Subject: Re: IDL 8 Display Updating Question
Posted by David Fanning on Tue, 28 Sep 2010 16:44:06 GMT

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David Fanning writes:

> Is there any way to just see a blank window setting there
> until I am ready to put something in it?

Or, another way of asking this question. Is it possible
to write a graphic display to the BUFFER, and then later
attach it to an open window?

And while we are on it, the most disconcerting thing
about these new graphics objects is how keywords are
just ignored:

   win = Window(/HIDE)

Apparently, HIDE is not a valid keyword for Window,
because nothing happens. But no errors and I can
blithely continue with win.hide=0, etc. No feedback
whatsoever.

Surely there is some object at the bottom (or is
it top?) of the widget hierarchy and is the last
one to be passed these keywords. Shouldn't that
object be defined with a _STRICT_EXTRA construction
so that these errors can be trapped!?

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")