
Subject: Re: Coyote Graphics Output Keyword Update
Posted by [cgguido](#) on Thu, 17 Feb 2011 18:50:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

So whatcher sayin' is that the more copies of this book you sell now, the faster you can go on a hermitic voyage to write CGS v2. I get it. Makes total sense. We'll have you off in no time! :-)

On Feb 17, 11:41 am, David Fanning <n...@idlcoyote.com> wrote:

> Folks,
>
> I thought I would report on my progress (or lack thereof)
> on solving the output keyword problem. This is the problem
> of obtaining output keyword values from a Coyote Graphics
> command that is being displayed in the cgWindow resizeable
> window.
>
> It turns out this is a limitation of the keyword inheritance
> mechanism I am using to "execute" the graphics commands in
> the resizeable graphics window. After writing pretty
> elaborate code to obtain the "value" of a keyword in a
> command (which I guess is useful in and of itself), I
> discovered that my mechanism for "updating" the keywords
> as the commands are executed was failing.
>
> I can't really tell if this is a limitation of Call_Procedure,
> or a limitation of keyword inheritance, but I do know that
> by using the two together, I can't do what I hoped to do.
>
> I think we are probably going to have to wait until I
> finish version 2.0 of the Coyote Graphics System, which
> will create these graphics commands as objects, before
> we can obtain these output keyword values the way we
> want to.
>
> 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.")
