Klemen writes:

> although the Coyote library provides excellent solutions I am playing
> around with the new graphics

May I ask why? Is there functionality that is missing
from Coyote Graphics? Something that doesn't work the
way you would like it to?

I have also been fooling around with the new graphics
functions the past couple of days. I find them
nearly incomprehensible, but I can't tell if it is
just because of the way I work, or what. I really
don't like the fact that I have to write a separate
event handler for EVERY single type of event I want
to use to interact with the darn things. And I find
the events that every graphics window has (can no one
turn these off!) extremely confusing. My line plots
are always sliding around on me. I think I'm just
getting too old. :-(

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.")