
Subject: Variable No. of Windows with Phase of Moon
Posted by [David Fanning](#) on Tue, 24 Jun 2008 22:58:33 GMT
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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.
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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 [David Fanning](#) on Wed, 25 Jun 2008 14:03:27 GMT
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David Fanning writes:

> 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.

The problem is actually that it takes a variable amount of time for the windows to "disappear" from IDL's knowledge of them. Thus, my program works "sometimes", but not others, depending, I suppose, on what else is going on while IDL gets around to housekeeping. Having been forced to do some housekeeping myself, I'm familiar with the problem. :-(

Cheers,

David

--

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Subject: Re: Variable No. of Windows with Phase of Moon
Posted by [David Fanning](#) on Wed, 25 Jun 2008 14:51:31 GMT
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Spon writes:

> 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?

I just modified my code so that if the index number I'm looking for exceeds the size of the array, then I just assume the window is not available. No harm so far, but I am using this to restore the current graphics window after I create a window to do something else. I don't expect to have problems in my code, since I always know what window I'm drawing into, but I'm thinking of the thousands of poor saps who have no idea. ;-)

Cheers,

David

--

David Fanning, Ph.D.

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