
Subject: Why Output Keywords Fail in cgWindow

Posted by [David Fanning](#) on Thu, 01 Aug 2013 15:30:50 GMT

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Folks,

I had a question this morning that had to do with why output keywords fail to produce the correct output when the command they are used with is added to cgWindow. I've answered this question before, but I was surprised to find I had never written an article about it. I have now.

The answer has to do with the way IDL commands are "played back" when the graphics window is resized. I use CALL_PROCEDURE to replay the commands that have been loaded into cgWindow. Unfortunately, CALL_PROCEDURE does not have a mechanism for returning output keywords.

You can find a description of the problem and a simple workaround in this article:

http://www.idlcoyote.com/cg_tips/outkeyword.php

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
