Subject: Re: Coyote Graphics: cgPlot doesn't have /LoadCmd
Posted by David Fanning on Fri, 04 Feb 2011 01:06:31 GMT

Gray writes:

> I have an interesting variation on this idea - rather than
> complicating all the routines more, or having to update all of them,
> why not create something akin to ps_start and ps_end that puts the
> intervening cg* commands into the buffer then displays it all at the
> end.

The point of these routines is to work with resizeable
graphics windows in a "natural" way. I've actually
been thinking about some ideas for eliminating these
keywords all together. If you type a command, it goes
into a resizeable graphics window just like a normal
command goes into a normal window.

But, I really haven't had 10 minutes to just sit and think
for the past couple of days. (Except for those occasional
showers, when my wife comes home from work and is
alarmed to find me still in my pajamas.)

Cheers,

David

P.S. Let's just say I really don't see the point in getting
"dressed" at 7 o'clock at night. :-(

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")