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Subject: Re: Function Graphics Bugs Depressing  
Posted by [David Fanning](#) on Thu, 20 Oct 2011 22:26:58 GMT  
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Beaker writes:

- > Another question from the non-but-potentially IDL 8.+ world, are the
- > 'old' ways of doing graphics with the basic commands (such as
- > PLOT, CONTOUR etc) retained in IDL 8+, and the bugs are with a new but
- > optional way of using graphics, or are all graphics affected? Would
- > IDL 7.1 code run using IDL 8+ with no problems?

Yes, all "old" things are preserved. (The CURSOR command may be an exception, I guess, but that's even too old for me to worry about.) The Coyote Graphics routines, of course, attempt (fairly successfully, I believe) to turn "old" graphics routines into routines with "modern" functionality. They can be used in any version of IDL, from at least IDL 6.4 (maybe earlier) to IDL 8.1.

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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