Subject: Coyote Graphics Output Keyword Update
Posted by David Fanning on Thu, 17 Feb 2011 17:41:58 GMT

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

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