
Subject: wset equivalent in obj graphics?

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What's the object graphics version of direct graphics' wset command (IDL 5.2a) to make the desired window the active one? I'm doing alot of processing and occasionally the software spits out some data to a map_set, map_grid, map_continents combo plotting thingy. I originally used direct graphics for the plotting widget, so I could use wset, e.g.

```
drawWID = widget_draw(baseWID, ...)
widget_control, drawWID, get_value=drawWindow
wset, drawWindow
```

Then, I decided to add printing and other cool capability so I went to obj. graphics (Graphics_Level=2). Now get_value returns an obj. reference and wset says nope. I can't seem to tell my app which window to go to cause I can't wset it so my plotting stuff goes to a wrong window (a direct graphics window I also have up).

tia
