"Neil Talsania" <talsania@kodak.com> wrote in message
news:9pulrc$3kb$1@news.kodak.com...
> Hi,
>   I am new to IDL, and was investigating the possibility of writing a
little
> application to do some image processing. I am working on a Unix system
that
> has two monitors attached. I want to have one monitor have the controls
for
> the processing and the other monitor have the image display. Is this
> possible using IDL? In my setup the two displays are machinename:0.0 and
> machinename:0.1. I cannot seem to find anyway to do this. Any thoughts?
>
> Thanks for any ideas.
>
> Neil Talsania

This is possible, but with a restriction. You can't create a Direct
Graphics window on the non-default Display.

When you start IDL, the default X Display is the current setting of the
DISPLAY environment variable. In this case, it may be machinename:0.0.

What won't work is creating a WIDGET_BASE while setting the DISPLAY_NAME
keyword to "machinename:0.1" AND creating direct graphics DRAW widgets as
children of this base. This restriction does not apply if the draw widget
is created with object graphics.

So, you can:

1) If using direct graphics, create your control windows over on the
non-default display, and have your image window on your default display. In
this example, you would create the WIDGET_BASE that is the top-level widget
of your controls with the keyword DISPLAY_NAME set to "machinename:0.1".
You create your top-level widget (WIDGET_BASE) without setting DISPLAY_NAME,
letting it come up on your default display.

2) If using object graphics, you can put the control and image windows on
either of the displays.

Hope this helps. See the DISPLAY_NAME keyword/property on both WIDGET_BASE
and in IDLgrWindow for more info.

Karl