Subject: Re: issues with scrollwindow
Posted by anand on Wed, 16 Sep 2009 08:52:07 GMT
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Dear Giorgio,
with no better option at hand, i am at present doing something similar
to waht you have suggested. But it would preferable if SCROLLWINDOW
itself could be tweaked a bit to do just that.

Anand.
On Sep 16, 2:53 am, Giorgio <giorgiol...@gmail.com> wrote:
> This could work:
> Within your program, you can check if w1 is defined and then if it is
> not call scrollwindow, if it is defined just wset, w1.
>
> IF N_Elements(w1) EQ 0 THEN scrollwindow, x, y, wid = w1 ELSE wset, w1
>
> Giorgio
>
> On Sep 14, 2:16 am, anand <jana...@gmail.com> wrote:
>
>> Hi,
>> i am using the program, SCROLLWINDOW, for some time now to create
>> windows that are larger than my screen size. Typically, i use it as:
>
>> scrollwindow, 1024, 1024, wid=w1
>
>> where, w1 can act as an input as well as output parameter. If w1 is
>> not defined, index of the window created is returned in it. If w1 is
>> defined, then a window with that index is created, if possible.
>> Apparently, when w1 id defined, the window is created only if no
>> window exists with that particular index. Therein lies my problem. If
>> i have a program which contains the above command (with w1 defined
>> before calling scrollwindow), i would be having 10 different windows
>> (with different indices) open on running the program 10 times. Is it
>> possible to avoid this?
>> e.g. if you call the system procedure, WINDOW, with a particular
>> index, say 15 times, you don't end up getting 15 different windows.
>> I took a peep inside scrollwindow, and found that the wid is returned
>> in the Get_Value keyword of routine WIDGET_CONTROL, and thus couldn't
>> go much beyond that point.
>
>> I am running IDL 6.3 on Win XP, and while calling scrollwindow, i am
>> not passing the free or pixmap keywords.
>
>> Anand.