
Subject: Re: Coyote Graphics Pixmap is Available
Posted by [David Fanning](#) on Tue, 07 Feb 2012 20:59:25 GMT
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David Fanning writes:

```
> You can add commands to the pixmap window, for example, like this:  
>  
> data = cgDemoData(17)  
> pixmap = cgPixmap('cgPlot', data, COLOR='red')  
> pixmap = cgPixmap('cgPlot', data, PSYM=2, /Overplot, $  
>   COLOR='dodger blue', /AddCmd)  
> pixmap = cgPixmap('cgPlot', cgDemoData(17), color='olive', $  
>   Linestyle = 2, /Overplot, /AddCmd)  
> pixmap = cgPixmap(/ListCmd)  
> pixmap = cgPixmap('cgPlot', data, COLOR='purple', $  
>   /ReplaceCMD, CMDINDEX=0)
```

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'
```

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.")
