Subject: Re: Coyote Graphics: cgPlot doesn't have /LoadCmd
Posted by David Fanning on Thu, 03 Feb 2011 22:44:11 GMT
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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

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