
Subject: Re: Variable No. of Windows with Phase of Moon
Posted by [David Fanning](#) on Wed, 25 Jun 2008 14:51:31 GMT
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Spon writes:

> I'd suggest zero-padding your theState array out to 256 or something
> on the (hopefully correct!) assumption that windows with indices
> greater than (N_Elements(theState) - 1) will be closed.
>
> It's a crude work-around. Maybe the old Wait,0 trick will be more
> useful?

I just modified my code so that if the index number I'm looking for exceeds the size of the array, then I just assume the window is not available. No harm so far, but I am using this to restore the current graphics window after I create a window to do something else. I don't expect to have problems in my code, since I always know what window I'm drawing into, but I'm thinking of the thousands of poor saps who have no idea. ;-)

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
