
Subject: Re: Output keywords and resizable Coyote programs
Posted by [David Fanning](#) on Thu, 10 Feb 2011 14:12:08 GMT
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Fabzou writes:

> Am I doing something wrong here? How can I get the output keywords from
> resizable windows?

Yes, this is one of the limitations of these
resizeable graphics windows that I haven't figured
out how to overcome yet. (Although another idea just
occurred to me, which I'll try in a minute.)

The problem, basically, is that the graphics command
is "packaged" into an object, which provides most of
the benefits on the program (save/restore, move commands
around, add commands up, etc.). But it also means the
"command" is "executed" off by itself, in isolation from
the "real world", if you like.

I haven't yet figured out how to retain all the features
I like about the resizeable windows and still gain access
to output keywords.

But, let me spend a couple of minutes with this new idea
and we'll see what comes of it.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
