Subject: cgWindow - what am I doing wrong that makes winID change values?
Posted by BLesht on Wed, 17 Jun 2015 21:54:22 GMT

I clearly don't understand the winID feature of Coyote graphics. This keyword is supposed to make it possible to direct graphics commands to different previously opened windows (winid = [the identifier of the window you want]). I'm finding, however, that the act of directing a graphics command to a window seems to change its winID. Consider the following example (IDL8.2, MacOSX10.8.5, Coyote graphics revision 1540):

```
IDL> cgWindow, wTitle = 'Window 1'          ; Open the first window
IDL> w1ID = cgQuery(/Current)               ; Determine its ID number
IDL> PRINT, w1ID                  ; Yup, it's 32
    32
IDL> cgWindow, wTitle = 'Window 2'          ; Open another window
IDL> w2ID = cgQuery(/Current)               ; Get its ID number
IDL> PRINT, w2ID                  ; This one is 33
    33
IDL> PRINT, w1ID                            ; The first ID still is 32
    32
IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w1ID, /AddCmd  ; Plot something
IDL> PRINT, w1ID                            ; Oops - what happened to w1ID?
     0
IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w2ID, /AddCmd  ; Try window 2
IDL> PRINT, w2ID
     1                                ; Same problem
```

Could this have something to do with giving the window titles? Seems strange to me. Thanks for any insights.

Barry

Subject: Re: cgWindow - what am I doing wrong that makes winID change values?
Posted by David Fanning on Thu, 18 Jun 2015 14:21:17 GMT

Barry Lesht writes:

> Could this have something to do with giving the window titles? Seems strange to me. Thanks for any insights.

Idiot programmer. I'll see if I can sort it out and get back to you.
Finding Coyote will be a trick. Three women and four bill collection
agencies are after him. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.idlcoyote.com/

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: cgWindow - what am I doing wrong that makes winID change values?
Posted by David Fanning on Thu, 18 Jun 2015 14:51:18 GMT

Barry Lesht writes:

> I clearly don't understand the winID feature of Coyote graphics. This
keyword is supposed to make it possible to direct graphics commands to
different previously opened windows (winid = [the identifier of the
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following example (IDL8.2, MacOSX10.8.5, Coyote graphics revision 1540):
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> IDL> PRINT, w2ID   ; This one is 33
>   33
> IDL> PRINT, w1ID   ; The first ID still is 32
>   32
> IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w1ID, /AddCmd ; Plot something
> IDL> PRINT, w1ID   ; Oops - what happened to w1ID?
>   0
> IDL> cgWindow, 'cgPlot', [0,10], [0,10], winID=w2ID, /AddCmd ; Try window 2
> IDL> PRINT, w2ID
>   1   ; Same problem
>
> Could this have something to do with giving the window titles? Seems strange to me. Thanks
for any insights.

You can find an updated and fixed version of this program here:

  http://www.idlcoyote.com/programs/cgwindow.pro

Cheers,

David

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

Subject: Re: cgWindow - what am I doing wrong that makes winID change values?
Posted by BLesht on Thu, 18 Jun 2015 23:26:58 GMT
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Thanks, David.