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Subject: New graphics from IDLde and the command line  
Posted by [wlandsman](#) on Thu, 01 Aug 2013 20:38:37 GMT  
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When I open a new graphics window on my Mac (IDL V8.2.3, Mac 10.7.5) the appearance is quite different depending on whether I am working in the command line or the IDLde. For example, from the command line if I type

```
t = plot(indgen(10))
```

there are 6 pictograms (e.g. "print", "save", "properties"...) on the bottom, whereas there are 10 pictograms when working in the IDLde. (These 10 pictograms do *\*not\** include a "properties" button but rather the properties ("text", "fill") are given their own pictogram.) The dropdown menus are located to the right of the pictograms in the IDLde, whereas in the command line they are part of the pictogram. These difference are not entirely cosmetic -- there are some things I can do from the command line that I haven't figured out how to do from the IDLde and vice-versa.

It is possible that I have startup settings for the IDLde that are different than for my command line but if so I have no idea what these might be that could affect the new graphics display.

Thanks, --Wayne

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Subject: Re: New graphics from IDLde and the command line  
Posted by [Matthew Argall](#) on Thu, 01 Aug 2013 21:11:17 GMT  
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The documentation says that this is how things are suppose to work

<http://www.exelisvis.com/docs/GraphicsWindowInterface.html>

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Subject: Re: New graphics from IDLde and the command line  
Posted by [wlandsman](#) on Thu, 01 Aug 2013 22:11:16 GMT  
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Thanks! But It is hard to imagine *\*why\** Exelis would design different graphics interfaces for the command line and the Workbench.

On Thursday, August 1, 2013 5:11:17 PM UTC-4, Matthew Argall wrote:

> The documentation says that this is how things are suppose to work  
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>  
> <http://www.exelisvis.com/docs/GraphicsWindowInterface.html>

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