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

Posted by [rep2857](#) on Wed, 03 May 1995 07:00:00 GMT

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Cc'd to feigin@saturn.gas.unsw.EDU.AU

In article <3nnhvl\$8c@mirv.unsw.edu.au>,

Michael Feigin,ARC Research Fellow,AS,951231 <feigin@saturn.gas.unsw.EDU.AU> wrote:

>

> 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?

>

That would be the position of !D.Window. !D.Window can be set using the WSet, window_id command.

```
IDL> window, 0 & window, 1 ; open two windows
```

```
IDL> print, !D.Window ; See which window is current
```

```
1
```

```
IDL> WSet, 0 ; set the current window to 0
```

```
IDL> print, !D.Window ; verify the current window has been reset
```

```
0
```

Will this next command give you an idea of how you can use it? I'm not sure what you're trying to do, but can probably help out if given a couple of specifics. Some ideas: destroy it and recreate it with a different size; read the data from this window and write it to a file; copy data from this window to another window ...

```
IDL> help, !D, /Struct
```

```
** Structure !DEVICE, 17 tags, length=80:
```

NAME	STRING	'X'
X_SIZE	LONG	640
Y_SIZE	LONG	512
X_VSIZE	LONG	640
Y_VSIZE	LONG	512
X_CH_SIZE	LONG	6
Y_CH_SIZE	LONG	10
X_PX_CM	FLOAT	40.0000
Y_PX_CM	FLOAT	40.0000
N_COLORS	LONG	242
TABLE_SIZE	LONG	242
FILL_DIST	LONG	1
WINDOW	LONG	0
UNIT	LONG	0

