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 resizeable 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. :-)

OK, I *think* I have this completely sorted out now.
I can evaluate both keywords (with a EvalKeywords
keyword that replaces the previous WKWEXPR keyword),
and parameters with a EvalParams keyword.

I have updated my web page article to show examples
using TexToIDL, Greek, and other expressions that
can be evaluated at run-time.

   http://www.idlcoyote.com/cg_tips/kwexpressions.php

I'd be interested to know if anyone using, say, IDL 6.4
has any difficulty running the examples in the article.

You will need an updated Coyote Library.

   http://www.idlcoyote.com/programs/coyoteprograms.zip

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.")