
Subject: Re: Determining window types

Posted by [David Fanning](#) on Thu, 19 Dec 2002 14:29:44 GMT

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James Tappin (slt@star.sr.bham.ac.uk) writes:

- > Is there any way of determining whether a graphics window is:
- > 1) A draw widget
- > 2) A pixmap or
- > 3) A regular window?
- >
- > While "device, window_state=wstat" is useful to prevent trying to do illegal
- > operations on on-existent windows, there are sufficient differences between
- > the 3 types of window it would be very useful to be able to distinguish
- > from within a program.

I don't think there is any way to determine between windows of different types, but I have to admit I don't really see the need for this capability.

Graphics programs are typically either written in such a way that they are completely ignorant of where they are "going" (i.e., they go into PostScript output as easily as they go into the current graphics window) or they are written in such a way that you know *exactly* where graphic output is going (i.e., a widget program).

I think only programs that *hope* they know what the hell they are doing would benefit from this feature. :-)

Cheers,

David

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