
Subject: Re: Coyote's BIG Idea

Posted by [David Fanning](#) on Mon, 24 Jan 2011 18:43:15 GMT

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Gray writes:

> Hey David, this may not be a question you can answer, but I'd like to
> know it: what can NG do that CG (coyote graphics) can't, and vice
> versa?

You know, Andrew Cool was making animated time-series in an FSC_Window last night. This was something I hadn't anticipated wanting to do. It took about 15 minutes to modify FSC_Window to accommodate Andrew's request for a "command delay" and a LoadCMD keyword that would just load the commands in the window without executing all of the commands every time a command was added.

Can you even imagine how much time it would take to modify a function graphics command to do something different? I think this is a several orders of magnitude difference in the two systems.

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.")
