Antonio Santiago writes:

> Thanks to a David's advice I just modified a bit the code :)
>
> Now, all can do to work with IDLCanvas (and EventAction) is put the
> files in your !PATH and programming (or execute the samples and...
> ooohhh!!! it is fantastic ;)

Hate to keep putting a damper on this. I know how it feels
to release something you have worked so hard on. :-)

To get it to run, I had to change the module ordering in
eventaction__define.pro, too. (I downloaded the latest of
both programs.)

Then, I get an error in TEST3:

IDL> test2
% Compiled module: TEST2.
IDL> test3
% Compiled module: TEST3.
% Compiled module: NODEITEM__DEFINE.
% CANVASGROUP::INIT: Incorrect number of arguments.
% Execution halted at: TEST3   56 C:\RSI\David\test\idlcanvas
\test3.pro
% $MAIN$

But the code looks nice. :-)

Cheers,

David

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