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

Posted by [cgguido](#) on Thu, 03 Feb 2011 22:29:36 GMT

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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?

G
