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Subject: Re: Interactive Graphics Library

Posted by [Russell Ryan](#) on Mon, 21 May 2012 19:26:54 GMT

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On May 21, 7:38 am, Raphael Sadoun <raphael.sad...@gmail.com> wrote:

> On May 12, 3:45 pm, Coyote <sageande...@gmail.com> wrote:

>

>> Raphael Sadoun writes:

>>> You can download the full

>>> Interactive Graphics Library here :

>

>>> [http://igl.googlecode.com/files/Interactive\\_Graphics\\_Library\\_1.0.zip](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.

>

> I have corrected some minor issues which I did not catch before

> releasing the code.

> Also, I received an email pointing out some inconsistency about the

> way the resource directory

> is referred to in the code.

>

> You can find the corrected code at the same address as before :

>

> [http://igl.googlecode.com/files/Interactive\\_Graphics\\_Library\\_1.0.zip](http://igl.googlecode.com/files/Interactive_Graphics_Library_1.0.zip)

>

> Cheers

>

> Raphael

Wow, this is super cool, Raphael. I'm looking forward to digging in to this!

R

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