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Subject: Coyote Library Updates: Device Independent Graphics Windows

Posted by [David Fanning](#) on Fri, 18 Nov 2011 16:04:42 GMT

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Folks,

I wanted to let you know about a couple of important updates to the Coyote Library this morning. There was a problem with axes being drawn in the wrong place when displaying a contour plot in 3D space, so I have a new cgContour command available:

<http://www.idlcoyote.com/programs/cgcontour.pro>

But the change I am really excited about, because it adds a lot of functionality to my programs, is a change to cgDisplay:

<http://www.idlcoyote.com/programs/cgdisplay.pro>

Here is the problem. It is often the case that I want to open a window of a particular size or aspect ratio for one of my programs. (In this case, it was a new map projection program, cgDrawShapes, that draws shapefiles on maps.) This is not a problem per se, but I also want to write programs that can be used in the resizable graphics window, cgWindow. One of the "rules" for adding these kind of commands to cgWindow is that you can't be opening your own graphics windows!

The cgDisplay program is now the way out of this wilderness!

If you open all your graphics windows with cgDisplay you no longer have to worry about "protecting" your windows in other devices or in cgWindow commands. Here is how it works.

If cgDisplay is called in the normal way, it just opens a graphics window. If it is called inside the PostScript or Z graphics buffer devices, it just configures those devices to have a "window" with the specified aspect ratio. If you call cgDisplay from a program that is running in a cgWindow, it will simply ignore the request entirely, so that the program output will appear in the cgWindow display window.

This makes it much, MUCH easier to write graphics programs!

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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