
Subject: Re: cgArrow Solid keyword with a cgWindow
Posted by [David Fanning](#) on Fri, 19 Apr 2013 12:22:19 GMT
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Sean Elvidge writes:

```
> I tried to use the /WINDOW keyword, (as the documentation
> specifies ;)) first, but I found that the plotted arrow appears in a
> new cgWindow rather than the current one. That is (using Revision 1200
> of the SVN repo, before your latest update):
>
> cgWindow,'cgPlot',INDGEN(10),/NoData
> cgArrow, 2, 2, 5, 5, /Data, /WINDOW
>
> Which isn't what I was after, but since you say this works correctly
> perhaps I am doing something wrong.
>
> David Fanning wrote:
>> David Fanning writes:
>> By the way, I do recommend people read the documentation. It's often
>> enlightening. ;-)
>
> It's always enlightening :)
>
> I just tried the new cgArrow (Revision 1201), but now I can't get any
> of the arrow to plot in the cgWindow, using /AddCmd or /WINDOW.
> Perhaps it is what I am doing, since I couldn't get it to work in
> either revision? Here is an example:
>
> cgWindow, 'cgPlot', INDGEN(10), /NoData
> cgArrow, 2, 2, 5, 5, /Data, /AddCmd
> cgArrow, 2, 2, 5, 5, /Data, /Window
>
> Both those cgArrow commands plot an arrow in a new Window rather than
> in the existing cgWindow.
>
> Any suggestions?
```

Oh, duh! Maybe adding ADDCMD=1 to the cgWindow command in the program code would help. :-(

<http://www.idlcoyote.com/programs/cgarrow.pro>

Cheers,

David

P.S. I've fired Coyote. Again!

--

David Fanning, Ph.D.

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

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