Subject: Re: Resizeable Graphics Windows for Traditional Commands
Posted by Jeremy Bailin on Thu, 20 Jan 2011 02:43:52 GMT
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On Jan 19, 12:56 am, David Fanning <n...@dfanning.com> wrote:
> Folks,
>
> Some of you know I have been engaged the past several months
> writing a book about traditional graphics commands. It will
> be ready shortly. As I have written the book, I have been
> putting ideas from the book into practice in a series of
> programs I've started to call Coyote Graphics:
>
>   http://www.idlcoyote.com/graphics_tips/coyote_graphics.html
>
> There was one program left to finish, and that was
> a resizeable graphics window to display these routines.
> I spent the past two days completely re-writing the old
> FSC_Window program from scratch. The old program allowed
> a single command to be added to a resizeable graphics
> window.
>
> The new program is significantly more powerful. In fact,
> an unlimited number of graphics "commands" can be added
> to the window, commands can be deleted and replaced by
> other commands, listed, and so on. Plus, you can have
> multiple windows on the display, and you can interact
> with the commands in any one of the windows.
>
> It is even possible to display multiple plots in
> the graphics window with a mechanism that will remind
> you strongly of !P.Multi.
>
> Contents of the graphics window can be sent directly to
> a PostScript file (you will have to write your own
> routines to be PostScript compatible, but all the
> Coyote Graphics routines are already set up for this),
> or you can save the graphics window in any of five
> different raster file formats. If you have ImageMagick
> installed on your computer, you will have the additional
> option of creating these raster files from PostScript
> files, which dramatically improves the quality of the
> raster output, especially fonts.
>
> You can read more about FSC_Window in this article:
>
> http://www.idlcoyote.com/graphics_tips/fsc_window.html
>

> This is really a very easy way to create graphical output
> in a resizeable graphics window in IDL. You will be able
> to run this program in any version of IDL, as far as I
> know.
>
> I think we have about 2-3 weeks to play with this program
> before the final code freeze for the book. Please let me
> know if you have any comments.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.idlcoyote.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Wow.

Haven't played around with it yet, but it looks amazing.

Should I assume that the postscript output is not EPS? If so, is there
any chance that you could add an EPS output option as well?

-Jeremy.