
Subject: Strange window problem in IDL5.5?

Posted by [ehudson](#) on Thu, 11 Apr 2002 13:34:07 GMT

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Hi,

I have a program that puts images in windows (objects) and lets you make changes to them. For some of the routines, for example saving to jpg, I call

```
myWindow->show, 1
```

```
myWindow->Draw, myView
```

before proceeding just to make sure that the window is on top and the view is refreshed. This used to work just fine, but after upgrading to 5.5 this doesn't seem to pop the window to the top any more. I have made other changes to the code, so I'm not saying its definitely due to the upgrade, but its such a simple thing I can't imagine how it wouldn't work. I have checked that show works with just a vanilla window made from the command line -- it does. I have checked that the window I'm trying to show is the one that I think it is and that I can update its contents -- I can but it doesn't bring it to the top. Is there anything about show that I could be missing? Do you need a delay after calling it or any strange thing like that?

Thanks in advance for any advice,
Eric
