
Subject: Re: Keywords and properties (in function graphics)
Posted by [David Fanning](#) on Fri, 07 Feb 2014 21:02:14 GMT
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Gordon Farquharson writes:

> You raise a good point. I had not considered what would have to happen internally. However, it seems that the behavior is an inconsistency in IDL, and that therefore, it should be documented. One is supposed to be able to change properties after creation of the graphic, and since `map_projection` is a property, I would expect to be able to apply a map projection after creating of the graphic. Now, I can see that applying a map projection after the creating the graphic could cause all sorts of problems, e.g., axes, honoring aspect ratio, etc., so probably the documentation should be updated. Maybe there is a way to handle things gracefully.

>

> This inconsistency makes me a little grumpy because I had settled on the idea of only setting keywords in the call, and properties after the call to remind me which were which.

Well, there are a LOT of things about IDL that make me grumpy. I guess you just get used to it. ;-)

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.")
