
Subject: Re: cgWindow Test Volunteers
Posted by [David Fanning](#) on Fri, 20 Jan 2012 16:09:45 GMT
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Russell writes:

> Hi David, I'd be happy to break the code!

OK, probably easier if I just make it generally available
for breaking. :-)

You can find it here:

http://www.idlcoyote.com/new_cgwindow.zip

There is a README file with sketchy instructions. Basically,
rename your current cgWindow program to cgwindow.old.pro
and install these files in your Coyote Library folder.

All of your current cgWindow programs should work normally,
and you should have the additional ability to use the
new cgCmdWindow object as a smart draw widget.

A test program included in the zip file shows a simple
example of this.

Let me know. :-)

Thanks,

David

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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.")
