In article <MPG.2940469d26adf5b6989913@news.giganews.com>,
 David Fanning <news@dfanning.com> wrote:

> Ed Hyer writes:
>
>> OK, I have done some debugging, and found that what is happening is
>> that a call to MESSAGE wants, for some reason, to use DIALOG_MESSAGE,
>> and it wants an X window despite an upstream call in the same routine,
>> with no graphics in between, to SET_PLOT,'Z'. Has anyone seen this
>> problem before?
>
> I've seen the problem many times, but not this particular
> manifestation of it. I'm not terribly surprised, though,
> are you? This is a graphics program that is designed to
> be run on a graphics computer. Why wouldn't you assume
> there might be a graphics window around when you needed
> one?
>
> Cheers,
>
> David

I don't know. This seems like a bug to me. When I call MESSAGE
I expect it to print a message on the command line. I can't find
anything in the MESSAGE man page about calling DIALOG_MESSAGE.

Ed, are you calling MESSAGE yourself, or is this in a built-in
routine?

Ken