Dear IDL users,

I have been reading this great newsgroup for quite a while now but
never got a a change to post so
Hi to everyone :)

After using the wonderful cg* routines from David's fanning Coyote
Library, I have thought that it might
be nice to have interactive capabilities in IDL direct graphics
(similar to the new FG routines but with the speed
of DG). So I have tried to code an object oriented framework to
achieve this goal. In order to not reinvent the weel,
I built it upon the already existing (and excellent) Catalyst Library
written by D. Fanning and D. Burridge.

I have been somewhat successful and I was quite satisfied with the
result so I thought I could share it
in case other people might find it useful. You can download the full
Interactive Graphics Library here :

 http://igl.googlecode.com/files/Interactive_Graphics_Library _1.0.zip

To install the code, just extract the folder in a directory on your
idl path.
Because it depends on the Coyote, Catalyst and TextToIDL Libraries, I
have included these as well in the ZIP file
so be careful if you already have a copy of those.

After installation, you can view a list of available routines by
typing "iglhelp" at the IDL prompt.
Most Direct Graphics routines have their interactive equivalent and I
have added routines to produce a legend and a colorbar. There is also
a routine that saves the content of the current window to a disk file.

The code has still probably lots of issues and I am not sure it is
totally portable. I have tested it on a UNIX machine as well as
moderately on WINDOWS. If you find bugs, you can post them here and I
will try to fix them
if I can find the time (being a graduate student does not help!).

Cheers

Raphael