
Subject: Re: Coyote Graphics Pixmap is Available
Posted by [David Fanning](#) on Tue, 07 Feb 2012 21:00:58 GMT
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David Fanning writes:

```
> Commands, of course, can be loaded like this, too:  
>  
> pixmap = cgPixmap()  
> cgPlot, cgDemoData(1), /Window  
> cgPlot, cgDemoData(1), PSym=2, Color="red", /Overplot  
> window  
> pixmap -> Copy  
> pixmap -> Output, 'test.png'
```

Whoops! Needed a /AddCmd on that 2nd cgPlot command, of course!

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.")
