
Subject: Re: Function Graphics Bugs Depressing
Posted by [Matt Francis](#) on Thu, 20 Oct 2011 22:21:11 GMT
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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?
