
Subject: Re: Multiple displays

Posted by [Nigel Wade](#) on Tue, 09 Oct 2001 12:19:11 GMT

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"Neil Talsania" <talsania@kodak.com> writes:

> Hi,
> I am new to IDL, and was investigating the possibility of writing a little
> application to do some image processing. I am working on a Unix system that
> has two monitors attached. I want to have one monitor have the controls for
> the processing and the other monitor have the image display. Is this
> possible using IDL? In my setup the two displays are machinename:0.0 and
> machinename:0.1. I cannot seem to find anyway to do this. Any thoughts?
>
> Thanks for any ideas.
>
> Neil Talsania
>
>

According to the headers in your post you work for Kodak.
They own RSI.

Can't you ask RSI directly, or don't they know?

--

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Subject: Re: Multiple displays

Posted by [R.Bauer](#) on Tue, 09 Oct 2001 14:37:47 GMT

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Neil Talsania wrote:

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> Thanks for any ideas.
>
> Neil Talsania

Dear Neil,

I have looked into the online help.
There is an item by 'DISPLAY'.

Environment Variables Used by IDL

DISPLAY

IDL uses the DISPLAY environment variable to choose which X display is used to display graphics.

hope this helps

regards
Reimar

--

Reimar Bauer

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email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg1/>

=====
a IDL library at Forschungszentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>
=====

read something about linux / windows
<http://www.suse.de/de/news/hotnews/MS.html>

Subject: Re: Multiple displays
Posted by [Karl Schultz](#) on Tue, 09 Oct 2001 16:20:22 GMT
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"Neil Talsania" <talsania@kodak.com> wrote in message
news:9pulrc\$3kb\$1@news.kodak.com...

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> Neil Talsania

This is possible, but with a restriction. You can't create a Direct Graphics window on the non-default Display.

When you start IDL, the default X Display is the current setting of the DISPLAY environment variable. In this case, it may be machinename:0.0.

What won't work is creating a WIDGET_BASE while setting the DISPLAY_NAME keyword to "machinename:0.1" AND creating direct graphics DRAW widgets as children of this base. This restriction does not apply if the draw widget is created with object graphics.

So, you can:

1) If using direct graphics, create your control windows over on the non-default display, and have your image window on your default display. In this example, you would create the WIDGET_BASE that is the top-level widget of your controls with the keyword DISPLAY_NAME set to "machinename:0.1". You create your top-level widget (WIDGET_BASE) without setting DISPLAY_NAME, letting it come up on your default display.

2) If using object graphics, you can put the control and image windows on either of the displays.

Hope this helps. See the DISPLAY_NAME keyword/property on both WIDGET_BASE and in IDLgrWindow for more info.

Karl
