
Subject: Re: How to make color-scale legend
Posted by [thompson](#) on Tue, 13 Apr 1993 13:46:55 GMT
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ruckman@oasys.dt.navy.mil writes:

(Stuff deleted)

> I had to make a minor modification that I suspect is needed often by users of
> IDL for Windows. The procedures use different techniques depending on the
> current device, but they were written before the 'WIN' device existed.
> Therefore, whenever I found a command such as

> if !d.name eq 'X' then begin

> I had to change it to

> if !d.name eq 'X' or !d.name eq 'WIN' then begin

Even better would be to just ask if the device has windows, e.g.

if have_windows() then begin

The following routines will test if a device supports windows and widgets
(which I understand that IDL for Windows now supports).

```
FUNCTION HAVE_WINDOWS  
RETURN,(!D.FLAGS AND 256) NE 0  
END
```

```
FUNCTION HAVE_WIDGETS  
RETURN,(!D.FLAGS AND 65536) NE 0  
END
```

One could simply put the references to !D.FLAGS directly into the calling routine, but I feel that putting them into separate routines like this makes for more understandable code.

This way you don't have to keep adding device names to your routines, e.g. "or !d.name eq 'SUN'" in your example above.

Bill Thompson
