

Command	GSELECT
<b>PURPOSE</b>	Select subpicture by cursor and eventually set the active flag.
<b>PARAMETERS</b>	
/IDENTIFY	Lists the name of the analyzer on display. This option does not set the active flag on the selected subpicture. GSELECT /IDENTIFY is also defined as the command <b>GIDENTIFY</b> .
/NEW	The active flag is set on the selected subpicture, and the subpicture is refreshed. GSELECT /NEW is also defined as the command <b>GNEW</b> .
/REDRAW	Like option /NEW
/REFRESH	Like option /NEW
<b>FUNCTION</b>	After the GSELECT command the cursor appears and allows to specify one of the subpictures, drawn by GOVER, with the cursor. The active flag is set on the selected subpicture. Subsequent graphic commands act on the active subpicture.
<b>REMARKS</b>	If several subpictures are drawn on the screen with GOVER, only one is “active”, that means any subsequent graphic command refers to this subpicture. The active subpicture is marked by a yellow frame. The command GSELECT (without any parameter) allows to attribute the active flag to any of the subpictures. The GEXPAND, GXEXPAND, GYEXPAND commands also work without activating the subpicture by a preceding GSELECT command. The option /Identify does not activate the selected subpicture, but only lists the name of the analyzer, eventually drawn on the selected subpicture, on the SATAN command window.
<b>EXAMPLES</b>	GSET / ZONE(2) (A graphic area is defined which is subdivided in two subpictures.) GDISP MUSIC(1) (The analyzer MUSIC(1) is drawn as the left subpicture.) GOVER MUSIC(2) (The analyzer MUSIC(2) is drawn as the right subpicture. This subpicture remains active.) GSELECT (The cursor appears. Let us assume that you activate the left subpicture with the cursor.) GOVER MUSIC(1) / NEW XMIN(10) XMAX(1000) SAMEPOS (The picture of MUSIC(1) is refreshed with new limits.)