
Subject: Re: cgWindow Test Volunteers
Posted by [sirvival](#) on Thu, 26 Jan 2012 11:20:57 GMT
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On 20 Jan., 17:09, David Fanning <n...@dfanning.com> wrote:

> 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
> newcgCmdWindowobject as a smart draw widget.
>
> A test program included in the zip file shows a simple
> example of this.
>
> Let me know. :-)
>
> Thanks,
>
> 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.")

Hi,
I just downloaded cg from http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip
It seems it needs the new files from
http://www.google.com/url?sa=D&q=http://www.idlcoyote.com/new_cgwindow.zip
to run, else I get the error that cgcmwinodw__define is missing.
