
Subject: Re: Updates to Popular Coyote Library Programs
Posted by [Brian Larsen](#) on Wed, 01 Oct 2008 23:33:58 GMT
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David,

thanks, it's good to see that you retire/move on like all PhDs that I know ;)

http://groups.google.com/group/comp.lang.idl-pvwave/browse_frm/thread/2388c614cb53d680#

Cheers,

Brian

Brian Larsen
Boston University
Center for Space Physics
<http://people.bu.edu/balarsen/Home/IDL>

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [David Fanning](#) on Thu, 02 Oct 2008 14:06:48 GMT
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David Fanning writes:

> To this end, I have been adding functionality (and, alas,
> fixing bugs) to reasonably popular Coyote Library programs.
> I have put up some new programs today you might be interested
> in downloading.

Whew! Busy day.

Since I last talked with you, I have been doing bug fixes on the bug fixes, as well as making even more changes. (You know how it is, you can put up with these niggling things you want to change for just so long, then along comes an amazingly productive day when you just say "the hell with it" and you get everything done.)

So, a couple of things to be aware of, if you follow this sort of thing:

My changes to XSTRETCH apparently introduced a bug that I still haven't actually found, but believe to be there.

Thankfully, Peter Vontobel not only complained about it, but supplied the right fix, too.

<http://www.dfanning.com/programs/xstretch.zip>

There was a small bug in FIND_BOUNDARY that crashed the program when very small ROIs were used (on the order of a couple of pixels). This appears to be fixed now.

http://www.dfanning.com/programs/find_boundary.pro

I added a window resizing capability to the ANNOTATEWINDOW program. I also added the ability to pass annotations to the program on startup. This has required changes in Catalyst Library routines, so I've put a new version of this program on my web page as well.

<http://www.dfanning.com/programs/annotatewindow.pro>
<http://www.dfanning.com/programs/catalyst.sav>

My recommendation, if you use the Coyote Library, is to get a copy of the entire library:

<http://www.dfanning.com/programs/coyoteprograms.zip>

A note on the Catalyst Library. It is clear that I am not going to have time to write the blockbuster best-seller Coyote's Guide to the Catalyst Library, so I'm afraid that avenue for getting rich is closing on me. So my current plan is to give this code away for free, shortly after or coincident with a lecture I am giving at the next IDL User's Group meeting in Boulder on October 16th. That lecture will be about writing direct graphics objects, and will expose the exceedingly simple ideas behind the Catalyst Library.

I'm pretty convinced that my library, without any documentation at all, will be easier for IDL programmers to use than the iTools library with all the documentation in the world. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [David Fanning](#) on Thu, 02 Oct 2008 14:19:23 GMT
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David Fanning writes:

- > A note on the Catalyst Library. It is clear that I am not going
- > to have time to write the blockbuster best-seller Coyote's Guide to
- > the Catalyst Library, so I'm afraid that avenue for getting rich is
- > closing on me. So my current plan is to give this code away for
- > free, shortly after or coincident with a lecture I am giving at
- > the next IDL User's Group meeting in Boulder on October 16th.
- > That lecture will be about writing direct graphics objects,
- > and will expose the exceedingly simple ideas behind the Catalyst
- > Library.
- >
- > I'm pretty convinced that my library, without any documentation
- > at all, will be easier for IDL programmers to use than the iTools
- > library with all the documentation in the world. :-)

It occurs to me that what I ought to do is set this up as
an Open Source project with a Wiki so I can get YOU to write
the damn documentation. Humm. I'm looking to retire. Does
anyone know how to do such a thing?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [Mike\[2\]](#) on Thu, 02 Oct 2008 14:38:24 GMT
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On Oct 2, 10:19 am, David Fanning <n...@dfanning.com> wrote:

- > It occurs to me that what I ought to do is set this up as
- > an Open Source project with a Wiki so I can get YOU to write

> the damn documentation. Humm. I'm looking to retire. Does
> anyone know how to do such a thing?

That could fairly easily be done if you use something like sourceforge or one of the many things like it. I'd be willing to be involved at some level, but as usual, time is an issue. I may be able to provide space on our servers and wiki if you wanted to go that route.

Mike

P.S. While you are in the process of updating/fixing/breaking your fsc codes, I thought I'd mention something that I added a while back to our local tvread. I'm always forgetting and overwriting data, so I added an `overwrite_prompt` keyword and changed the part where you call `dialog_pickfile` to look like

```
if keyword_set(overwrite_prompt) then begin
  IF dialog THEN filename = Dialog_Pickfile(/Write,
File=filename, /overwrite_prompt)
endif else begin
  IF dialog THEN filename = Dialog_Pickfile(/Write, File=filename)
endelse
```

That way I'm prompted if I attempt to overwrite a file. If I use the `NODIALOG` keyword, I can still blissfully overwrite without a care in the world.

Mike

Subject: Re: Updates to Popular Coyote Library Programs
Posted by on Thu, 02 Oct 2008 14:57:55 GMT
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On Thu, 2 Oct 2008, Mike wrote:

```
> if keyword_set(overwrite_prompt) then begin
>   IF dialog THEN filename = Dialog_Pickfile(/Write,
> File=filename, /overwrite_prompt)
> endif else begin
>   IF dialog THEN filename = Dialog_Pickfile(/Write, File=filename)
> endelse
>
> That way I'm prompted if I attempt to overwrite a file. If I use the
> NODIALOG keyword, I can still blissfully overwrite without a care in
> the world.
```

Just for curiosity: why not simply

```
IF dialog THEN $
  filename = Dialog_Pickfile(/Write, File=filename, $
    overwrite_prompt=overwrite_prompt)
```

regards,
lajos

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [David Fanning](#) on Thu, 02 Oct 2008 14:58:27 GMT
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Mike writes:

> On Oct 2, 10:19=A0am, David Fanning <n...@dfanning.com> wrote:
>

>> It occurs to me that what I ought to do is set this up as
>> an Open Source project with a Wiki so I can get YOU to write
>> the damn documentation. Humm. I'm looking to retire. Does
>> anyone know how to do such a thing?

>
> That could fairly easily be done if you use something like sourceforge
> or one of the many things like it. I'd be willing to be involved at
> some level, but as usual, time is an issue. I may be able to provide
> space on our servers and wiki if you wanted to go that route.

I'll get back to you about this. Have to go to work now, though. :-)

> P.S. While you are in the process of updating/fixing/breaking your
> fsc codes, I thought I'd mention something that I added a while back
> to our local tvread. I'm always forgetting and overwriting data, so I
> added an overwrite_prompt keyword and changed the part where you call
> dialog_pickfile to look like

>
> if keyword_set(overwrite_prompt) then begin
> IF dialog THEN filename =3D Dialog_Pickfile(/Write,
> File=3Dfilename, /overwrite_prompt)
> endif else begin
> IF dialog THEN filename =3D Dialog_Pickfile(/Write, File=3Dfilename)
> endelse

>
> That way I'm prompted it I attempt to overwrite a file. If I use the
> NODIALOG keyword, I can still blissfully overwrite without a care in
> the world.

OK, but I implemented the change like this:

```
filename = Dialog_Pickfile(/Write, File=filename, $  
    OVERWRITE_PROMPT=Keyword_Set(overwrite_prompt))
```

A little less verbose. ;-)

Of course, this is a *fundamental* program, so it changes a LOT of things. Get the newest versions of everything here:

<http://www.dfanning.com/programs/coyoteprograms.zip>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [Michael Galloy](#) on Thu, 02 Oct 2008 16:43:48 GMT
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On Oct 2, 8:19 am, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> A note on the Catalyst Library. It is clear that I am not going
>> to have time to write the blockbuster best-seller Coyote's Guide to
>> the Catalyst Library, so I'm afraid that avenue for getting rich is
>> closing on me. So my current plan is to give this code away for
>> free, shortly after or coincident with a lecture I am giving at
>> the next IDL User's Group meeting in Boulder on October 16th.
>> That lecture will be about writing direct graphics objects,
>> and will expose the exceedingly simple ideas behind the Catalyst
>> Library.

>

>> I'm pretty convinced that my library, without any documentation
>> at all, will be easier for IDL programmers to use than the iTools
>> library with all the documentation in the world. :-)

>

> It occurs to me that what I ought to do is set this up as
> an Open Source project with a Wiki so I can get YOU to write
> the damn documentation. Humm. I'm looking to retire. Does
> anyone know how to do such a thing?

David (or other open source IDL developers),

If you are interested I can setup a Trac site at catalyst.idldev.com for your library. This would give:

1. a Subversion repo
2. a Wiki
3. a bug tracking database

Check out idldoc.idldev.com for an example. If there are other developers looking for a place, let me know.

Mike

--

www.michaelgalloy.com
Tech-X Corporation
Software Developer II

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [David Fanning](#) on Thu, 02 Oct 2008 17:15:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mike Galloy writes:

> If you are interested I can setup a Trac site at catalyst.idldev.com
> for your library. This would give:
>
> 1. a Subversion repo
> 2. a Wiki
> 3. a bug tracking database
>
> Check out idldoc.idldev.com for an example. If there are other
> developers looking for a place, let me know.

Yes, this would seem to be the ideal place. I'll contact you and maybe we can get together for lunch to discuss the details. :-)

Cheers,

David

--

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

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [Michael Galloy](#) on Thu, 02 Oct 2008 17:29:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 2, 11:15 am, David Fanning <n...@dfanning.com> wrote:
> Mike Galloy writes:
>> If you are interested I can setup a Trac site at catalyst.idldev.com
>> for your library. This would give:
>
>> 1. a Subversion repo
>> 2. a Wiki
>> 3. a bug tracking database
>
>> Check out idldoc.idldev.com for an example. If there are other
>> developers looking for a place, let me know.
>
> Yes, this would seem to be the ideal place. I'll contact
> you and maybe we can get together for lunch to discuss the
> details. :-)

Sounds great. I'm available for lunch most days, just let me know.

Mike

Subject: Re: Updates to Popular Coyote Library Programs
Posted by [Mike\[2\]](#) on Thu, 02 Oct 2008 17:41:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Oct 2, 10:58 am, David Fanning <n...@dfanning.com> wrote:
>
> OK, but I implemented the change like this:
>
> filename = Dialog_Pickfile(/Write, File=filename, \$
> OVERWRITE_PROMPT=Keyword_Set(overwrite_prompt))
>
> A little less verbose. ;-)

Much less :-)
