
Subject: closing xwindows within IDL

Posted by [astroboy2k](#) on Thu, 28 Aug 2008 15:49:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry for what's probably a question with an obvious answer in the documentation.

I'm running IDL remotely using x-windows, using multiple calls to xobjview. At some point, my Mac seems to decide that there are too many x-windows open and crashes. Is there a way for IDL to close such an xwindow, or alternatively, close the window that xobjview opens.

The relevant part of the code is below. Basically, I'm using direct objects to write to a tiff file, at which point I'd like to kill the window (or xwindow) that xobjview has opened.....

Thanks,

Mark

```
pro make_tiff,main,m,k
sub_loadct,19,r,g,b ,/brew
!p.background=fsc_color('Powder Blue')
```

```
data=main(m).flux(*,*,k)
data=rotate(data,1) ;need to rotate by 90 degrees to get it to come
out right
```

```
data0 =1.*data0 +replicate(0.,!xss,!yss)
```

blah blah blah

```
oModel = OBJ_NEW('IDLgrModel')
MESH_OBJ, 4, vertices, connectivity, radii, /CLOSED
sphericalCoordinates = CV_COORD(FROM_RECT = vertices, /TO_SPHERE)
elevation = REFORM(sphericalCoordinates[2, *],
N_ELEMENTS(sphericalCoordinates[2, *]))
```

```
MESH_OBJ, 4, colrad, connectivity, cols, /CLOSED
sphericalCoordinates = CV_COORD(FROM_RECT = colrad, /TO_SPHERE)
col_elevation = REFORM(sphericalCoordinates[2, *],
N_ELEMENTS(sphericalCoordinates[2, *]))
```

```
oPalette = OBJ_NEW('IDLgrPalette',r,g,b)
oPolygon = OBJ_NEW('IDLgrPolygon', vertices, POLYGONS = connectivity,
SHADING = 1, $
    VERT_COLORS =col, PALETTE = oPalette)
oModel -> Add, oPolygon
```

```
mylight1 = OBJ_NEW('IDLgrLight', TYPE=0, COLOR=[255,255,255]) ;
Ambient white
mymodel = OBJ_NEW('IDLgrModel')
mymodel->Add, mylight1
```

```
XOBJVIEW, oModel, /BLOCK, SCALE = 1, $
TITLE = ' RSPOT/NG = '+!crspot(m)+'/'+!cng(m),
background=[210,210,210], $ ;[176,224,230], $
/
just_reg,xsize=xsize,ysize=ysize,xoffset=0,yoffset=0,station ary=mymodel,tlb=tlb
```

```
XOBJVIEW_ROTATE, [0, 0, 1], -(k+1)*.25, /PREMULTIPLY;
XOBJVIEW_ROTATE, [0, 1, 0], (k+1)*1, /PREMULTIPLY;
```

```
xobjview_write_image,'trash1.tiff','tiff'
```

```
return
end
```
