
Subject: Re: cgPlot question

Posted by [Gray](#) on Wed, 16 Feb 2011 18:37:04 GMT

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On Feb 16, 1:30 pm, David Fanning <n...@idlcoyote.com> wrote:

> Gray writes:

>> Can you put in a /SILENT keyword for PS_END?

>

> The keyword is QUIET (on PS_START), but it is not set
> from within cgWindow. I'll see what I can do to add this to the
> cgControl parameters. I have that open today, anyway.

>

> Cheers,

>

> David

>

> --

> 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.")

Looking at PS_END, you don't have a way to suppress the output from the SPAWN command. You could save the output into a string file and then only print it if /QUIET is not set...
