David Fanning writes:

> Humm. The first "plot" command definitely works on my Windows
> machine. I'm not really doing anything with the commands
> except "executing" them with Call_Procedure. I can't think
> of a single reason why they wouldn't work everywhere.
>
> I guess I'll fire up the ol' LINUX machine and have
> a look. Strange. :-(

OK, here is the problem. For some reason on UNIX machines
the contents of the graphics buffer are not getting flushed
when you execute a graphics command with Call_Procedure.
I tried putting a FLUSH command at the end of the execution
and that didn't help. I tried an EMPTY, and that fixed the
problem. (I realized this was the problem, because if I
stepped through the code, everything worked perfectly!)

I believe I have seen this problem before. At least I
remember stepping through code and having things work,
but then NOT working when I just ran the program. I
probably should make a note of this. This is probably
not the last time we will run into it.

I'll have a new version up in about a half hour. If you
want to fix it yourself, put the EMPTY command at the
end of the FSC_WINDOW_COMMAND::DRAW method.

Cheers,

David

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