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Subject: Re: cgArrow Solid keyword with a cgWindow  
Posted by [David Fanning](#) on Thu, 18 Apr 2013 13:54:46 GMT  
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Sean Elvidge 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.

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.")

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