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

Posted by [todd](#) on Sun, 30 Apr 1995 07:00:00 GMT

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In article <3nnhvI\$8c@mirv.unsw.edu.au>, feigin@saturn.gas.unsw.EDU.AU (Michael Feigin,ARC Research Fellow,AS,951231) writes:

|>

|> 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?

I believe someone already mentioned it, but to be complete: use an include file. Make your definitions in a file, say define.pro, then include it where necessary via @define.pro.

|> 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?

|>

The device call accesses the current device. So you get the position of the currently active window.

Okay, you want the position of window 3:

```
idl> wset,3
```

```
idl> device,get_window_position=pos
```

|> Sincerely,

|>

|> Michael.

|>

S`all right?

Todd

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