Subject: cgWindow - what am I doing wrong that makes winID change values?
Posted by BLesht on Wed, 17 Jun 2015 21:54:22 GMT

I clearly don't understand the winID feature of Coyote graphics. This keyword is supposed to make it possible to direct graphics commands to different previously opened windows (winid = [the identifier of the window you want]). I'm finding, however, that the act of directing a graphics command to a window seems to change its winID. Consider the following example (IDL8.2, MacOSX10.8.5, Coyote graphics revision 1540):

```
IDL> cgWindow, wTitle = 'Window 1'          ; Open the first window
IDL> w1ID = cgQuery(/Current)               ; Determine its ID number
IDL> PRINT, w1ID                    ; Yup, it's 32
    32
IDL> cgWindow, wTitle = 'Window 2'          ; Open another window
IDL> w2ID = cgQuery(/Current)               ; Get its ID number
IDL> PRINT, w2ID                    ; This one is 33
    33
IDL> PRINT, w1ID                            ; The first ID still is 32
    32
IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w1ID, /AddCmd  ; Plot something
IDL> PRINT, w1ID                            ; Oops - what happened to w1ID?
      0
IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w2ID, /AddCmd  ; Try window 2
IDL> PRINT, w2ID
      1                               ; Same problem
```

Could this have something to do with giving the window titles? Seems strange to me. Thanks for any insights.

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