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Subject: Re: Coyote Library Updates

Posted by [David Fanning](#) on Tue, 02 Aug 2011 16:09:50 GMT

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David Fanning writes:

- > cgWINDOW -- One of the limitations of the way cgWindow
- > stores commands is that keyword values are evaluated
- > at the time the graphics command is added to the window.
- > This precludes the use of expressions as keywords and prevents
- > you from doing things like using a different line thickness
- > in a PostScript file, or using the Greek function to
- > supply a Greek symbol for a graphics title.
- >
- > I have come up with a method for working around this limitation

Oh, dear!

What I first thought was "impossible" now appears to be do-able, but probably not as implemented in this version of the program. The problem now is that this works great for a single command in a resizable window, but it doesn't work properly for multiple commands in the window. Plus, I need the ability to evaluate parameters as well as keywords.

Oh, well. No one said life was easy. :-)

Back to the drawing board. (But, with more optimism than I had when I started this project!)

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.")

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