Subject: Re: cgGallery with function graphics
Posted by David Fanning on Thu, 27 Feb 2014 15:01:58 GMT
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Matthew Argall writes:

>
> Hi, all,
>
> I thought I would create a thread with examples from the coyote gallery reproduced with function graphics. It is sort of my learning process. I will also include comments regarding some of the non-intuitiveness / problems (bugs?) that I am running into as I try to use function graphics more.
>
> I will post each reproduction as a reply to this, and will dredge up the thread in the future when if I get around to creating more. Feel free to do the same. Also, comments and fixes are welcome.
>
> http://www.idlcoyote.com/gallery/
>
>
> For good measure
> IDL> print, !version
> { x86_64 darwin unix Mac OS X 8.2 Apr 10 2012   64   64}

Hi Matt,

This has been on my to-do list for awhile now, too. I'm happy to publish these for you as additional information in the Gallery. It would be helpful if we could keep the same format for the code. It would be useful if the code also produces a PostScript and PNG file of the plot. This make it easier to add to my web page and it allows people to directly compare results.

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.")