
Subject: Re: FSC_PLOT defaults

Posted by [David Fanning](#) on Tue, 21 Dec 2010 21:56:22 GMT

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Ben Tupper writes:

> The fatal flaw you point out is that the user will try to use the system
> variable so define the graphic state for Graphics A and also try to use
> the same variable to define the state for Graphics B which might be
> different. I guess I hadn't thought of that. I was thinking of David
> literally allowing the user to define fresh-session default values. If
> the programmer changes the default value between the realizations of
> Graphics A and Graphics B, well, then so be it. The default has been
> redefined.

The solution to *all* these problems, of course, is to have graphics routines that are objects. Then any individual object "knows" what it is suppose to do. The image objects in the Catalyst Library are the perfect examples of this.

It's all coming. But Christmas dinner has already been pushed back to the 28th. (Christmas shopping on the 27th now.) And Coyote is NO help! He's off to Costa Rica for two weeks with some young secretary he met at one of his "Christmas Parties". Sheesh.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
