
Subject: Re: Resizeable Graphics Windows for Traditional Commands

Posted by [Jeremy Bailin](#) on Thu, 20 Jan 2011 02:43:52 GMT

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On Jan 19, 12:56 am, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> Some of you know I have been engaged the past several months
> writing a book about traditional graphics commands. It will
> be ready shortly. As I have written the book, I have been
> putting ideas from the book into practice in a series of
> programs I've started to call Coyote Graphics:
>
> http://www.idlcoyote.com/graphics_tips/coyote_graphics.html
>
> There was one program left to finish, and that was
> a resizeable graphics window to display these routines.
> I spent the past two days completely re-writing the old
> FSC_Window program from scratch. The old program allowed
> a single command to be added to a resizeable graphics
> window.
>
> The new program is significantly more powerful. In fact,
> an unlimited number of graphics "commands" can be added
> to the window, commands can be deleted and replaced by
> other commands, listed, and so on. Plus, you can have
> multiple windows on the display, and you can interact
> with the commands in any one of the windows.
>
> It is even possible to display multiple plots in
> the graphics window with a mechanism that will remind
> you strongly of !P.Multi.
>
> Contents of the graphics window can be sent directly to
> a PostScript file (you will have to write your own
> routines to be PostScript compatible, but all the
> Coyote Graphics routines are already set up for this),
> or you can save the graphics window in any of five
> different raster file formats. If you have ImageMagick
> installed on your computer, you will have the additional
> option of creating these raster files from PostScript
> files, which dramatically improves the quality of the
> raster output, especially fonts.
>
> You can read more about FSC_Window in this article:
>
> http://www.idlcoyote.com/graphics_tips/fsc_window.html
>

> This is really a very easy way to create graphical output
> in a resizable graphics window in IDL. You will be able
> to run this program in any version of IDL, as far as I
> know.
>
> I think we have about 2-3 weeks to play with this program
> before the final code freeze for the book. Please let me
> know if you have any comments.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Wow.

Haven't played around with it yet, but it looks amazing.

Should I assume that the postscript output is not EPS? If so, is there any chance that you could add an EPS output option as well?

-Jeremy.

Subject: Re: Resizable Graphics Windows for Traditional Commands
Posted by [David Fanning](#) on Thu, 20 Jan 2011 06:22:58 GMT
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Jeremy Bailin writes:

> Should I assume that the postscript output is not EPS? If so, is there
> any chance that you could add an EPS output option as well?

The program will allow you to configure the PostScript output however you like with PSConfig. Simply select the Encapsulated PostScript option.

Cheers,

David

--

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

Subject: Re: Resizeable Graphics Windows for Traditional Commands
Posted by [Jeremy Bailin](#) on Thu, 20 Jan 2011 14:19:00 GMT
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I just tried the simplest thing I could think of, and have a problem:

```
fsc_window, 'plot', findgen(10), findgen(10)
```

Looks fine when it first comes up, but when I resize the window, the line disappears. The axes still look correct.

```
IDL> print, !version  
{ x86_64 darwin unix Mac OS X 7.0.4 Sep 3 2008    64    64}
```

-Jeremy.

Subject: Re: Resizeable Graphics Windows for Traditional Commands
Posted by [Fabzou](#) on Thu, 20 Jan 2011 14:35:59 GMT
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On 01/20/2011 03:19 PM, Jeremy Bailin wrote:

> I just tried the simplest thing I could think of, and have a problem:
>
> fsc_window, 'plot', findgen(10), findgen(10)
>
> Looks fine when it first comes up, but when I resize the window, the
> line disappears. The axes still look correct.

It does not work on my platform, either ({ x86_64 linux unix linux 7.1.1
Aug 21 2009 64 64}). But it does work with:

```
IDL> fsc_window, 'fsc_plot', findgen(10), findgen(10)
```

Subject: Re: Resizeable Graphics Windows for Traditional Commands
Posted by [David Fanning](#) on Thu, 20 Jan 2011 15:17:33 GMT
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Fabzou writes:

```
> It does not work on my platform, either ({ x86_64 linux unix linux 7.1.1
> Aug 21 2009    64    64}). But it does work with:
>
> IDL> fsc_window, 'fsc_plot', findgen(10), findgen(10)
```

Humm. The first "plot" command definitely works on my Windows machine. I'm not really doing anything with the commands except "executing" them with Call_Procedure. I can't think of a single reason why they wouldn't work everywhere.

I guess I'll fire up the ol' LINUX machine and have a look. Strange. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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