Subject: Re: Is that window open??
Posted by David Foster on Thu, 03 Apr 1997 08:00:00 GMT
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Brian Jackel wrote:
>
> In article <33427754.41C6@irc.chmcc.org> Phil Williams <williams@irc.chmcc.org> writes:
>
>> How would I check to see if a window ID is still open in a widget
>> program?
>
> For the "standard" set of windows, DEVICE,WINDOW_STATE=window_state
> works, but this seems to apply only to windows 0 to 30, and the Draw_widget
> comes out of a pool from 31 or more. I ran across this when trying to make
> a window manager which would remember plotting states in different windows,
> but never found a good way to handle widget windows.

I don't think this is correct, at least on my system which is
a Sparc 2 running IDL 4.0.1 . Check out the following session:

```
IDL> device, window_state=win
IDL> help,win
WIN          BYTE     = Array[36]
IDL> for i = 0, 50 do window, xsize=10, ysize=10, /free
IDL> device, window_state=win
IDL> help,win
WIN          BYTE     = Array[83]
IDL>
```

Now, win(0:31)=0, win(32:82)=1

I've used WINDOW_STATE to manage windows in draw-widgets within
a "show-image" application where we have over 100 windows up at
one time.

Dave
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