
Subject: 1)analog #define in IDL? 2) get position of a window?

Posted by [feigin](#) on Thu, 27 Apr 1995 07:00:00 GMT

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Dear colleagues,

1. The problem is that it's necessary to define some variables in a IDL program in such a way that allows easy to change them in the future. I understand that it may be implemented via using COMMON BLOCKS but it's extremely poor style.

Is there some directive in IDL similar pre-processor directive #define in C?

2. According to IDL Reference Guide p.3-14 keyword GET_WINDOW_POSITION (to DEVICE proc)

returns (X,Y) position of the current window on the screen. What does it mean 'current' window? Is this a window that has been constructed the last? Or is it an active window? To put in other way, I'd like to know a position of a c o n c r e t e window on the screen. How can I get it? Is it possible to use ID of this window in any way?

Sincerely,

Michael.
