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Subject: Re: Interactive Graphics Library

Posted by [Raphael Sadoun](#) on Mon, 21 May 2012 11:38:26 GMT

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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 if 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

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