balogna wrote:

> Well I figured that updating the data would be no easy task, but I would
> like to be able to at least kill the old window when I open a new one. I
> thought I could do this with the window ID but I am unfamiliar with
> 'object graphics', so I don't know. Basically is there anyway for me to
> kill the window from within my program?

I haven't looked at the fsc_surface code in a long time but you could
modify it such that it returns its TLB widget ID when it is called.
Something like:

tlb = FSC_SURFACE(DIST(40))

or add a keyword:

FSC_SURFACE, DIST(40), TLB=tlb

Then in your program you would carry that id around until you want to
destroy the window:

WIDGET_CONTROL, tlb, /DESTROY

You would probably want to check to make sure that the user didn't close
the window first before trying to destroy it programatically.

Like I said, I haven't actually looked at the code but something like
this should work and should be pretty easy to hack into it.

-Rick