
Subject: Re: TEXT Function

Posted by [David Fanning](#) on Thu, 09 Jun 2011 21:44:56 GMT

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Gray writes:

> You would use XYOUTS and not CGTEXT??

Well, in this particular instance, I had to use PLOT and not cgPlot, so it made a little more sense to me to use XYOUTS rather than cgText. The "problem" with Coyote Graphics (and, I suspect, with function graphics too, is that the "objects" have to be self-contained to work properly. With Coyote Graphics this means setting and then restoring system variables, which you would like to NOT be set back if you are going to depend on them to position the *next* graphics command.

Fortunately, the Coyote Graphics system is flexible enough to be able to handle these somewhat contradictory requirements. I'm already thinking about how to overcome these difficulties in Coyote Graphics 2.0.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
