
Subject: Re: cgWindow - what am I doing wrong that makes winID change values?

Posted by [David Fanning](#) on Thu, 18 Jun 2015 14:51:18 GMT

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Barry Lesht writes:

> 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.
```

You can find an updated and fixed version of this program here:

<http://www.idlcoyote.com/programs/cgwindow.pro>

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.")
