

# Programming with DM\_Plot Object Graphics

Yiming Qiu(yiming.qiu@nist.gov) 9/2010

## Where

The IDL program *dm\_plot\_\_define.pro* can be found at DAVE directory `\dave\programs\modules\DCS\dcs_mslice\`. All of the other programs that are directly or indirectly used by *dm\_plot* are also included in [DAVE](#).

## Command Line Calling

### 1-D data

Plot (xdat1, ydat1, [yerr1]): xdat1, ydat1, and yerr1 are all 1d arrays

```
tmp = obj_new('dm_plot', xdat1, ydat1, [yerr=yerr1, color=color,
      hidelegend=hidelegend, isotropic=isotropic, legend=legend, legdpos=legdpos,
      linestyle=linestyle, psym=psym, showxgrid=showxgrid, showygrid=showygrid,
      symsize=symsize, thick=thick, title=title, xlog=xlog, xran=xran, xtit=xtit,
      ylog=ylog, ytit=ytit, layer=layer, ...])
```

```
tmp->draw
```

```
overplot (xdat2, ydat2, [yerr2])
```

```
tmp->add_plot,xdat2, ydat2, [yerr=yerr2, color=color, legend=legend,
      linestyle=linestyle, psym=psym, symsize=symsize, thick=thick, layer=layer, ...]
tmp->draw
```

psym: a string or a number

0- 'no symbol' 1- 'plus' 2- 'star' 3- 'dot' 4- 'diamond'  
5- 'triangle' 6- 'square' 7- 'cross' 8- 'greater' 9- 'less'  
plus 'circle' and 'bullet', which is a filled circle.

legdpos: a two-element array [xposition, yposition] for the initial legend position, both xposition and yposition are between 0 and 1.

linestyle: a string or a number

0- 'solid' 1- 'dotted' 2- 'dashed' 3- 'dash dot'  
4- 'dash dot dot dot' 5- 'long dash' 6- 'no line'

color: a string or [r, g, b]

Recognized color strings: 'black', 'white', 'red', 'blue', 'magenta', 'green',  
'cyan', 'yellow', 'grey', 'dark grey', 'dark red', 'dark blue', 'dark magenta', 'dark  
green', 'dark cyan', 'dark yellow'

xlog,ylog,zlog: if set, the corresponding axis is in log scale

### 2-D data

(xdat, ydat, zdat, [idat]): xdat is a 1d array with nx elements; ydat is a 1d array with ny elements; zdat and idat are 2d arrays with [nx, ny] size.

```
tmp = obj_new('dm_plot', xdat, ydat, zdat, [idat, colortable=colortable,
      hideintbar=hideintbar, isotropic=isotropic, iran=iran, ilog=ilog,
      misscol=misscol, shading=shading, showxgrid=showxgrid,
      showygrid=showygrid, surfplot=surfplot, title=title, usepolygon=usepolygon,
```

*xlog=xlog, xran=xran, xtit=xtit, ylog=ylog, yran=yran, ytit=ytit, zlog=zlog, zmax=zmax, zmin=zmin, zran=zran, ztit=ztit, ...]*  
*tmp->draw*

For 2D contour plot, usepolygon keyword is strongly recommended to speed up the plotting. For contour plot, idat is not necessary. For surface plot(with keyword surfplot set), if idat is absent, zdat is used for the color intensity.

### **3-D data**

(xdat, ydat, zdat, idat): xdat is a 1d array with nx elements; ydat is a 1d array with ny elements; zdat is a 1d array with nz elements; idat is a 3d arrays with [nx, ny, nz] size.

*tmp = obj\_new('dm\_plot', xdat, ydat, zdat, idat, [colortable=colortable, hideintbar=hideintbar, interpolate=interpolate, iran=iran, ilog=ilog, misscol=misscol, opacity=opacity, shading=shading, showxgrid=showxgrid, showygrid=showygrid, title=title, volclip=volclip, xlog=xlog, xran=xran, xtit=xtit, ylog=ylog, yran=yran, ytit=ytit, zlog=zlog, zmax=zmax, zmin=zmin, zran=zran, ztit=ztit, ...])*

*tmp->draw*

interpolate: 0 or 1

0-nearest neighbor    1-trilinear

opacity: a number between 0 and 1, the same as *alpha\_channel* in the IDLgrVolume object.

volclip: a integer between -1 and 7

-1-no clip	0-octant	1-quadrant	2-X-	3-X+
4-Y-	5-Y+	6-Z-	7-Z+	

### **Widget/Object Programming---Stand-alone Plot Window**

1. calling from the parent widget/object

*tmp = obj\_new('dm\_plot', ..., group\_leader=group\_leader, parentobj=parentobj, parenthandler=parenthandler)*

group\_leader: a widget ID of the parent widget

parentobj: an object instance of the parent object

parenthandler: a string specifying the event handling routine of the parent object. This keyword must be combined with parentobj keyword. Default is "event". The parent object must have an event handler:

*obj->parenthandler, event*

2. events

keep event:

{plot\_keep, ID:tlb, TOP:group\_leader, HANDLER:tlb, OBJECT:self}

make current event:

{plot\_make\_current, ID:tlb, TOP:group\_leader, HANDLER:tlb, OBJECT:self}

kill event:

```
{plot_kill, ID:tlb, TOP:group_leader, HANDLER:tlb, OBJECT:self}
```

Use the event structure name 'plot\_keep', 'plot\_make\_current', or 'plot\_kill' to identify the events.

```
type = tag_names(event,/structure)
```

## Widget/Object Programming---Compound Widget

1. When used as a compound widget, the menu bar is replaced by a pop-up window when the right mouse button is clicked over the upper left quadrant of the plot window.

2. calling from the parent widget/object

```
plotWin = obj_new('dm_plot',/compound,widgetbase=widgetbase,  
group_leader=group_leader,xsize=xsize,ysize=ysize,...)
```

widgetbase is the base widget ID where the plot window is to be placed, and group\_leader is the top-level-base widget ID. group\_leader keyword is optional if you don't want to have the window resize events. For details about how to set up and handle the window resize events, you can check the test\_plot\_compound program at the very end of dm\_plot\_\_define.pro.

In the event handling routine of the calling program, unhandled events need to be passed to the dm\_plot widget by calling

```
plotWin->event, event
```

3. useful routines

```
plotWin->saveas,'ps'           :save the plot as a postscript file  
plotWin->saveas,'printer'      :print the plot  
plotWin->add_text,textstring,xpos,ypos,fontsize=fontsize,color=color  
                               :add textstring to the plot window at normalized  
                               position [xpos,ypos]  
plotWin->remove_text           :remove all additional text strings from the plot
```