
Subject: Resizable Graphics Windows for Traditional Commands

Posted by [David Fanning](#) on Wed, 19 Jan 2011 05:56:25 GMT

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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 resizable 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 resizable 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 resizable 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

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

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