
Subject: Re: Output keywords and resizable Coyote programs
Posted by [David Fanning](#) on Thu, 10 Feb 2011 16:21:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fabzou writes:

> One question byside: what happened to the loaddata routine on the trunk
> repository ?

It has been renamed cgDemoData to better reflect its purpose. All the "retired" routines from the Coyote Library have been moved to a "retired" directory in the "coyote" distribution. If you download them to a "coyote" directory, then you need only add the coyote directory and all its sub-directories to your path and you have everything Coyote ever produced!

If you add just the coyote directory itself to your path, then, like me, you find out just how dependent your programs are on Coyote Library routines, and you fix them and move on with the Coyote Graphics System.

I will no longer be making development changes to the "retired" Coyote Library routines. So, if you want to move forward with me, you will have to (eventually) make a switch to the new names.

I know this is momentarily painful. I thought about it for a long time. But I have plans for the next couple of years, and doing this now just seemed like the best solution for moving forward. I do apologize for this disruption.

Cheers,

David

P.S. I spent a pretty painful day on Monday or Tuesday (I no longer remember the month, let alone the day!) converting all the Catalyst Library routines to use Coyote Graphics System routines. So, I am fairly confident at the moment that if you update your libraries all the routines you download from these libraries will not use "retired" routines.

--

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.")
