Subject: Re: How to move shade_surface axes?
Posted by David Fanning on Thu, 28 Feb 2002 16:54:54 GMT
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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.

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