The OpenGL libraries IDL uses impose limits on the maximum size of a drawable area. The limits are device-dependent — they depend both on your graphics hardware and the setting of the RENDERER property. Currently, the smallest maximum drawable area on any IDL platform is 1280 x 1024 pixels; the limit on your system may be larger.

Superclasses

IDLitComponent

Creation

See "IDLgrWindow::Init" on page 4994.

Properties

Objects of this class have the following properties. See "IDLgrWindow Properties" on page 4963 for details on individual properties.

- ALL
- CURRENT_ZOOM
- DISPLAY_NAME (X Only)
- IMAGE_DATA
- MINIMUM_VIRTUAL_DIMENSIONS
- PALETTE
- REGISTER_PROPERTIES
- RESOLUTION

- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- LOCATION
- N_COLORS
- QUALITY
- RENDERER
- RETAIN

- SCREEN_DIMENSIONS
- UNITS
- VIRTUAL_DIMENSIONS
- ZBUFFER_DATA
- ZOOM_NSTEP

- TITLE
- VIEWPORT_DIMENSIONS
- VISIBLE_LOCATION
- ZOOM_BASE

In addition, objects of this class inherit the properties of all superclasses of this class.

Methods

This class has the following methods:

- IDLgrWindow::Cleanup
- IDLgrWindow::Draw
- IDLgrWindow::Erase
- IDLgrWindow::GetContiguousPixels
- IDLgrWindow::GetDeviceInfo
- IDLgrWindow::GetDimensions
- IDLgrWindow::GetFontnames
- IDLgrWindow::GetProperty
- IDLgrWindow::GetTextDimensions
- IDLgrWindow::Iconify
- IDLgrWindow::Init
- IDLgrWindow::OnEnter
- IDLgrWindow::OnExit
- IDLgrWindow::OnExpose
- IDLgrWindow::OnKeyboard
- IDLgrWindow::OnMouseDown
- IDLgrWindow::OnMouseMotion
- IDLgrWindow::OnMouseUp
- IDLgrWindow::OnResize

- IDLgrWindow::OnWheel
- IDLgrWindow::PickData
- IDLgrWindow::QueryRequiredTiles
- IDLgrWindow::Read
- IDLgrWindow::Select
- IDLgrWindow::SetCurrentCursor
- IDLgrWindow::SetCurrentZoom
- IDLgrWindow::SetProperty
- IDLgrWindow::Show
- IDLgrWindow::ZoomIn
- IDLgrWindow::ZoomOut

In addition, this class inherits the methods of its superclasses (if any).

Version History

5.0	Introduced.
6.1	Added MINIMUM_VIRTUAL_DIMENSIONS, ZOOM_BASE, and ZOOM_NSTEP properties.
6.2	Added QueryRequiredTiles method. Added VIEWPORT_DIMENSIONS property.
6.3	Added OnEnter, OnExit, OnExpose, OnKeyboard, OnMouseDown, OnMouseMotion, OnMouseUp, and OnResize methods.
6.4	Added OnWheel method.

IDLgrWindow Properties

IDLgrWindow objects have the following properties in addition to properties inherited from any superclasses. Properties with the word "Yes" in the "Get" column of the property table can be retrieved via IDLgrWindow::GetProperty. Properties with the word "Yes" in the "Init" column of the property table can be set via IDLgrWindow::Init. Properties with the word "Yes" in the "Set" column in the property table can be set via IDLgrWindow::SetProperty.

Note ───
For a discussion of the property description tables shown below, see "About Object Property Descriptions" on page 3135.
──

Objects of this class have the following properties.

- ALL
- CURRENT_ZOOM
- DISPLAY_NAME (X Only)
- IMAGE_DATA
- MINIMUM_VIRTUAL_DIMENSIONS
- PALETTE
- REGISTER_PROPERTIES
- RESOLUTION
- SCREEN_DIMENSIONS
- UNITS
- VIRTUAL_DIMENSIONS
- ZBUFFER_DATA
- ZOOM_NSTEP

- COLOR_MODEL
- DIMENSIONS
- GRAPHICS_TREE
- LOCATION
- N_COLORS
- QUALITY
- RENDERER
- RETAIN
- TITLE
- VIEWPORT_DIMENSIONS
- VISIBLE_LOCATION
- ZOOM_BASE

In addition, objects of this class inherit:

- IDLitComponent

ALL

An anonymous structure containing the values of all of the properties associated with the *state* of this object. State information about the object includes things like color, range, tick direction, etc., but not image, vertex, or connectivity data, or user values.

Note ───
The fields of this structure may change in subsequent releases of IDL.
───

Property Type	Structure		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

COLOR_MODEL

An integer value or enumerated list item that determines the color model for the window:

Value	Property Sheet Value	Description
0	RGB	RGB (default)
1	Indexed	Color indexed

Note ───
For some X11 display situations, IDL may not be able to support a color index model destination object in object graphics. We do, however, guarantee that an RGB color model destination will be available for all display situations.
───

Property Type	ENUMLIST		
Name String	Color model		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

CURRENT_ZOOM

A floating-point value that represents the current zoom factor associated with this window.

Property Type	FLOAT		
Name String	Zoom factor		
Get: Yes	**Set:** No	**Init:** No	**Registered:** Yes

DIMENSIONS

A two-element integer vector of the form [*width*, *height*] to specify the dimensions of the window in units specified by the UNITS property. By default, if no value is specified for DIMENSIONS, IDL uses the values of the IDL_GR_WIN_HEIGHT and IDL_GR_WIN_WIDTH preferences (under Microsoft Windows) or the values of the IDL_GR_X_HEIGHT and IDL_GR_X_WIDTH preferences (under UNIX). There are limits on the maximum size of an IDLgrWindow object; see "Note on Window Size Limits" on page 4960 for details.

Note ───
Changing the DIMENSIONS property is merely a request to the windowing system and may be ignored.
──

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Dimensions		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

DISPLAY_NAME (X Only)

A string that specifies the name of the X Windows display on which the window is to appear.

Property Type	STRING		
Name String	Display name		
Get: Yes	**Set:** Yes	**Init:** No	**Registered:** Yes

GRAPHICS_TREE

An object reference of type IDLgrScene, IDLgrViewgroup, or IDLgrView describing the graphics tree of this window object. If this property is set to a valid object reference, calling the Draw method on the destination object with no arguments will cause the object reference associated with this property to be drawn. If this object is valid and the destination object is destroyed, this object reference will be destroyed as well. By default the GRAPHICS_TREE property is set equal to the null-object.

Property Type	Object reference		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

IMAGE_DATA

A byte array representing the image that is currently displayed in the window. If the window object uses an RGB color model, the returned array will have dimensions (3, *winXSize*, *winYSize*), or (4, *winXSize*, *winYSize*) if an alpha channel is included. If the window object uses an Indexed color model, the returned array will have dimensions (*winXSize*, *winYSize*). See "IDLgrWindow::Read" on page 5019 for more information.

Property Type	Byte array		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

LOCATION

A two-element floating-point vector of the form [*x*, *y*] to specify the location of the upper lefthand corner of the window relative to the display screen, in units specified by the UNITS property. The default value for the LOCATION property is [0,0].

About Multi-Monitor Configurations and LOCATION

If explicit window dimensions are not specified and the IDL_GR_WIN_QSCREEN or IDL_GR_X_QSCREEN preference is set to true, IDL will use the size of the monitor on which the window will be created to calculate the dimensions of a window 1/4 the screen size. In multi-monitor configurations, if a window's LOCATION property does not specify a value that is on any monitor, IDL uses the size of the monitor containing the location [0,0] for the 1/4 screen calculation.

Additionally, some window managers and desktop systems may override application-specified window locations. Therefore, a window may not always be positioned at the location specified by the LOCATION property.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Location		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

MINIMUM_VIRTUAL_DIMENSIONS

A two-element vector, [*width*, *height*], specifying the minimum dimensions allowed for the virtual canvas of this window. The unit of measure is specified by the UNITS property. In a scrolling window, the virtual canvas represents the full canvas, of which only a smaller visible portion is displayed at any given time. The default value of this property is [0, 0], a value indicating that the minimum virtual dimensions should match the current virtual dimensions.

Property Type	Vector		
Name String	*not displayed*		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** No

N_COLORS

An integer value that specifies the number of colors (between 2 and 256) to be used if COLOR_MODEL is set to Indexed (1). This property is ignored if COLOR_MODEL is set to RGB (0).

Note

If COLOR_MODEL is set to Color Index (1), setting N_COLORS is treated as a request to your operating system. You should always check the actual number of available colors for any Color Indexed destination with the IDLgrWindow::GetProperty method. The actual number of available colors depends on your system and also on how you have used IDL.

Property Type	Integer		
Name String	Number of colors		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

PALETTE

An object reference to a palette object (an instance of the IDLgrPalette object class) to specify the red, green, and blue values that are to be loaded into the graphics destination's color lookup table, applicable if the Indexed color model is used.

Note ───

Objects specified via this property are not automatically cleaned up when the IDLgrWindow object is destroyed.

───

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Color palette		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

QUALITY

An integer value or enumerated list item indicating the rendering quality with which graphics are to be drawn to this destination. Valid values are:

Value	**Property Sheet Value**	**Description**
0	Low	Low quality
1	Medium	Medium quality
2	High	High quality (the default)

Property Type	ENUMLIST		
Name String	Draw quality		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

REGISTER_PROPERTIES

A Boolean value that determines whether to register properties available for this object. If this property is set, all properties marked in this properties section as "Registered: Yes" will be registered for display in a property sheet. This property is useful mainly when creating iTools. By default, no properties are registered.

Property Type	Boolean		
Name String	*not displayed*		
Get: No	**Set:** No	**Init:** Yes	**Registered:** No

RENDERER

An integer value or enumerated list item indicating which graphics renderer to use when drawing objects within the window. Valid values are:

Value	Property Sheet Value	Description
0	OpenGL	Uses platform native OpenGL
1	Software	Uses IDL's software implementation

By default, IDL uses the renderer specified by the IDL_GR_WIN_RENDERER (Windows) or IDL_GR_X_RENDERER (UNIX) preference. If your platform does not have a native OpenGL implementation, IDL uses its own software implementation regardless of the value of this property. See "Hardware vs. Software Rendering" (Chapter 2, *Object Programming*) for details. Your choice of renderer may also affect the maximum size of an IDLgrWindow object; see "Note on Window Size Limits" on page 4960 for details.

Property Type	ENUMLIST		
Name String	Renderer		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

RESOLUTION

A floating-point vector of the form [*xres*, *yres*] reporting the pixel resolution, measured in centimeters per pixel. This value is stored in double precision.

Property Type	FLOAT		
Name String	Resolution		
Get: Yes	**Set:** No	**Init:** No	**Registered:** Yes

RETAIN

An integer value that specifies how backing store should be handled for the window. By default, if no value is specified for RETAIN, IDL uses the value of the "Backing Store" preference set in the IDL Workbench's **Preferences** dialog. If there is no preference file for the Workbench (that is, if you always use IDL in plain tty mode), the RETAIN property is set equal to 0 by default.

Value	Property Sheet Value	Description
0	No backing	No backing store.
1	Server/Window	The server or window system is requested to provide the backing store. **Note -** Requesting backing store from the server is only a request; backing store may not be provided in all situations
2	IDL	Requests that IDL provide the backing store directly. In some situations, IDL can not provide this backing store in Object Graphics. To see if IDL provided backing store, query the RETAIN property of IDLgrWindow::GetProperty. IDL may also alter the RENDERER property while attempting to provide backing store.

In IDL Object Graphics, it is almost always best to disable backing store (that is, set the RETAIN property equal to zero). This is because drawing to an off-screen

pixmap (which is what happens when backing store is enabled) almost always bypasses any hardware graphics acceleration that may be available, causing all rendering to be done in software. To ensure that windows are redrawn properly, enable the generation of expose events on the WIDGET_DRAW window and redraw the window explicitly when an expose event is received.

Note ————————————————————————————————————
On Macintosh and Microsoft Windows systems, if you are using software rendering (that is, the RENDERER property is set equal to one), IDL will refresh the window automatically regardless of the setting of the RETAIN property.

————————————————————————————————————

Property Type	ENUMLIST		
Name String	Retain		
Get: Yes	**Set:** No	**Init:** Yes	**Registered:** Yes

SCREEN_DIMENSIONS

A two-element floating-point vector of the form [*width*, *height*] specifying the dimensions of the overall screen dimensions for the screen with which this window is associated. The screen dimensions are measured in device units.

Note ————————————————————————————————————
The maximum screen dimension size depends on the graphics device.

————————————————————————————————————

On multi-monitor configurations, this SCREEN_DIMENSIONS returns information for the primary monitor only. For information about other monitors, use the IDLsysMonitorInfo object.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	**Set:** No	**Init:** No	**Registered:** No

TITLE

A string that represents the title of the window.

Property Type	STRING		
Name String	Title		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

UNITS

An integer value or enumerated list item that specifies the units of measure for the LOCATION and DIMENSIONS properties. Valid values are:

Value	Property Sheet Value	Description
0	Device	Device units (the default)
1	Inches	Inches
2	Centimeters	Centimeters
3	Normalization	Normalized units (relative to the dimensions of the primary monitor/screen, as stored in the SCREEN_DIMENSIONS property)

Note ———————————————————————————————————

If you set the value of the UNITS property (using the SetProperty method) without also setting the value of the LOCATION and DIMENSIONS properties, IDL will convert the current size and location values into the new units.

———

Property Type	ENUMLIST		
Name String	Units		
Get: Yes	**Set:** Yes	**Init:** Yes	**Registered:** Yes

VIEWPORT_DIMENSIONS

A two-element floating-point vector of the form [*width*, *height*] specifying the dimensions of the *viewport* of the draw widget that contains this window. If the window is not within a draw widget, this property is equivalent to the DIMENSIONS property.

Property Type	Floating-point vector		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

VIRTUAL_DIMENSIONS

A two-element integer vector, [*width*, *height*], specifying the dimensions of the *virtual canvas* for this window. In a scrolling window, the virtual canvas represents the full canvas, of which only a smaller visible portion is displayed at any given time. The default is [0,0], indicating that the virtual canvas dimensions should match the visible dimensions (as specified via the DIMENSIONS property).

Note

When a drawable window is created using the WIDGET_DRAW function with the GRAPHICS_LEVEL keyword set equal to 2, the *width* and *height* values are initialized using the values of the X_SCROLL_SIZE and Y_SCROLL_SIZE keywords to WIDGET_DRAW.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Virtual dimensions		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

VISIBLE_LOCATION

A two-element integer vector, [x,y], specifying the lower left location of the visible portion of the canvas (relative to the virtual canvas). In a scrolling window, the virtual canvas represents the full canvas, of which only a smaller visible portion is displayed at any given time.

This property is registered as a user-defined property, but it is hidden by default.

Property Type	USERDEF		
Name String	Visible location		
Get: Yes	Set: Yes	Init: Yes	Registered: Yes

ZBUFFER_DATA

A floating-point array representing the zbuffer that is currently within the buffer. The returned array will have dimensions (*xdim*, *ydim*).

Property Type	Floating-point array		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

ZOOM_BASE

A floating point value representing the base value by which the window's current zoom factor will be multiplied or divided for zooming in or zooming out. Allowable values are those greater than 1.0. The default is 2.0.

Property Type	Float		
Name String	*not displayed*		
Get: Yes	Set: Yes	Init: Yes	Registered: No

ZOOM_NSTEP

A named variable that, upon return, will contain an integer that indicates the number of times this window's ZOOM_BASE property has been applied to achieve the current zoom factor. A positive value indicates that the current zoom factor represents the result of zooming in ZOOM_NSTEP times. A negative value indicates that the current zoom factor represents the result of zooming out ZOOM_NSTEP times.

Property Type	Integer		
Name String	*not displayed*		
Get: Yes	Set: No	Init: No	Registered: No

IDLgrWindow::Cleanup

The IDLgrWindow::Cleanup procedure method performs all cleanup on the object.

Note

Cleanup methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation and destruction. This means that in most cases, you cannot call the Cleanup method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Cleanup method from within the Init or Cleanup method of the subclass.

Syntax

OBJ_DESTROY, *Obj*

or

Obj->[IDLgrWindow::]Cleanup   *(In a lifecycle method only.)*

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrWindow::Draw

The IDLgrWindow::Draw procedure method draws the specified scene or view object to this graphics destination.

Note ———————————————————————————————

Objects are drawn to the destination device in the order that they are added to the model, view, viewgroup, or scene object that contains them.

_____

Syntax

Obj->[IDLgrWindow::]Draw [, *Picture*] [, CREATE_INSTANCE={1 | 2}]
[, DRAW_INSTANCE={1 | 2}]

Arguments

Picture

The view (an instance of an IDLgrView object), viewgroup (an instance of an IDLgrViewgroup object), or scene (an instance of an IDLgrScene object) to be drawn. If *Picture* is not supplied, the graphics hierarchy specified by the GRAPHICS_TREE property of the IDLgrWindow object will be drawn, if it exists. If neither the *Picture* argument or the GRAPHICS_TREE property are specified, nothing is drawn.

Keywords

CREATE_INSTANCE

Set this keyword equal to one to specify that this scene or view is the unchanging part of a drawing. Some destinations can make an instance from the current window contents without having to perform a complete redraw. If the view or scene to be drawn is identical to the previously drawn view or scene, this keyword can be set equal to 2 to hint the destination to create the instance from the current window contents if it can.

DRAW_INSTANCE

Set this keyword to specify that the instance, or unchanging part of the drawing, is drawn to the device first. IDL then draws the changing part of the drawing, indicated by the scene, view or viewgroup specified by the Picture argument.

If the value of this keyword is 1, IDL copies both the instance image (color buffer) and the instance depth buffer to the device.

If the value of this keyword is 2, IDL copies only the instance image to the device.

Note ———
Set the TRANSPARENT property of any IDLgrView objects associated with the *Picture* argument to a non-zero value before calling the Draw method with the DRAW_INSTANCE keyword set. This prevents the drawn instance (the unchanging part of the scene) from being erased when drawing the changing portion of the scene contained in the *Picture* argument.

Version History

5.0	Introduced

IDLgrWindow::Erase

The IDLgrWindow::Erase procedure method erases the entire contents of the window and initializes the depth buffer.

Syntax

Obj->[IDLgrWindow::]Erase [, COLOR=*index or RGB vector*]

Arguments

None

Keywords

COLOR

Set this keyword to the color to be used for the erase. The color may be specified as a color lookup table index or as a three-element vector [*red*, *green*, *blue*]. The default erase color is white.

Version History

5.0	Introduced

IDLgrWindow::GetContiguousPixels

The IDLgrWindow::GetContiguousPixels function method returns an array of long integers whose length is equal to the number of colors available in the index color mode (that is, the value of the N_COLORS property).

The returned array marks contiguous pixels with the ranking of the range's size. This means that within the array, the elements in the largest available range are set to zero, the elements in the second-largest range are set to one, etc. Use this range to set an appropriate colormap for use with the SHADE_RANGE property of the IDLgrSurface and IDLgrPolygon object classes.

To get the largest contiguous range, you could use the following IDL command:

```
result = obj->GetContiguousPixels()
Range0 = WHERE(result EQ 0)
```

A contiguous region in the colormap can be increasing or decreasing in values. The following would be considered contiguous:

```
[0,1,2,3,4]
[4,3,2,1,0]
```

Syntax

Result = Obj->[IDLgrWindow::]GetContiguousPixels()

Return Value

Returns an array of long integers whose length is equal to the number of colors available in the index color mode.

Arguments

None

Keywords

None

Version History

5.0	Introduced

IDLgrWindow::GetDeviceInfo

The IDLgrWindow::GetDeviceInfo procedure method returns information which allows IDL applications to intelligently make decisions for optimal performance. For example, it allows an application to determine if RENDERER=0 is actually implemented in hardware. It also allows applications to make optimal quality decisions when dynamically building texture maps.

Syntax

Obj->[IDLgrWindow::]GetDeviceInfo [, ALL=*variable*]
    [, FRAMEBUFFER_OBJECT_EXTENSION=*variable*]
    [, MAX_FRAGMENT_UNIFORM_COMPONENTS=*variable*]
    [, MAX_NUM_CLIP_PLANES=*variable*]
    [, MAX_TEXTURE_DIMENSIONS=*variable*]
    [, MAX_TILE_DIMENSIONS=*variable*]
    [, MAX_TEXTURE_IMAGE_UNITS=*variable*]
    [, MAX_VERTEX_ATTRIBUTES=*variable*]
    [, MAX_VERTEX_TEXTURE_IMAGE_UNITS=*variable*]
    [, MAX_VERTEX_UNIFORM_COMPONENTS=*variable*]
    [, MAX_VIEWPORT_DIMENSIONS=*variable*] [, NAME=*variable*]
    [, NUM_CPUS=*variable*] [, SHADING_LANGUAGE_VERSION=*variable*]
    [, VENDOR=*variable*] [, VERSION=*variable*]

Arguments

None

Keywords

ALL

Set this keyword to a named variable which, upon return, contains a structure with the values of all the device information keywords as fields.

FRAMEBUFFER_OBJECT_EXTENSION

Set this keyword to a named variable that will indicate whether the graphics card and OpenGL driver support the GLSL `framebuffer_object_extension`, which is

required for IDLgrFilterChain object support and image caching (using
IDLgrShader's CACHE_RESULT property):

0	No support for chaining shaders or caching
1	Support for chaining shaders and caching

MAX_FRAGMENT_UNIFORM_COMPONENTS

Set this keyword to a named variable that will contain the maximum number of
components, or storage units, declared by active uniform variables in a fragment
shader program. For example, a uniform variable of GLSL vector variable type vec2
uses 2 components. This value is zero for devices that do not support shader
programs, implemented using the IDLgrShader object.

MAX_NUM_CLIP_PLANES

Set this keyword to a named variable that upon return will contain an integer that
specifies the maximum number of user-defined clipping planes supported by the
device.

MAX_TEXTURE_DIMENSIONS

Set this keyword equal to a named variable. Upon return,
MAX_TEXTURE_DIMENSIONS contains a two element integer array that
specifies the maximum texture size supported by the device.

MAX_TEXTURE_IMAGE_UNITS

Set this keyword to a named variable that will contain the number of texture units
available to the fragment shader program. This value is zero for devices that do not
support shader programs, implemented using the IDLgrShader object.

MAX_TILE_DIMENSIONS

Set this keyword equal to a named variable. Upon return,
MAX_TILE_DIMENSIONS contains a two element integer array that specifies the
maximum tile size supported by the device.

MAX_VERTEX_ATTRIBUTES

Set this keyword to a named variable that will contain the maximum number of
positions available for GLSL vertex attribute variables associated with a shader
program. Each shader program attribute variable occupies one position, except for

GLSL matrix attribute variables of type `mat2`, `mat3`, and `mat4`, which occupy 2, 3, and 4 attribute variable positions, respectively. This value is zero for devices that do not support shader programs, implemented using the IDLgrShader object.

Note ────────────────────────────────────

IDL always uses one vertex attribute variable. The value reported by the MAX_VERTEX_ATTRIBUTES property is the number of positions that remain after deducting the variable used by IDL. Thus, if the graphics hardware provides 16 slots for vertex attribute variables, this property will report 15 available slots.

──

MAX_VERTEX_TEXTURE_IMAGE_UNITS

Set this keyword to a named variable that will contain the maximum number of texture units available to the vertex shader program. This value is zero for devices that do not support vertex shader texture units.

MAX_VERTEX_UNIFORM_COMPONENTS

Set this keyword to a named variable that will contain the maximum number of components, or storage units, declared by active uniform variables in a vertex shader program. For example, a uniform variable of GLSL vector type `vec2` uses 2 components. This value is zero for devices that do not support shader programs, implemented using the IDLgrShader object.

MAX_VIEWPORT_DIMENSIONS

Set this keyword equal to a named variable. Upon return, MAX_VIEWPORT_DIMENSIONS contains a two element integer array that specifies the maximum size of a graphics display supported by the device.

NAME

Set this keyword equal to a named variable. Upon return, NAME contains the name of the rendering device as a string.

NUM_CPUS

Set this keyword equal to a named variable. Upon return, NUM_CPUS contains an integer that specifies the number of CPUs that are known to, and available to IDL.

Note

The NUM_CPUS keyword accurately returns the number of CPUs for the SUN and Microsoft Windows platforms. For platforms other than these, the number returned may not reflect the actual number of CPUs available to IDL in the current system.

SHADING_LANGUAGE_VERSION

Set this keyword to a named variable that will contain a string indicating the version of OpenGL Shading Language (GLSL) supported by the system's graphic card. The string is of the form:

```
<version number><space><vendor-specific information>
```

where the version number is defined as

```
majorVersionNumber.minorVersionNumber
```

or

```
majorVersionNumber.minorVersionNumber.releaseNumber
```

This value is the empty string for devices that do not support shader programs, implemented using IDLgrShader. For information on the level of support needed by the IDLgrShader object, see "Hardware Requirements for Shaders" (Chapter 14, *Object Programming*).

VENDOR

Set this keyword equal to a named variable. Upon return, VENDOR contains the name of the rendering device creator as a string.

VERSION

Set this keyword equal to a named variable. Upon return, VERSION contains the version of the rendering device driver as a string.

Version History

5.0	Introduced
5.6	Added MAX_NUM_CLIP_PLANES keyword

6.2	Added MAX_TILE_DIMENSIONS keyword
6.4	Added FRAMEBUFFER_OBJECT_EXTENSION, MAX_FRAGMENT_UNIFORM_COMPONENTS, MAX_TEXTURE_IMAGE_UNITS, MAX_VERTEX_ATTRIBUTES, MAX_VERTEX_TEXTURE_IMAGE_UNITS, MAX_VERTEX_UNIFORM_COMPONENTS, and SHADING_LANGUAGE_VERSION keywords

IDLgrWindow::GetDimensions

The IDLgrWindow::GetDimensions function method returns a two-element vector, [*width*, *height*], representing the visible dimensions (in pixel units) of this window.

Syntax

Result = *Obj* -> [IDLgrWindow::]GetDimensions
    ([, MINIMUM_VIRTUAL_DIMENSIONS=*variable*]
    [, ORIGINAL_VIRTUAL_DIMENSIONS=*variable*]
    [, VIRTUAL_DIMENSIONS=*variable*] [, VISIBLE_LOCATION=*variable*])

Return Value

Returns the visible dimensions of the window (in pixel units) in a two-element vector [*width*, *height*].

Arguments

None

Keywords

MINIMUM_VIRTUAL_DIMENSIONS

Set this keyword to a named variable that will contain a two-element vector, [*width*, *height*], representing the minimum allowed virtual dimensions for this window.

Note ──

Returning MINIMUM_VIRTUAL_DIMENSIONS using GetDimensions provides the width and height of the window in pixel units. The property, "MINIMUM_VIRTUAL_DIMENSIONS" on page 4967, returns the dimensions of the window in units specified by the UNITS property.

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ORIGINAL_VIRTUAL_DIMENSIONS

Set this keyword to a named variable that will contain a two-element vector, [*width*, *height*], representing the virtual dimensions in pixels for this window if the current zoom factor was 1.0.

VIRTUAL_DIMENSIONS

Set this keyword to a named variable that will contain a two-element vector, [*width*, *height*], representing the dimensions in pixels of the virtual canvas for this window.

VISIBLE_LOCATION

Set this keyword to a named variable that will contain a two-element vector, [*x*, *y*], representing the lower-left location of the visible portion of the window (relative to its virtual canvas).

Version History

6.1	Introduced

IDLgrWindow::GetFontnames

The IDLgrWindow::GetFontnames function method returns the list of available fonts that can be used in IDLgrFont objects. This method will only return the names of the available TrueType fonts. Hershey fonts will not be returned; see Appendix H, "Fonts" for more information.

Syntax

Result = Obj->[IDLgrWindow::]GetFontnames(*FamilyName* [, IDL_FONTS={0 | 1 | 2}] [, STYLES=*string*])

Return Value

Returns the list of available fonts that can be used in IDLgrFont objects.

Arguments

FamilyName

A string representing the name of the font family to which all of the returned fonts must belong. The string may be a fully specified family name—such as "Helvetica". You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. To return all available family names, use "*".

Keywords

IDL_FONTS

Set this keyword to specify where to search for fonts that IDL may use. Set IDL_FONT to 1 to select only fonts installed by IDL and to 2 to select only fonts detected in the host operating system. The default value is 0, specifying that both IDL and operating system fonts should be returned.

STYLES

Set this keyword to a string specifying the styles that are to be matched by the returned font names. You can set STYLES to a fully specified style string, such as "Bold Italic". If you set STYLES to the null string, ' ', only fontnames without style modifiers will be returned. You can use both "*" and "?" as wildcard characters, matching any number of characters or one character respectively. The default value is

the string, "*", which returns all fontnames containing the *FamilyName* argument, with or without style modifiers.

Version History

5.0	Introduced

IDLgrWindow::GetProperty

The IDLgrWindow::GetProperty procedure method retrieves the value of a property or group of properties for the window.

Syntax

Obj->[IDLgrWindow::]GetProperty[, *PROPERTY=variable*]

Arguments

None

Keywords

Any property listed under "IDLgrWindow Properties" on page 4963 that contains the word "Yes" in the "Get" column of the properties table can be retrieved using this method. To retrieve the value of a property, specify the property name as a keyword set equal to a named variable that will contain the value of the property.

Any keyword not recognized is passed to this object's superclass.

Version History

5.0	Introduced

IDLgrWindow::GetTextDimensions

The IDLgrWindow::GetTextDimensions function method retrieves the dimensions of a text or axis object that will be rendered in a window. In order to compute the effective text dimensions, the object must be inserted into an object graphics hierarchy prior to using this method. The result is a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units. If the object specified is an axis object, the result encompasses the tick labels and the title of the axis (if any).

Note

The returned results take into account the setting of the IDLgrText RECOMPUTE_DIMENSIONS property.

Syntax

Result = Obj->[IDLgrWindow::]GetTextDimensions(*TextObj*
   [, DESCENT=*variable*] [, PATH=*objref(s)*])

Return Value

Returns a 3-element double-precision floating-point vector [*xDim*, *yDim*, *zDim*] representing the dimensions of the text or axis object, measured in data units.

Arguments

TextObj

The object reference to a text or axis object for which the text dimensions are requested.

Keywords

DESCENT

Set this keyword equal to a named variable that will contain an array of double-precision floating-point values (one for each string in the IDLgrText object). The values are the distance to travel (parallel to the UPDIR direction) from the baseline to reach the bottom of all the descenders for the string; the values will be negative or 0. This keyword is only valid if *TextObj* is of the class IDLgrText.

PATH

Set this keyword to a single object reference or a vector of object references. This keyword specifies the path in the graphics hierarchy to compute the text dimensions. Each path object reference specified with this keyword must contain an alias. The text dimensions are computed for the version of the object falling within that path. If this keyword is not set, the PARENT properties determine the path from the current object to the top of the graphics hierarchy and no alias paths are pursued. If IDLgrWindow::GetTextDimensions is called from within a Draw method and the PATH keyword is not set, the alias path used to find the object during the draw is used, rather than the PARENT path.

Note

For more information on aliases, refer to the ALIAS keyword in IDLgrModel::Add.

Version History

5.0	Introduced

IDLgrWindow::Iconify

The IDLgrWindow::Iconify procedure method iconifies or de-iconifies the window.

Note

Iconification under window systems is solely handled by the window manager; client applications, such as IDL, do not have the capability to manage icons. The Iconify method provides a hint to the window manager, which applies the information as it sees fit.

Syntax

Obj->[IDLgrWindow::]Iconify, *IconFlag*

Arguments

IconFlag

Set *IconFlag* to 1 (one) to iconify the window or to 0 (zero) to restore the window. If the window is already restored, it is brought to the front of the window stack.

Keywords

None

Version History

5.0	Introduced

IDLgrWindow::Init

The IDLgrWindow::Init function method initializes the window object.

Note ───

Init methods are special *lifecycle methods*, and as such cannot be called outside the context of object creation. This means that in most cases, you cannot call the Init method directly. There is one exception to this rule: if you write your own subclass of this class, you can call the Init method from within the Init method of the subclass.

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Warning ──

When an IDLgrWindow object is created, its pixel values and depth buffer values are in an indeterminate state. This normally does not create a problem because most windows are completely covered by a non-transparent IDLgrView object, which causes the entire window to be painted with the view's background color and causes the depth buffer to be cleared before drawing the graphics.

However, if any area of the window is left uncovered by an IDLgrView, that area may contain random pixels after the window is drawn. In addition, if a transparent view covers an area of the window not also covered by a non-transparent view, there may be unwanted random pixels in the transparent view as well as random depth buffer values, which may cause some graphic primitives to not appear in the view at all.

Calling the IDLgrWindow::Erase method is useful for initializing the areas of a window not covered by a view (or which are "under" transparent views) to the desired color and for initializing the depth buffer for subsequent drawing in transparent views.

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Syntax

Obj = OBJ_NEW('IDLgrWindow' [, *PROPERTY=value*])

or

Result = Obj->[IDLgrWindow::]Init([, *PROPERTY=value*])   *(In a lifecycle method only.)*

Return Value

When this method is called indirectly, as part of the call to the OBJ_NEW function, the return value is an object reference to the newly-created object.

When called directly within a subclass Init method, the return value is 1 if initialization was successful, or zero otherwise.

Arguments

None

Keywords

Any property listed under "IDLgrWindow Properties" on page 4963 that contains the word "Yes" in the "Init" column of the properties table can be initialized during object creation using this method. To initialize the value of a property, specify the property name as a keyword set equal to the appropriate property value.

All other keywords are passed to the superclass of this object.

Version History

5.0	Introduced

IDLgrWindow::OnEnter

The IDLgrWindow::OnEnter procedure method handles notification from the window that a mouse enter event has occurred.

Note ───

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLgrWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

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Syntax

Obj->[IDLgrWindow::]OnEnter

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLgrWindow::OnExit

The IDLgrWindow::OnExit procedure method handles notification from the window that a mouse exit event has occurred.

Note ————————————————————————————

This method is only useful in conjunction with the Export Bridge. The method is only a stub, and provides no functionality. In your subclass of IDLgrWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLgrWindow::]OnExit

Arguments

None

Keywords

None

Version History

6.3	Introduced

IDLgrWindow::OnExpose

The IDLgrWindow::OnExpose procedure method handles notification from the window that an expose event has occurred.

Note

This method is only useful in conjunction with the Export Bridge. By default, the OnExpose method will automatically redraw the graphics hierarchy specified by the GRAPHICS_TREE property. If you are using a subclass of IDLgrWindow and require additional functionality, you should override this method. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

Syntax

Obj->[IDLgrWindow::]OnExpose, *X*, *Y*, *Width*, *Height*

Arguments

X

A floating-point value representing the *x*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Y

A floating-point value representing the *y*-coordinate of the lower left corner of the newly exposed portion of the canvas (in device coordinates).

Width

A floating-point value representing the width of the newly exposed portion of the canvas (in device coordinates).

Height

A floating-point value representing the height of the newly exposed portion of the canvas (in device coordinates).

Keywords

None

Version History

6.3	Introduced

IDLgrWindow::OnKeyboard

The IDLgrWindow::OnKeyboard procedure method handles notification from the window that a keyboard event has occurred.

Note ───

This method is only useful in conjunction with the Export Bridge. The method is only a stub and provides no functionality. In your subclass of IDLgrWindow, you should override this method to provide your own functionality. Your method will be automatically called by the Export Bridge. For more information, see "Exporting Drawable Objects" (Chapter 11, *IDL Connectivity Bridges*).

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Syntax

Obj->[IDLgrWindow::]OnKeyboard, *IsASCII*, *Character*, *KeySymbol*, *X*, *Y*, *Press*, *Release*, *Modifiers*

Arguments

IsASCII

A scalar byte value that indicates whether the keyboard event corresponds to a character in the ASCII character set. If *IsASCII* is non-zero, the *Character* argument will be set to a byte value corresponding to the character of the pressed key. If *IsASCII* is zero, the *KeySymbol* argument will be set to a numeric value indicating the key that was pressed.

Character

If *IsASCII* is non-zero, this argument is set to a byte value corresponding to the ASCII character of the key that was pressed. Otherwise, this argument is set to zero.