
Subject: Re: Is that window open??

Posted by [hegde](#) on Wed, 02 Apr 1997 08:00:00 GMT

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In article <33427754.41C6@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:

```
> How would I check to see if a window ID is still open in a widget
> program?
>
> Here's what I did
> oldwin = !d.window
> wset, info.wid
>
> ; some code here
>
> ;--- restore the oldwin
> wset, oldwin
>
> and it crashes with
> % WSET: Window is closed and unavailable.
```

Use CATCH to trap the error signal and act accordingly. For example:

```
oldwin = !d.window
WSET, info.wid
```

```
; some code here
```

```
CATCH, err_status
CASE err_status OF
-324 : BEGIN
; do what you want when the window is closed
PRINT, 'warning .....'
END
```

```
ELSE : WSET, info.wid
ENDCASE
```

```
CATCH, err_status, /CANCEL
```

As in any other structured language, IDL doesn't define these error signals as constants. Hence programmer is at a disadvantage, if RSI changes them with each version.

Hope it helps.

-M. Hegde

Subject: Re: Is that window open??

Posted by [David Foster](#) on Wed, 02 Apr 1997 08:00:00 GMT

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Phil Williams wrote:

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```

I think the most straightforward thing to do would be:

```
oldwin = !d.window
device, window_state=windows
case ( windows(info.wid) ) of
  0: <window is closed...recreate or whatever>
  1: wset, info.wid
endcase
```

Dave

--

```
~~~~~
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                    La Jolla, CA 92037
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~~~~~
```

Subject: Re: Is that window open??

Posted by [Tim Patterson](#) on Wed, 02 Apr 1997 08:00:00 GMT

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Sorry if I'm on the wrong track, but wouldn't a window ID

being closed in a widget program also imply that the container widget has disappeared too? Couldn't you check for the widget existing still (I presume you're worried about the user closing the window using the Window manager menu rather than letting the program close it).

Tim

Phil Williams wrote:

```
>
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> program?
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> Here's what I did
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> ; some code here
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>
> Thanks,
> Phil
```

Subject: Re: Is that window open??

Posted by [brian.jackel](#) on Wed, 02 Apr 1997 08:00:00 GMT

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In article <33427754.41C6@irc.chmcc.org> Phil Williams <williams@irc.chmcc.org> writes:

```
> How would I check to see if a window ID is still open in a widget
> program?
```

For the "standard" set of windows, DEVICE, WINDOW_STATE=window_state works, but this seems to apply only to windows 0 to 30, and the Draw_widget comes out of a pool from 31 or more. I ran across this when trying to make a window manager which would remember plotting states in different windows, but never found a good way to handle widget windows. In the end I wrapped the WSET inside an EXECUTE(), and caught the error (if any) that way. Please post if some more graceful approach is possible.

Brian Jackel
temporarily at: jackel@danlon.physics.uwo.ca

Subject: Re: Is that window open??
Posted by [David Foster](#) on Thu, 03 Apr 1997 08:00:00 GMT
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Brian Jackel wrote:

```
>
> In article <33427754.41C6@irc.chmcc.org> Phil Williams <williams@irc.chmcc.org> writes:
>
>> How would I check to see if a window ID is still open in a widget
>> program?
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> For the "standard" set of windows, DEVICE,WINDOW_STATE=window_state
> works, but this seems to apply only to windows 0 to 30, and the Draw_widget
> comes out of a pool from 31 or more. I ran across this when trying to make
> a window manager which would remember plotting states in different windows,
> but never found a good way to handle widget windows.
```

I don't think this is correct, at least on my system which is
a Sparc 2 running IDL 4.0.1 . Check out the following session:

```
IDL> device, window_state=win
IDL> help,win
WIN          BYTE    = Array[36]
IDL> for i = 0, 50 do window, xsize=10, ysize=10, /free
IDL> device, window_state=win
IDL> help,win
WIN          BYTE    = Array[83]
IDL>
```

Now, win(0:31)=0, win(32:82)=1

I've used WINDOW_STATE to manage windows in draw-widgets within
a "show-image" application where we have over 100 windows up at
one time.

Dave

--

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Subject: Re: Is that window open??

Posted by [steinhh](#) on Thu, 03 Apr 1997 08:00:00 GMT

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In article <brian.jackel.115.5380EC62@uwo.ca>, brian.jackel@uwo.ca (Brian Jackel) writes:

[..]

|> For the "standard" set of windows, DEVICE,WINDOW_STATE=window_state
|> works, but this seems to apply only to windows 0 to 30, and the Draw_widget
|> comes out of a pool from 31 or more. I ran across this when trying to make
|> a window manager which would remember plotting states in different windows,
|> but never found a good way to handle widget windows. In the end I wrapped
|> the WSET inside an EXECUTE(), and caught the error (if any) that way. Please
|> post if some more graceful approach is possible.
|>

I don't think this is a problem - the array size returned
by the WINDOW_STATE keyword expands as you go (at least for
me), e.g.:

```
IDL> device>window_state=w
IDL> help,w
W      BYTE      = Array(32)
IDL> base=widget_base()
IDL> drw=widget_draw(base,xsize=10,ysize=10)
IDL> widget_control,base,/realize
IDL> device>window_state=ww
IDL> help,ww
WW      BYTE      = Array(33)
```

The reason I know is that I once made a system for saving/restoring plot
region states which works OK. It's available as a tiny part of the solarsoft
library (see e.g., http://www.space.lockheed.com/eit/ssw_setup.html)

If you don't want the whole package, the routines are called
pstore.pro, prestore.pro, pconvert.pro, pfind.pro, at
<http://sohowww.nascom.nasa.gov/solarsoft/gen/idl/display/>

There may be dependencies on other software in the solarsoft/gen tree,
though... at least the following:

```
../idl/string/trim.pro
../idl/system/get_viewport.pro
../idl/system/setscale.pro
```

../idl/system/setwindow.pro

Regards,

Stein Vidar
