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Subject: Re: cgdisplay

Posted by [David Fanning](#) on Thu, 16 Apr 2015 13:01:43 GMT

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Sverre Solberg writes:

```
> I started using David's cgdisplay a year or two ago. Now, when trying
to run the same program it crashes and I get an error message:
> Traceback Report from CGDISPLAY:
>
> % Expression must be a structure in this context: PS_STRUCT (_$FSC_PS_START_).
> % Execution halted at: CGDISPLAY      288 cgdisplay.pro
> %                               $MAIN$
>
> I guess I have downloaded a new version of the coyote lib since then and I see from the header
that the last bug fix concerned the use of encaps postscript with a portrait aspect ratio and that's
exactly my situation. However, it seems as I'm now not able to use the cgdisplay with a ps device
at all. These two commands
> set_plot,'ps'
> cgdisplay,xsize=2000,ysize=1000
>
> give exactly the samme error message. Am I doing something wrong or is it a bug? The crash
occurs here (and it's the 'else'-part that's true). It seems ps_struct is not defined as a struc(?)
>         IF N_Elements(ps_struct) NE 0 THEN BEGIN
>             keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize,
Landscape=ps_struct.landscape)
>         ENDIF ELSE BEGIN
>             keywords = cgPSWindow(AspectRatio=Float(pysize)/pxsize)
>             ps_struct.landscape = keywords.landscape
>         ENDELSE
```

I think it is a bug. The line just before the ENDELSE should be removed.  
I'll do so now, but I don't have time this morning to check it in. I'll  
do it when I get back from work.

Thanks for catching this.

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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