
Subject: Re: cgWindow Test Volunteers
Posted by [Russell\[1\]](#) on Fri, 20 Jan 2012 06:08:47 GMT
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Hi David, I'd be happy to break the code!

Russell

On Jan 19, 3:31 pm, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> When I first wrote cgWindow I had in mind a simple resizable
> window that could display any direct graphics command or
> commands, and save them in any output format. But, using
> cgWindow for display purposes only is a bit restrictive.
> What I really want to do is interact with the graphics in
> the draw widget that is the heart and soul of cgWindow.
>
> To this end, I have rewritten cgWindow so that it is
> now just the graphical user interface or "skin" to
> the underlying window object (renamed cgCmdWindow)
> that can be thought of as a smart draw widget.
> Now I can write my own "skins" or interfaces to the
> cgCmdWindow draw widget. I can turn button and motion
> events on, zoom into plots, add other graphical elements,
> etc. I have all the functionality of the original
> cgWindow, plus much, much more.
>
> This is a fairly big change, however, and I am reluctant
> to just spring it on unsuspecting users without more
> testing. Of course, I know how it is *suppose* to work,
> so it never breaks for me. I'm looking for some volunteers
> with destructive habits who like to break things. :-)
>
> If you are interested, drop me a note, and I'll send
> you the new programs with a short test program that
> you can elaborate on as much as you like. Thanks in
> advance for your help, and for the many people who
> have already sent me bug reports and suggestions for
> the Coyote Library.
>
> 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.")
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