Russell writes:

> And David's thing cgText is, if I may speak for him, just a
> wrapper to xyouts to get all the various keywords set in a more User-
> friendly way.

Well, among other things. :-)

The purpose of the Coyote Graphics routines, I guess
I can't say this enough, is that they don't care a whit
if you want to use black windows or white windows, or
indexed color or decomposed color (although they LOVE
decomposed color!) or the latest IDL or the oldest
possible IDL, or you work on the display or exclusively
in PostScript. They work every where and every time
in every environment. Plus, they are about 100 times
faster than any of the "new" alternatives.

And, they have features that the very latest of the
new graphics routines lack.

So, yes, it is a wrapper to the XYOutS command. :-)

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.")