

---

Subject: Re: cgArrow Solid keyword with a cgWindow

Posted by [Fabzi](#) on Thu, 18 Apr 2013 15:08:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On 04/18/2013 04:50 PM, David Fanning wrote:

- > The simplest solution seemed to be to just define an ADDCMD keyword to
- > this routine to make the interface more consistent with the rest of the
- > Coyote Graphics library.

By the way, what are the rules for this? Do all routines have an /ADDCMD but not all routines have a /WINDOW? Could one of the two be suppressed?

Thanks!

Fab

---