
Subject: Re: cgArrow Solid keyword with a cgWindow
Posted by [David Fanning](#) on Thu, 18 Apr 2013 14:50:27 GMT
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David Fanning writes:

>> I've found that calling cgArrow with the /SOLID and /AddCmd keyword doesn't work in adding a (solid) arrow to a resizable window. I think this is because the call to cgColorFill in cgArrow (lines 233 and 234) does not allow the parameter to be passed. I tried to fix it by adding '_Extra=extra' to the cgColorFill call, but that also doesn't work because /AddCmd is not allowed in the call to cgColorFill.

>

> Well, something is screwy, for sure. The solid arrowhead is being drawn, > but not in the right window.

>

> I do notice that this works correctly, if you use the WINDOW keyword, as > the documentation specifies, rather than the ADDCMD keyword, which is > not defined for this routine. :-)

>

> I presume this has something to do with the ADDCMD keyword being passed > along with _EXTRA. It looks to me like Coyote wrote this routine. I'll > see if I can get it sorted out.

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. You can find the updated routine here:

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

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.")
