
Subject: Re: iTools -> IDL command line code?

Posted by [David Fanning](#) on Fri, 26 Jun 2009 12:22:59 GMT

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scott writes:

> Given that I'm a complete IDL neophyte, I'm still getting acquainted
> with iTools and am kind of shaky as far as my coding goes for the
> command line. So is there a way to export all the parameters I have
> set up for an iPlot to the equivalent command line code?

No. In fact, iTools uses a completely different graphics system (object graphics) than you typically use at the command line (direct graphics), and the two are not at all compatible. (They even require different kinds of graphics windows, and you can't mix one with the other.)

Most people find iTools far too complex to program, although writing programs that use the object graphics system is not that hard, and is absolutely required if you want to do something in 3D.

Cheers,

David

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

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