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Subject: Re: open windows with IDL on two monitors?  
Posted by [Justin Baker](#) on Fri, 03 Oct 1997 07:00:00 GMT  
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> Hello,  
>  
> we have a multihead unix-system (two graphic-cards and  
> two monitors in one machine).  
>  
> Now we start IDL 5.0 (say on host:0.0) and open the  
> first window on the same window without problems...  
>  
> But how to manage to open a second window on host:0.1  
> within IDL?  
>  
> any hint?  
>  
> Hendrik  
>  
> PS: greetings from panther to coyote..  
>

Hendrik,

We have encountered the exact same problem as this on our two headed workstations. The problem is due to a rather strange bug in IDL.

Apparently, any IDL application with bitmap buttons will run perfectly well on screen 0, but it locks up on screen 1.

The solution:

- 1) Don't run your application on screen 0 !
- 2) Change your application so that the buttons have text labels instead of bitmaps. This could even be done automatically inside your program by looking at \$DISPLAY and deciding when to use bitmaps and when to use labels
- 3) Create your own "buttons" based on draw widgets. I think David Fanning has some code to do this.

The other problem we've noticed is that running IDL on a dual screen workstation ties up two IDL licenses. One for screen 0 and one for screen 1 - even for the same user.

What happens when we move to workstations with 3 screens ?

Regards,

Justin.

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