Subject: Re: cgwindow and output file name Posted by David Fanning on Wed, 11 Jul 2012 13:43:55 GMT

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Mats Löfdahl writes:

- > When you use the "Save Window As" functionality in a
- > cgwindow, the default file name is cgwindow.EXT in
- > the current directory, where EXT depends on the format you want.

>

- > If you want another file name you can seklect an
- > existing file name or type in a new name in the popup
- > dialogue. This becomes a bit tedious (and error prone)
- > if you have to do it a lot. I've been looking for a
- > way to specify the file name when creating the window >
- > but I can't find anything.

>

> Is there a way to do it?

There are not too many things you can do when you are working with an interactive program. I could, of course, give you a place to write the filename you want, but that is nearly as tedious as, well, writing it the way you are doing it now. :-)

Still, you do have this control already, because it is possible to ask cgWindow to output the contents of the window independently of the window. And, of course, you can specify the name of the output file when you do so:

cgControl, OUTPUT='whateveryoulike.png'

I do store the name of the *last* file you interacted with with cgPickfile (presumably, in this case, the last file you wrote if you are only working with one window at a time) and I could retrieve the basename of that file and use it. There will be errors from time to time if you are using cgPickfile for other things.

I could also (but this is a LOT more work and I have a full-time job now) allow you to suggest a name for the output file and use that. That may, in time, become just as tedious as the current solution, and it is certain to complicate the code a great deal. It doesn't immediately jump out at me as the "right thing to do".

In this case, I don't see a clear way forward. I wonder

if anyone else has a good idea?
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.")