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Subject: Re: Suppress Plots

Posted by [David Fanning](#) on Mon, 22 Aug 2011 19:00:42 GMT

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Michael Galloy writes:

> Yes, make your own window routine, mg\_window or whatever that does the  
> right thing for each type of graphics device. There will still be an IF  
> statement (or more likely a CASE statement), but it will only be in one  
> place.

It would take about 2 seconds to modify cgDisplay to do the  
right thing for the NULL device. And all your other devices  
come along free for the ride!

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.")

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