
Subject: Re: 8.* graphics

Posted by [David Fanning](#) on Tue, 17 Jan 2012 19:05:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Russell writes:

> WOW! Thanks a million David. I'm not too familiar with the cg*
> routines, other than knowing they're used in the Astro Library (I see
> many "% Compiled module:" statements a lot nowadays).

What!? Seriously?

I can't imagine working in IDL without them. I don't
think it's even possible. ;-)

The best thing about them is that they are actually
programmable. By scientists, even. In fact, it's
possible to easily turn your own routines into
Coyote Graphics routines without much effort.

If you get a new idea for a graphic like this, you
don't have to wait for the folks at Excelis to fix
their stuff for you. You just spend 10 minutes or so
writing a program that does it!

There are plenty of resources to help you learn more
about them. ;-)

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.")
