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Subject: Re: having IDL output to another X11 window  
Posted by [David Fanning](#) on Tue, 10 Sep 2002 19:20:59 GMT  
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John R. Iversen (jrivers@sandia.gov) writes:

> The documentation seems sure that I can cause IDL to output graphics to  
> another X-Window (external development guide, Ch 19, p348):  
>  
> "The IDL X Windows graphics driver can draw in windows it did not create  
> as long as the window is compatible with the IDL display connection".  
>  
> However, I can't find any reference as to how to do this. Specifically,  
> I am developing a Motif application in which I would like to embed some  
> IDL graphics (a map) in an existing display.

Well, years ago you could do this with undocumented keywords  
to the X windows driver. I'm not sure it can still be done.  
The keywords were SET\_X\_ID and SET\_X\_PID for the X window  
ID and X pixmap window id, respectively. Use them on a WINDOW command  
to set up the window to use the X ID of an existing X  
drawable. If present, IDL does not create the required  
drawable, but uses the one pointed to by the ID.

Best of luck. I'm thinking you will need it. :-)

Cheers,

David

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