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Subject: Re: Function call string  
Posted by [Gordon Farquharson](#) on Fri, 10 Apr 2015 16:22:49 GMT  
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Hi David

On Friday, April 10, 2015 at 6:09:41 AM UTC-7, David Fanning wrote:

- > In a rudimentary way (not the elegant way you describe), this idea of
- > "saving a command" is at the heart of the entire Coyote Graphics
- > Library, since this is exactly what needs to be done to create a
- > resizable graphics window with old graphics commands. See the
- > cgCmdWindow object code for how it is done.

Thanks for the pointer to cgCmdWindow. Now that you say it, of course the CG routines reconstruct the function call - some part of my brain had always realized that, but I completely missed the connection to my current problem.

I'll take a look at cgCmdWindow when I get a chance. For now, Paulo's solutions works for what I need. I did find the following thread that might also be useful in the future.

[https://groups.google.com/d/msg/comp.lang.idl-pvwave/vj7Ily5cVIY/eJqfTh5w\\_GsJ](https://groups.google.com/d/msg/comp.lang.idl-pvwave/vj7Ily5cVIY/eJqfTh5w_GsJ)

Gordon

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