
Subject: Re: Suppress Plots

Posted by [Michael Galloy](#) on Mon, 22 Aug 2011 18:36:22 GMT

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

On 8/22/11 12:19 PM, Alex Young wrote:

> I have a number of scripts in which I have many calls to the WINDOW
> routine. I would like to find a way to have a "no plot" option
> without having to put an IF statement before each call to WINDOW. I
> tried placing "set_plot, 'NULL' " at the beginning, but this will
> crash whenever it reaches a call to WINDOW. Is there an easy way to
> get around this?
>
> Thanks.
>
> Alex

Yes, make your own window routine, mg_window or whatever that does the right thing for each type of graphics device. There will still be an IF statement (or more likely a CASE statement), but it will only be in one place.

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

Research Mathematician

Tech-X Corporation

Subject: Re: Suppress Plots

Posted by [David Fanning](#) on Mon, 22 Aug 2011 19:00:42 GMT

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

Michael Galloy writes:

> Yes, make your own window routine, mg_window or whatever that does the
> right thing for each type of graphics device. There will still be an IF
> statement (or more likely a CASE statement), but it will only be in one
> place.

It would take about 2 seconds to modify cgDisplay to do the right thing for the NULL device. And all your other devices come along free for the ride!

Cheers,

David

--

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.")
