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 View Forum Message <> Reply to Message In article <3nnhvl\$p8c@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 l> style. > Is there some directive in IDL similar pre-processor directive l> #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 concrete 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 curent 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\_postion=pos |> Sincerely, |> |> Michael. |> S`all right?

Todd

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Todd Ratcliff
UCLA Dept. of Earth & Space Sciences
Room 2707 Geology Building
UCLA Box 951567
Los Angeles, CA 90095-1567 todd@artemis.ess.ucla.edu
(310)825-3118 http://artemis.ess.ucla.edu/~todd/home.html