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Subject: Re: How can I limit maximum value plotted with cgPlotS?

Posted by [David Fanning](#) on Wed, 07 Mar 2012 13:30:29 GMT

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Fabien writes:

- > I am a big fan of cg routines, but here I must add a word. One of the
- > small problem of these routines is that they wrap the original IDL
- > routines, and I've seen that for many students learning IDL this is a
- > bit confusing: "should I read cgPlot documentation or IDL's plot
- > documentation"?
- > For this specific post, for example, this is a plotS question, not a
- > cgPlotS.
- >
- > But, I agree, this is a *\*very\** small drawback ;)

Yes, I agree. And if I was getting paid to do this, I would probably document and define every damn keyword. (Have I mentioned that I've grown very, very tired, indeed, of keyword inheritance?) But, spending weeks and weeks documenting keywords that get used once every 10 years seems *\*exactly\** like the kind of thing my wife is always warning me against. :-(

I could probably duplicate a help page of "graphics keywords", but this would be a re-hash of a page that already exists. And, Lord knows we don't want to encourage yet more documentation to go missing from the "official" documentation. Although maybe I should at least copy it. Taking it away from us may be the only thing that will get us to use the "new" graphics!

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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