Subject: 1)analog #define in IDL? 2) get position of a window?
Posted by **feigin** on Thu, 27 Apr 1995 07:00:00 GMT

View Forum Message <> Reply to Message

Dear colleagues,

1. The problem is that it's necessary to define some variables in a IDL program
in such a way that allows easy to change them in the future. I understand
that it may be implemented via using COMMON BLOCKS but it's extremely poor
style.
Is there some directive in IDL similar pre-processor directive
#define in C?

2. According to IDL Reference Guide p.3-14 keyword GET_WINDOW_POSITION (to DEVICE
proc)
returns (X,Y) position of the current window on the screen. What does it
mean 'current' window? Is this a window that has been constructed the last?
Or is it an active window? To put in other way, I'd like to know a position
of a c o n c r e t e window on the screen. How can I get it?
Is it possible to use ID of this window in any way?

Sincerely,

Michael.

Subject: Re: 1)analog #define in IDL? 2) get position of a window?
Posted by **todd** on Sun, 30 Apr 1995 07:00:00 GMT

View Forum Message <> Reply to Message

In article <3nnhvl$p8c@mirv.unsw.edu.au>, feigin@saturn.gas.unsw.EDU.AU (Michael
Feigin,ARC Research Fellow,AS,951231) writes:
|>
|> Dear colleagues,
|>
|>
|> 1. The problem is that it's necessary to define some variables in a IDL program
|> in such a way that allows easy to change them in the future. I understand
|> that it may be implemented via using COMMON BLOCKS but it's extremely poor
|> style.
|> Is there some directive in IDL similar pre-processor directive
|> #define in C?

I believe someone already mentioned it, but to be complete: use an
include file. Make your definitions in a file, say define.pro, then
include it where necessary via @define.pro.

|> 2. According to IDL Reference Guide p.3-14 keyword GET_WINDOW_POSITION (to DEVICE proc)
|> returns (X,Y) position of the current window on the screen. What does it
|> mean 'current' window? Is this a window that has been constructed the last?
|> Or is it an active window? To put in other way, I'd like to know a position
|> of a c o n c r e t e   window on the screen. How can I get it?
|> Is it possible to use ID of this window in any way?
|>

The device call accesses the curent device. So you get the
position of the currently active window.

Okay, you want the position of window 3:

idl> wset,3
idl> device,get_window_postion=pos

|> Sincerely,
|>
|> Michael.
|>

S`all right?

Todd

--

Todd Ratcliff
UCLA Dept. of Earth & Space Sciences
Room 2707 Geology Building
UCLA Box 951567
Los Angeles, CA 90095-1567 todd@artemis.ess.ucla.edu
(310)825-3118   http://artemis.ess.ucla.edu/~todd/home.html

Subject: Re: 1)analog #define in IDL? 2) get position of a window?
Posted by rep2857 on Wed, 03 May 1995 07:00:00 GMT
View Forum Message <> Reply to Message

Cc'd to feigin@saturn.gas.unsw.EDU.AU

In article <3nnhvl$p8c@mirv.unsw.edu.au>,
Michael Feigin,ARC Research Fellow,AS,951231 <feigin@saturn.gas.unsw.EDU.AU> wrote:
>
> 2. According to IDL Reference Guide p.3-14 keyword GET_WINDOW_POSITION (to DEVICE proc)

> returns (X,Y) position of the current window on the screen. What does it
> mean 'current' window? Is this a window that has been constructed the last?
> Or is it an active window? To put in other way, I'd like to know a position
> of a c o n c r e t e   window on the screen. How can I get it?
> Is it possible to use ID of this window in any way?
>

That would be the position of !D.Window. !D.Window can be set using the
WSet, window_id command.
IDL> window, 0 & window, 1 ; open two windows
IDL> print, !D.Window   ; See which window is current
        1
IDL> WSet, 0   ; set the current window to 0
IDL> print, !D.Window   ; verify the current window has been reset
        0
Will this next command give you an idea of how you can use it? I'm not
sure what you're trying to do, but can probably help out if given a
couple of specifics. Some ideas: destroy it and recreate it with a
different size; read the data from this window and write it to a file;
copy data from this window to another window ...

IDL> help, !D, /Struct
** Structure !DEVICE, 17 tags, length=80:
  NAME   STRING   'X'
  X_SIZE   LONG   640
  Y_SIZE   LONG   512
  X_VSIZE   LONG   640
  Y_VSIZE   LONG   512
  X_CH_SIZE   LONG   6
  Y_CH_SIZE   LONG   10
  X_PX_CM   FLOAT   40.0000
  Y_PX_CM   FLOAT   40.0000
  N_COLORS   LONG   242
  TABLE_SIZE   LONG   242
  FILL_DIST   LONG   1
  WINDOW   LONG   0
  UNIT   LONG   0
  FLAGS   LONG   65980
  ORIGIN   LONG   Array(2)
  ZOOM   LONG   Array(2)

Mike Schienle   Hughes Santa Barbara Research Center
Home: mgs@visdata.com   Coromar Drive, M/S B28/87
Work: rep2857@sbsun0010.sbrc.hac.com   Goleta, CA 93117
   Contract Employee. Will visualize data for large amounts of money.