
Subject: IDL 5.0 forgets about open windows (?)
Posted by [David Foster](#) on Wed, 23 Jul 1997 07:00:00 GMT
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Version: { sparc sunos unix 5.0 Apr 28 1997} (Solaris 2.5)

Recently upon upgrading to IDL 5.0, we have noticed a strange phenomenon regarding graphics windows. In one of our programs, IDL seems to "forget" that there are any windows open, and the next cursor operation results in window #0 being created. This happens while the program has 4 visible windows displayed onscreen!

The program is quite complex, and the problem occurs after various operations involving setting and unsetting windows, so it is *possible* that this is programmer error, but I don't think so because:

- 1) This problem did/does not occur under 4.0.1
- 2) At a point in the program where the error occurs, and while there are 4 visible windows onscreen, I include the commands:

```
HELP, !D, /STRUCTURE
PRINT, '*****'
PRINT, '** Windows: *****'
DEVICE, WINDOW_STATE=WINDOWS
PRINT, WINDOWS
```

which result in:

** Structure !DEVICE, 17 tags, length=80:

NAME	STRING	'X'
X_SIZE	LONG	260
Y_SIZE	LONG	120
X_VSIZE	LONG	260
Y_VSIZE	LONG	120
X_CH_SIZE	LONG	6
Y_CH_SIZE	LONG	10
	FLOAT	40.0000
Y_PX_CM	FLOAT	40.0000
N_COLORS	LONG	214
TABLE_SIZE	LONG	214
FILL_DIST	LONG	1
WINDOW	LONG	-1
UNIT	LONG	0
FLAGS	LONG	65980
ORIGIN	LONG	Array[2]
ZOOM	LONG	Array[2]

** Windows: *****

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 1 1 1 1 0 0 0
```

Should this ever be possible, where !D.WINDOW = -1 but there are four windows currently available? I have applied a workaround to this program, in which I wset to one of the available windows, but I'm wondering where else this behavior might pop up. Any ideas?

Dave
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"I have this theory that if we're told we're bad,
then that's the only idea we'll ever have.
But maybe if we are surrounded in beauty,
someday we will become what we see." - Jewel Kilcher
