
Subject: Re: How to move shade_surface axes?

Posted by [David Fanning](#) on Thu, 28 Feb 2002 16:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Steve Smith<steven_smith> (nobody@nowhere.com) writes:

> however, it requires idl 5.3 to run :(, I have been maintaining my license
> up untill a few months age, but never upgraded because of the GIF issue (GIF
> was removed from IDL till 5.5, correct?). I missed the boat (maintenance is
> expired) to go to 5.5, but I've got the media for 5.3, is it possible
> to add only the component of 5.3 that is required?

Oh, just remove that check from the code. The program
will run in IDL 5.3. I just used some useful PRINTER
keywords that were introduced in IDL 5.4. So, as long
as you don't want to print anything... :-)

Cheers,

David

P.S. You *can* print, you will just have to work
around those darn useful keywords.

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155
