
Subject: Re: issues with scrollwindow

Posted by [Giorgio](#) on Tue, 15 Sep 2009 21:53:48 GMT

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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.
```
