
Subject: Re: Variable No. of Windows with Phase of Moon

Posted by [Spon](#) on Wed, 25 Jun 2008 14:43:30 GMT

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On Jun 25, 2:54 pm, Vince Hradil <hrad...@yahoo.com> wrote:

> On Jun 24, 5:58 pm, David Fanning <n...@dfanning.com> wrote:

>

>

>

>> Hi Folks,

>

>> Anyone seen this. I'm running a program on a Windows machine.

>> I want to know if a particular pixmap window is still open.

>> The window index number is something like 75. To check

>> whether it is still open or not, I get the window "state"

>> like this:

>

>> DEVICE, WINDOW_STATE=theState

>

>> This is suppose to be "an array containing one element

>> for each possible window". If it has a 1 in the right

>> slot, the window is open and available.

>

>> windowsOpen = theState[75]

>

>> All well and good, but when I run my program, theState

>> variable changes from a 139-element array to a 65-element

>> array within seconds of running the exact same code!

>

>> I've done this many times, and I can find no pattern in

>> the output. Oh wait!! It is apparently Morse code. Let's

>> see...

>

>> S-W-I-T-C-H T-O M-A-T-L-A ...

>

>> Oh, never mind. I could have guessed that. :-(

>

>> Cheers,

>

>> David

>> --

>> David Fanning, Ph.D.

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>> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

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

>

> Here's what happens for me. theState is initially 65 elements. If I

> open about 30 more windows using for i=0L, 29 do window, /free,

> theState expands. If I close those new windows, theState shrinks back
> to 65 elements. Is that what you see?

This is what I see when I do things logically and keep track of the keyword's output. However, if I use commands like "Window, /Free" from within procedures, and particularly if I use programs like XInterAnimate that use pixmap, then I can have no visible windows open and theState can still have about 144 elements. If I then type "Window, /Free", I get not one but two extra elements, only one of which will be set to 1. Usually both of these extra elements will disappear when I kill or WDelete the window. Usually. I've yet to figure out when this does and doesn't happen.

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?

Regards,

Chris
