
Subject: Coyote Library Update

Posted by [David Fanning](#) on Thu, 02 Feb 2012 18:00:21 GMT

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Folks,

Changes to cgColor the other day (I added a "background" color) have made it possible for me to handle color more sensibly in my Coyote Graphics routines. These routines are now much more aware of the type of graphics window they are being displayed in, and can select the proper drawing colors based on the background color of that window.

But, on the other hand, I don't really want to see graphics windows with black backgrounds any more in my own work, so these Coyote Graphics routines will open a graphics window, if they need to, with cgDisplay, rather than the Window command.

In this way, I can work with my white background windows and you can work with your black background windows, and we will both feel smug and happy!

To this end, I've updated about 10-12 routines in the past couple of days to put these changes into affect. This would be a good time to update your Coyote Library if you haven't done it lately.

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

It will be tag number 1.9.1 in the SVN repository:

https://idl-coyote.googlecode.com/svn/tags/coyote/coyote_library_1.9.1

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.")
