
Subject: Coyote's Guide to IDL Programming Update
Posted by [davidf](#) on Mon, 21 Sep 1998 07:00:00 GMT
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Hi Folks,

I've been feeling awfully guilty lately about my web page, so I spent some time the past few weeks working on it. In particular, I've been stealing all the good ideas from this newsgroup and I've added 20+ new IDL programming tips in many categories:

<http://www.dfanning.com/documents/tips.html>

I've also added a few new example programs. In particular, I've recently learned the correct way to make your own object graphics primitives. I try out my new skill by re-writing my object graphics colorbar routine VCOLORBAR and adding the corresponding horizontal colorbar routine HCOLORBAR. (I know RSI has their own colorbar object, but its damn hard to use in my opinion and the colorbar outline is always disappearing from one side or the other of the colorbar in my resizable graphics windows. Anyhow, I like the looks of mine better and I can position it in a more natural way in my window. :-)

<http://www.dfanning.com/documents/programs.html>

In addition, I also wrote a program that shows you the easiest way to select and move graphics primitives in an object graphics window and I updated and added features to several other programs. See the program documentation for details:

http://www.dfanning.com/programs/program_documentation.html

I also spent some time with new programs that I plan to offer as shareware in the near future. Stay tuned.

Cheers,

David

P.S. All this by way of saying that the new book is coming slowly. :-)

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
