Subject: Re: SHADE_SURF
Posted by stl on Fri, 04 Mar 1994 07:56:37 GMT

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In article <2l575n$26o@news.service.uci.edu> vshvetsk@curie.oac.uci.edu (Victor Shvetsky)
writes:
> I am using IDL for my deconvolution process and I have troubles creating a window that will not
pop-up each time I use a call to it. That is:
> If I use shade_surf command, it will always make the window pop-up. Is there a way to make it
not to do it?
> Any email would be greatly appreciated.
> Thank you
>

Hi,

A little unclear what 'pop-up' means. If you mena it always creates a
window, yes this will happen bacause any plotting/surface/tv/etc
routines needs a window to work from. You can however define a window
in memory by doing something like the following:
 window,1,/pixmap
 surface,x
this allows you to build pixmaps in the background (like a scratch pad)

However if you mean the window always opens from an icon (don't think
this actauly happens) then we need more info.

Or do you mena that the window comes to the forground when you display
something in it? If so, this sounds like something you set up in your
environment (an X default, if your running X).

hope this help,

 -stephen

--
Stephen C Strebel   /   SKI TO DIE
stl@maz.sma.ch   /   and
Swiss Meteorological Institute, Zuerich   /   LIVE TO TELL ABOUT IT
01 256 93 85   /   (and pray for snow)