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Subject: Re: Interactive Graphics Library

Posted by [Russell Ryan](#) on Wed, 23 May 2012 01:34:09 GMT

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On May 21, 3:26 pm, Russell Ryan <rr...@stsci.edu> wrote:

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

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

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>>> 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

>

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

> to this!

> R

So, I was looking at the code. Can either of you two explain the

virtues of writing a GUI as an object?

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