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Subject: cgWindow Test Volunteers

Posted by [David Fanning](#) on Thu, 19 Jan 2012 20:31:41 GMT

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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

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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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