Subject: Re: cgwindow and output file name
Posted by   on Wed, 11 Jul 2012 15:33:18 GMT
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Den onsdagen den 11:e juli 2012 kl. 15:43:55 UTC+2 skrev David Fanning:
> Mats Löfdahl writes:
>
> > When you use the "Save Window As" functionality in a
> > cgwindow, the default file name is cgwindow.EXT in
> > the current directory, where EXT depends on the format you want.
> >
> > If you want another file name you can seklect an
> > existing file name or type in a new name in the popup
> > dialogue. This becomes a bit tedious (and error prone)
> > if you have to do it a lot. I've been looking for a
> > way to specify the file name when creating the window >
> > but I can't find anything.
> >
> > Is there a way to do it?
>
> There are not too many things you can do when
> you are working with an interactive program. I
> could, of course, give you a place to write the
> filename you want, but that is nearly as tedious
> as, well, writing it the way you are doing it now. :-)
>
> Still, you do have this control already, because
> it is possible to ask cgWindow to output the
> contents of the window independently of the window. And,
> of course, you can specify the name of the output
> file when you do so:
>
>   cgControl, OUTPUT='whateveryoulike.png'

The changes you did to cgcmdwindow__define.pro (your later posts) are probably useful too, but cgcontrol solved my problem. Thanks so much!