temDM Extended Frames

Installation: The plugin „temDM extFrames .gt3“ should be placed in some plugins folder of DigitalMicrograph.
The script „find plugins folders.s“ included in the distribution package will help you to localize such folders. Open „find plugins folders.s“ in DigitalMicrograpgh and run it by pressing „execute“ or by pressing ENTER with holding the CNTR key. Read the list of available plugins folders. The first folder in the list is most appropriated for placing the temDM plugins.

Some folders can be hidden in Windows. If you do not see all folders, make them visible in Windows explorer:
Windows 7: „Organize“ tab – „Folders and search options“ – „View“ tab – click „show hidden files, folders and drivers“ checkbox.
Window 10: „View“ tab – click „hidden items“ checkbox.

Drop the plugin into the choosen Plugins folder.
Restart DigitalMicrograph.

To update the version, just overwrite the plugin of the previous version in the Plugins folder. This is needed to avoid confusion of DigitalMicrograph with loading ambiguous commands.

Alternatively, you can install the script manually in DigitalMicrograph.
Having “extended frames classes.s” frontmost click: “File” – “Install script”- “Library”-”OK”
In this way, you can modify the text of the script.

The package installs the classes which extend the standard functionality of DigitalMicrograph UIFrames and image windows. Run the script „example of extended frames.s“ to learn how it works.

You observe that:

- The created UIFrames “remember” their position where they were before last time closing. You will not spend time for arranging windows in the workplace according your personal convenience.
- Your last applied parameters are not lost after closing UIFrame but restored with the new opening.
- The only one instance of a given UIFrame class may be opened at once. This excludes the mess caused by similar opened frames with different parameters in the dialog fields.
- You may create the child UIFrames dependent on the mother one. They are automatically closed when the mother is closed.
- A UIFrame may be redrawn in-fly. The number of DLG elements may be varied by your choice WITHOUT closing the object.
- A thread can be easily started and stopped from an UIFrame.
- Image windows “remember” their position and zoom they had before last closing. Again you need not spend time for personalized arrangement of windows in your workplace.
- It is easy to create a child image window dependent on the mother one, e.g. FFT of a given live view.
- There are many more convenient features of extended Frames. Explore it by building your own script after the example !