Subject: how to force ImageView snippet to update in RT
Posted by ebojd on Thu, 03 May 2007 15:47:55 GMT
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I have some code that will eventually be a Real-Time graphics display. I am able to generate the proper images (via a libized version of Gnuplot)... I used a snippet of ImageView to load the image into a window:

```
void
DCP::Load(const char *filename)
{
 img.SetImage(Null);
 FileIn in(filename);
 One<StreamRaster> r = StreamRaster::OpenAny(in);
 if(!r)
  return;
 Size rsz = img.GetSize();
 Size isz = r->GetSize();
 if(isz.cx >= rsz.cx || isz.cy >= rsz.cy) {
  if(isz.cx * rsz.cx < rsz.cy * isz.cy)
   rsz.cx = isz.cx * rsz.cy / isz.cy;
  else
   rsz.cy = isz.cy * rsz.cx / isz.cx;
  ImageEncoder m;
  Rescale(m, rsz, *r, isz);
  img.SetImage(m);
 }
 else
  img.SetImage(r->GetImage());
}
```

This works fine if I want to plot or display a single dataset, but my when my simulator loads up a dataset in a loop (which calls the processing routines and then loads the image):

```
void
DCP::rt_sim()
{
 int i, ret;
 for(i=0;i<=320;i++)
 {
  char fname[256];

  sprintf (fname,"%s%02d.dat","./gauss_test",i%32);

  ret  = raw_range->read (fname, 0);
```

```
  ret |= raw_dat->read   (fname, 1);
  if (ret) {
        PromptOK("[2R/ ERROR:]&parsing 2D input file in rt_sim");
        return;
           }

  raw_spectrum();
 }
}
```

nothing is displayed. I assume that the problem is that the load() method does not actually update the display and has to wait until control is given back to the main window.

My questions is: is there some trick to force an update the subwindow?

Thanks,

  EBo --
