

---

Subject: Re: Updates to Popular Coyote Library Programs  
Posted by [David Fanning](#) on Thu, 02 Oct 2008 14:06:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

David Fanning writes:

- > To this end, I have been adding functionality (and, alas,
- > fixing bugs) to reasonably popular Coyote Library programs.
- > I have put up some new programs today you might be interested
- > in downloading.

Whew! Busy day.

Since I last talked with you, I have been doing bug fixes on the bug fixes, as well as making even more changes. (You know how it is, you can put up with these niggling things you want to change for just so long, then along comes an amazingly productive day when you just say "the hell with it" and you get everything done.)

So, a couple of things to be aware of, if you follow this sort of thing:

My changes to XSTRETCH apparently introduced a bug that I still haven't actually found, but believe to be there. Thankfully, Peter Vontobel not only complained about it, but supplied the right fix, too.

<http://www.dfanning.com/programs/xstretch.zip>

There was a small bug in FIND\_BOUNDARY that crashed the program when very small ROIs were used (on the order of a couple of pixels). This appears to be fixed now.

[http://www.dfanning.com/programs/find\\_boundary.pro](http://www.dfanning.com/programs/find_boundary.pro)

I added a window resizing capability to the ANNOTATEWINDOW program. I also added the ability to pass annotations to the program on startup. This has required changes in Catalyst Library routines, so I've put a new version of this program on my web page as well.

<http://www.dfanning.com/programs/annotatewindow.pro>  
<http://www.dfanning.com/programs/catalyst.sav>

My recommendation, if you use the Coyote Library, is to get a copy of the entire library:

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

A note on the Catalyst Library. It is clear that I am not going to have time to write the blockbuster best-seller Coyote's Guide to the Catalyst Library, so I'm afraid that avenue for getting rich is closing on me. So my current plan is to give this code away for free, shortly after or coincident with a lecture I am giving at the next IDL User's Group meeting in Boulder on October 16th. That lecture will be about writing direct graphics objects, and will expose the exceedingly simple ideas behind the Catalyst Library.

I'm pretty convinced that my library, without any documentation at all, will be easier for IDL programmers to use than the iTools library with all the documentation in the world. :-)

Cheers,

David

--

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.")

---