Subject: Coyote Graphics Update

Posted by David Fanning on Thu, 27 Jan 2011 15:58:11 GMT

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Folks,

The FSC_Window resizeable graphics window grabs the current
color table vectors when the program is invoked. Until today
there was no method to change those colors, except by adding
a command that changed colors to the FSC_Window. Last night,
however, I modified both CTLoad and XColors to have a
WINDOW keyword. If this keyword is set, the colors associated
with the current FSC_Window will be changed. You can also
optionally use the WINID keyword to select an FSC_Window
(by means of it window index number) to change colors in,
if that FSC_Window is not the current FSC_Window.

```
IDL> CTLoad, 4, /Brewer, /Reverse, /Window
IDL> XColors, /Window
```

I also modified FSC_Window in a couple of ways. First, it
now has a method to load colors from CTLoad and XColors.
Second, you can now specify with the CMDINDEX keyword
where exactly you want a graphics command to be added.

For example, if you have four "commands" in the window's
command list, and you want to "insert" a command between
commands 0 and 1, you can do this:

```
IDL> FSC_Window, 'CTLoad', 5, /ADDCMD, CMDINDEX=1
```

The command is added *before* the command currently having
the specified index, thus the new command becomes command
index 1 after addition. If CMDINDEX is not used, the command
is, of course, added to the end of the command list.

I also modified FSC_WSet so that if it is called with no
arguments, it pulls the current FSC_Window forward on the
display. Acting, essentially, like typing WShow. (I mean
like WShow if it worked, which it doesn't in IDL 8.)
Of course, using FSC_WSet to make an FSC_Window the
current window always pulls the window forward on the
display. No change there.

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.")