
Subject: Coyote Graphics Plot Gallery Now Open
Posted by [David Fanning](#) on Thu, 24 Jan 2013 06:07:57 GMT
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Folks,

Wayne Landsman reminded us the other day of the AstroPlotLib, with examples of plots astronomers create, along with the code and data to create them, etc. I made a snarky comment about the Coyote Graphics code being used in the examples was of the circa 2005 variety, but it turned out it was even worse than that. The curator of that web page was actually using examples out of my book!

(Not that any more evidence is needed that books are pretty much out of date the day they are published, but it is shocking, nonetheless, to discover this truth in your own book.)

The point is, things have moved on in the two years since the book first came out, and I've had to adapt and invent ever more devious strategies to move reluctant and conservative programmers into the 21st century.

I have thought of creating a Coyote Graphics plot gallery before, but there is nothing like embarrassing code to move a guy off the dime and into action. So, I am announcing today a new section of my web page devoted to showing exactly how I create various types of plots with Coyote Graphics commands. You can find it here:

<http://www.idlcoyote.com/gallery/>

You will ABSOULTELY need to update your Coyote Library to run the code examples you will find to download there.

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

Or, here:

<http://idl-coyote.googlecode.com/>

There is no guarantee this page won't get as out-of-date as a book, but you can be sure that as of today, it's pretty nearly up to date. :-)

The page is not finished, but I wanted to start it with a pretty good sample of the things you can do with Coyote Graphics. I'll add more examples as time permits.

I have made one concession to pedagogy. I make PNG files by setting the PNG keyword on PS_END. In the code examples, I use cgPS2Raster. I do this for the one or two people who still haven't gotten the word that

you MUST install GhostScript and ImageMagick if you want superior graphics output with direct graphics commands. They can just comment this command out and carry on in their own sorry fashion. ;-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
