
Subject: Re: Variable No. of Windows with Phase of Moon
Posted by [Vince Hradil](#) on Wed, 25 Jun 2008 13:54:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 24, 5:58 pm, David Fanning <n...@dfanning.com> wrote:

> Hi Folks,
>
> Anyone seen this. I'm running a program on a Windows machine.
> I want to know if a particular pixmap window is still open.
> The window index number is something like 75. To check
> whether it is still open or not, I get the window "state"
> like this:
>
> DEVICE, WINDOW_STATE=theState
>
> This is suppose to be "an array containing one element
> for each possible window". If it has a 1 in the right
> slot, the window is open and available.
>
> windowIsOpen = theState[75]
>
> All well and good, but when I run my program, theState
> variable changes from a 139-element array to a 65-element
> array within seconds of running the exact same code!
>
> I've done this many times, and I can find no pattern in
> the output. Oh wait!! It is apparently Morse code. Let's
> see...
>
> S-W-I-T-C-H T-O M-A-T-L-A ...
>
> Oh, never mind. I could have guessed that. :-(
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Here's what happens for me. theState is initially 65 elements. If I open about 30 more windows using for i=0L, 29 do window, /free, theState expands. If I close those new windows, theState shrinks back to 65 elements. Is that what you see?

Subject: Re: Variable No. of Windows with Phase of Moon
Posted by [David Fanning](#) on Wed, 25 Jun 2008 13:58:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vince Hradil writes:

> Here's what happens for me. theState is initially 65 elements. If I
> open about 30 more windows using for i=3D0L, 29 do window, /free,
> theState expands. If I close those new windows, theState shrinks back
> to 65 elements. Is that what you see?

I guess that is what I see, I've opened a color selection tool,
which opens 80 or so small windows for observing the colors.
While that is open, another window gets created with an index
greater than 65. When I exit the color tool, the window state
drops to 65, whereas before it was a much larger number. If
I keep the color tool open, all is fine, if I destroy it I'm
toast.

Perhaps I need to keep a small pixmap around with an index
above 65 for "insurance" purposes. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Variable No. of Windows with Phase of Moon
Posted by [Spon](#) on Wed, 25 Jun 2008 14:43:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 25, 2:54 pm, Vince Hradil <hrad...@yahoo.com> wrote:

> On Jun 24, 5:58 pm, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> Hi Folks,
>
>> Anyone seen this. I'm running a program on a Windows machine.
>> I want to know if a particular pixmap window is still open.
>> The window index number is something like 75. To check
>> whether it is still open or not, I get the window "state"
>> like this:

```

>
>>  DEVICE, WINDOW_STATE=theState
>
>>  This is suppose to be "an array containing one element
>>  for each possible window". If it has a 1 in the right
>>  slot, the window is open and available.
>
>>  windowIsOpen = theState[75]
>
>>  All well and good, but when I run my program, theState
>>  variable changes from a 139-element array to a 65-element
>>  array within seconds of running the exact same code!
>
>>  I've done this many times, and I can find no pattern in
>>  the output. Oh wait!! It is apparently Morse code. Let's
>>  see...
>
>>  S-W-I-T-C-H T-O M-A-T-L-A ...
>
>>  Oh, never mind. I could have guessed that. :-(
>
>>  Cheers,
>
>>  David
>>  --
>>  David Fanning, Ph.D.
>>  Fanning Software Consulting, Inc.
>>  Coyote's Guide to IDL Programming: http://www.dfanning.com/
>>  Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
>  Here's what happens for me.  theState is initially 65 elements.  If I
>  open about 30 more windows using for i=0L, 29 do window, /free,
>  theState expands.  If I close those new windows, theState shrinks back
>  to 65 elements.  Is that what you see?

```

This is what I see when I do things logically and keep track of the keyword's output. However, if I use commands like "Window, /Free" from within procedures, and particularly if I use programs like XInterAnimate that use pixmaps, then I can have no visible windows open and theState can still have about 144 elements. If I then type "Window, /Free", I get not one but two extra elements, only one of which will be set to 1. Usually both of these extra elements will disappear when I kill or WDelete the window. Usually. I've yet to figure out when this does and doesn't happen.

I'd suggest zero-padding your theState array out to 256 or something on the (hopefully correct!) assumption that windows with indices greater than (N_Elements(theState) - 1) will be closed.

It's a crude work-around. Maybe the old Wait,0 trick will be more useful?

Regards,

Chris
