T
This function animates over all views of the Viewerdisplaydata `tool`*. After this loop has been completed the Multipanel Crosshair tool will instantly cause an animation on the other panels, because there is no computation involved.*
Note: If axis labels are enabled there won't be instant animation and you will notice a delay between moving your cursor and display on the other panels.
Note: Once you have decided to execute this function you can't stop it until it has finished.

1.3.8 viewerstandardgui - Tool

Package	**display**
Module	**viewer**

Interface for operating Viewer `tool` *graphical user interfaces*

Constructors

Functions

disable	*Disable this graphical user interface*
dismiss	*Hide this graphical user interface*
done	*Close down (finished with) this graphical user interface*
enable	*Enable this graphical user interface*
gui	*Map this graphical user interface*
ismapped	*Is this graphical user interface mapped to the screen or its parent frame?*
map	*Map the graphical user interface to the screen*
unmap	*Remove the graphical user interface from the screen*

Description

This is not a tool. Instead, this simply defines an interface which is shared by all graphical user interfaces which are constructed by the Viewer `tool` or by its support `tools`.

viewerstandardgui.map - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Map the graphical user interface to the screen

Synopsis
map(force)

Arguments

force	*force map even if this* `tool` *seems to be mapped already* *Allowed: boolean* *Default: F*

Returns
boolean

Description

This function should be used to map a graphical user interface to the screen. If the `tool` *made its own top-level frame, then that frame will be mapped to the screen. Otherwise, the next highest level frame will be mapped into its parent frame, which itself may or may not be presently mapped to the screen.*
A boolean value of `T` *is returned if an action was taken to map the GUI. Otherwise,* `F` *is returned, implying that the* `tool` *believed itself to already be mapped.*

---

viewerstandardgui.unmap - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Remove the graphical user interface from the screen

Synopsis
unmap(force)

Arguments

force	*force unmap even if this* `tool` *seems to be unmapped already* *Allowed: boolean* *Default: F*

Returns
boolean

Description

This function should be used to remove a graphical user interface from the screen. If the `tool` *made its own top-level frame, then that entire frame will be removed from the screen. Otherwise, the next highest level frame will be removed from its parent frame, which itself may or may not be presently mapped to the screen.*
A boolean value of `T` *is returned if an action was taken to unmap the GUI. Otherwise,* `F` *is returned, implying that the* `tool` *believed itself to already be unmapped.*

---

viewerstandardgui.done - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Close down (finished with) this graphical user interface

Synopsis
done()

Returns
T

Description

If you no longer need to use this graphical user interface, calling this function will remove it from the screen, disable any interaction with it, and free up its resources. This function is called when the user presses the `Dismiss` *button on the GUI* if *the GUI was constructed with* `hasdone=T` *and* `hasdismiss=F`.

---

viewerstandardgui.ismapped - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Is this graphical user interface mapped to the screen or its parent frame?

Synopsis
ismapped()

Returns
boolean

Description

This function simply returns a boolean value of `T` *which indicates that this graphical user interface is mapped to the screen (or into its parent frame), or* `F`*, meaning it is presently unmapped.*

---

viewerstandardgui.dismiss - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Hide this graphical user interface

Synopsis
dismiss()

Returns
boolean

Description

This function simply calls unmap with `force=F`*. The return value is the result of this invokation. This function is called when the user presses the* `Dismiss` *button on the GUI* if *the GUI was constructed with* `hasdismiss=T`.

---

viewerstandardgui.gui - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Map this graphical user interface

Synopsis
gui()

Returns
boolean

Description

This function simply calls map with `force=F`*. The return value is the result of this invokation.*

---

viewerstandardgui.disable - Function

Package	**display**
Module	**viewer**
Tool	**viewerstandardgui**

Disable this graphical user interface

Synopsis
disable()

Returns
boolean

Description