
Subject: Re: Determining window types

Posted by [David Fanning](#) on Thu, 19 Dec 2002 14:29:44 GMT

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James Tappin (sjt@star.sr.bham.ac.uk) writes:

- > Is there any way of determining whether a graphics window is:
- > 1) A draw widget
- > 2) A pixmap or
- > 3) A regular window?
- >
- > While "device, window_state=wstat" is useful to prevent trying to do illegal
- > operations on on-existent windows, there are sufficient differences between
- > the 3 types of window it would be very useful to be able to distinguish
- > from within a program.

I don't think there is any way to determine between windows of different types, but I have to admit I don't really see the need for this capability.

Graphics programs are typically either written in such a way that they are completely ignorant of where they are "going" (i.e., they go into PostScript output as easily as they go into the current graphics window) or they are written in such a way that you know *exactly* where graphic output is going (i.e., a widget program).

I think only programs that *hope* they know what the hell they are doing would benefit from this feature. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Determining window types

Posted by [James Tappin](#) on Thu, 19 Dec 2002 16:10:36 GMT

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David Fanning wrote:

```
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> a way that they are completely ignorant of where they
> are "going" (I.e., they go into PostScript output as
> easily as they go into the current graphics window)
> or they are written in such as way that you know
> *exactly* where graphic output is going (ie., a
> widget program).
>
> I think only programs that *hope* they know what
> the hell they are doing would benefit from this
> feature. :-)
```

The particular application I had in mind was a case where I wanted to run an interactive locator tool within a package that can either be operated from a CLI in which case it uses regular graphics windows, or from a GUI in which case it uses a draw_widget and since they get positions in different ways this is clearly tricky.

James

--

```
+-----+-----+-----+
| James Tappin      | School of Physics & Astronomy | O__ |
| sjt@star.sr.bham.ac.uk | University of Birmingham    | -- V |
| Ph: 0121-414-6462. Fax: 0121-414-3722      |      |
+-----+-----+-----+
```

Subject: Re: Determining window types

Posted by [Liam E. Gumley](#) on Thu, 19 Dec 2002 16:57:45 GMT

"James Tappin" <sjt@star.sr.bham.ac.uk> wrote in message
news:atsr1t\$9hu\$1@sun3.bham.ac.uk...

[stuff deleted]

> The particular application I had in mind was a case where I wanted to run
an
> interactive locator tool within a package that can either be operated from
> a CLI in which case it uses regular graphics windows, or from a GUI in
> which case it uses a draw_widget and since they get positions in different
> ways this is clearly tricky.

Any chance you could modify the application so it **always** uses draw
widgets?

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: Determining window types
Posted by [Pavel A. Romashkin](#) on Fri, 20 Dec 2002 17:52:28 GMT
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I think Liam's suggestion is the way to go. If you had multiple DG
windows and worked in CLI you have no other means of changing the target
window but WSET. And if you do use WSET then you obviously know the
target window ID.

The only way to allow interactive window selection, AFAIK, is to use
widgets. Here's one simple template that may help:
http://www.ainaco.com/idl/idl_library/smart_w.pro

Cheers,
Pavel

James Tappin wrote:

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