David Fanning writes:

> I've written a new vector plotting program, cgVelocityVectors, today.

Sigh...

Dick Jackson has been on a relentless campaign to convince me of how
poorly this routine is named. I didn't disagree with him, exactly, but I
wasn't convinced that his alternatives were any better. I was waiting
for inspiration from the muse. But, as some of you who write programs
know, you can sometimes wait a hell of long time for the muse to show up
and give you a good name.

Fortunately, the muse came through for me today in the shower (her usual
place of residence). I realized the name I was looking for was
cgDrawVectors. This has two distinct advantages. One, it gets rid of the
word "velocity", which Dick hates. And, two, it comes after cgDrawShapes
in the list of programs in the on-line documentation. About as natural a
place to find it as I can devise. Plus, as a bonus, it actually
describes what the program does!

Some of you have already been using cgVelocityVectors. Phillip Bitzer
has shown me an incredible radar image of a tornado in Alabama using it.
You will have to make a name change in your programs, I'm afraid. The
alternative is to "retire" cgVelocityVectors, but to do so only three
days after he joined the work force seems crazy, even to me.

As a bonus, and to convince you to make the name change, I added a
MapCoord keyword to cgDrawVectors this morning that makes it much easier
to add vectors to map projections created with cgMap or Map_Proj_Init.

   http://www.idlcoyote.com/programs/cgdrawvectors.pro

Cheers,

David
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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")