
Subject: PLOT() function...which WINDOW() to plot to...?

Posted by [Paul Van Delst\[1\]](#) on Wed, 12 Sep 2012 13:56:24 GMT

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Hello,

I have some code that does this:

```
; Set the graphics buffering
buffer = KEYWORD_SET(png)
```

then, inside some loops (director and file lists), a window is created like so:

```
w = WINDOW( $
WINDOW_TITLE = rts_file_list[i], $
DIMENSIONS = [800,w_ysize], $
BUFFER = buffer )
```

and then inside an addition loop (data items), a plot is created like so:

```
index++
pn = PLOT( $
channel_index, new_data, $
XTITLE=xtitle, $
TITLE = item_name[j], $
LAYOUT = [ n_col, n_row, index ], $
NAME = legend_name[0], $
COLOR = 'red', $
THICK = 2, $
CURRENT = w )
```

Note in the last command the keyword assignment "CURRENT = w".

And then finally,

```
IF ( buffer ) THEN $
w.SAVE, dir_list[n] + PATH_SEP() + $
FILE_BASENAME(file_root,".bin") + ".png", $
HEIGHT=w_ysize
```

Note that the main procedure keyword "png" is what determines whether or not the plots got to a window on screen, or to a buffer. And, if they go to a buffer, those plots are then saved as a png file.

I have noticed two things:

1) If I have existing graphics windows on screen (say from a bunch of previous plots) and I run my program to create more onscreen plots, then if I click on any of the *other* windows, my current plotting run starts plotting to *that* window, not the one defined by the graphics id variable "w".

2) If I set the "png" keyword to plot to the buffer so as to create output files (and thus no onscreen output), if I again click on *any* existing windows on screen, it becomes the target of the plotting commands and my new plots get overwritten on anything existing onscreen. Needless to say the final png output is also screwy.

Now, checking the PLOT() documentation it does not mention at all that the CURRENT keyword is anything but a binary keyword (unlike the OVERPLOT keyword where you can specify graphics references).

Fair enough. But, then, how does one set the current plotting window such that inadvertent, or purposeful, clicks on some other existing window doesn't cause the plotting to transfer to that window?

I want to create a window, and have everything plot in that window (be it onscreen or in buffer) regardless of what other graphics windows I have onscreen that I happen to be looking at and click on.

I presume there is some magical combination of keywords that will do that?

Thanks for any info.

cheers,

paulv
