Subject: WSet to negative value
Posted by David Fanning on Mon, 17 Jan 2011 23:26:34 GMT
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Folks,

I was just fooling around with a program and realized I can
do a WSet, -1 in this version of IDL (Windows 7.1.2). I am convinced
this was not always possible, since I have written a lot of
code in my day like this:

   IF currentWindow GE 0 THEN WSet, currentWindow

I wonder if this is a Windows thing, or an IDL version thing.
If anyone running an older version of IDL could try to set
their graphics window to -1, I would love to hear what version
of IDL you are running and what the results are:

   WSet, -1

Thanks,

Cheers,

David

P.S. I am just putting the final touches on a completely
revamped FSC_Window program. It is working great. You can
have multiple resizeable graphics windows, add and delete
commands to/from the windows, replace commands, display multiple
commands in the window, list the commands in the window,
choose which of several windows you want to work with,
send the commands to a PostScript file, make raster image
files out of the window using ImageMagick or not, etc.
I quite honestly have never seen anything like it in IDL. :-)

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: WSet to negative value
Posted by David Fanning on Tue, 18 Jan 2011 20:35:48 GMT
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Paul van Delst writes:

> Doing
>
> IDL> wset,0
> IDL> wset, -1
> IDL> xyouts,0.5,0.5,'Dada',/normal,charsize=4
>
> put a big "Dada" on window #1 (not 0). Looks like "wset, -1" picks the last window
opened/created.

Probably the last time I looked at the WSet
command in the on-line help was back in IDL 3.1.
I should get up-to-date. :-)

Cheers,

David

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David Fanning, Ph.D.
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