Mike writes:

> On Oct 2, 10:19=A0am, David Fanning <n...@dfanning.com> wrote:
>
>> It occurs to me that what I ought to do is set this up as
>> an Open Source project with a Wiki so I can get YOU to write
>> the damn documentation. Humm. I'm looking to retire. Does
>> anyone know how to do such a thing?
>
> That could fairly easily be done if you use something like sourceforge
> or one of the many things like it. I'd be willing to be involved at
> some level, but as usual, time is an issue. I may be able to provide
> space on our servers and wiki if you wanted to go that route.

I'll get back to you about this. Have to go to work now, though. :-)

> P.S. While you are in the process of updating/fixing/breaking your
> fsc codes, I thought I'd mention something that I added a while back
> to our local tvread. I'm always forgetting and overwriting data, so I
> added an overwrite_prompt keyword and changed the part where you call
> dialog_pickfile to look like
>
>   if keyword_set(overwrite_prompt) then begin
>   IF dialog THEN filename =3D Dialog_Pickfile(/Write,
> File=3Dfilename, /overwrite_prompt)
>   endif else begin
>   IF dialog THEN filename =3D Dialog_Pickfile(/Write, File=3Dfilename)
>   endelse
>
> That way I'm prompted it I attempt to overwrite a file. If I use the
> NODIALOG keyword, I can still blissfully overwrite without a care in
> the world.

OK, but I implemented the change like this:

```
  filename = Dialog_Pickfile(/Write, File=filename, $
     OVERWRITE_PROMPT=Keyword_Set(overwrite_prompt))
```

A little less verbose. ;-)

Of course, this is a *fundamental* program, so it changes a LOT of
things. Get the newest versions of everything here:

  http://www.dfanning.com/programs/coyoteprograms.zip

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")