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Subject: SHADE\_SURF

Posted by [vshvetsk](#) on Thu, 03 Mar 1994 17:35:51 GMT

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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

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