
Subject: Coyote's BIG Idea

Posted by [David Fanning](#) on Mon, 24 Jan 2011 14:03:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Folks,

I guess in a 25 year career I have had one or two BIG ideas. They usually come to me in the shower. But, since I'm not taking showers while I'm in the final stages of getting this book out the door, this one sneaked up on me while I was bleary-eyed at my desk.

Andrew Cool asked me a question about FSC_Window last night. He wanted to programmatically get the window index number of the resizable graphics window so he could add commands to it. (He was making a movie of a time-series, of all things.) So I built a little query routine that allowed me to return information about all the FSC_Window apps on the display. It took about 5 minutes to write that, and another 5 minutes to write a selection routine so you could choose which of the FSC_Window apps you wanted to add commands to.

And then it hit me. If I can select which FSC_Window I want to add commands to, then I can treat these FSC_Window apps just like normal graphics windows. A couple of quick modifications to the Coyote Graphics routines, and I now have a system of commands that work in resizable graphics windows *exactly* like normal graphics commands work in traditional graphics windows. WOW!!! *And* automatic PostScript file generation. *And* the ability to make raster files of the window content.

This is friggin' UN-BE_LEAVE-A-BLE!

Anyway, I still have a some work to do this morning. But I was up at 5:30 AM working on this to make sure it was as good an idea this morning as it seemed last night. It may be even better than I thought!

I'll let you know when you can play with this, but...Goodness! :-)

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.")
