
Subject: Re: Coyote Graphics: cgPlot doesn't have /LoadCmd

Posted by [Gray](#) on Thu, 03 Feb 2011 23:49:04 GMT

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On Feb 3, 5:44 pm, David Fanning <n...@dfanning.com> wrote:

> Gianguido Cianci writes:

>> I am still getting used to the Coyote Graphics Sisytem.... and my

>> instinct tells me that anything that has an /AddCmd should also have

>> a /LoadCmd, unless it's very dangerous :-)

>

>> How come cgPlot doesn't? With it, one could use a cgWindow as a off

>> screen buffer to make complicated plots, and then, BAM!, have the plot

>> appear in one go with cgWindow, /ExecuteCmd

>

>> Or am I missing something?

>

> No, you haven't missed anything. I came to the same conclusion

> earlier today. Just haven't had time to implement it yet, as

> I'm trying to get a book mocked up for the printer. Like so

> many other things, this is *suppose* to go smoothly. Sigh...

>

> 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.")

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.
