
Subject: Re: Coyote Graphics: cgPlot doesn't have /LoadCmd
Posted by [David Fanning](#) on Thu, 03 Feb 2011 22:44:11 GMT
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Gianguido Cianci writes:

- > I am still getting used to the Coyote Graphics Sisytem.... and my
- > instinct tells me that anything that has an /AddCmd should also have
- > a /LoadCmd, unless it's very dangerous :-)
- >
- > How come cgPlot doesn't? With it, one could use a cgWindow as a off
- > screen buffer to make complicated plots, and then, BAM!, have the plot
- > appear in one go with cgWindow, /ExecuteCmd
- >
- > Or am I missing something?

No, you haven't missed anything. I came to the same conclusion earlier today. Just haven't had time to implement it yet, as I'm trying to get a book mocked up for the printer. Like so many other things, this is **suppose** to go smoothly. Sigh...

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: Coyote Graphics: cgPlot doesn't have /LoadCmd
Posted by [Gray](#) on Thu, 03 Feb 2011 23:49:04 GMT
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On Feb 3, 5:44 pm, David Fanning <n...@dfanning.com> wrote:

- > Gianguido Cianci writes:
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- >> instinct tells me that anything that has an /AddCmd should also have
- >> a /LoadCmd, unless it's very dangerous :-)
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> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

I have an interesting variation on this idea - rather than complicating all the routines more, or having to update all of them, why not create something akin to ps_start and ps_end that puts the intervening cg* commands into the buffer then displays it all at the end.

Subject: Re: Coyote Graphics: cgPlot doesn't have /LoadCmd
Posted by [David Fanning](#) on Fri, 04 Feb 2011 01:06:31 GMT
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Gray writes:

> I have an interesting variation on this idea - rather than
> complicating all the routines more, or having to update all of them,
> why not create something akin to ps_start and ps_end that puts the
> intervening cg* commands into the buffer then displays it all at the
> end.

The point of these routines is to work with resizeable graphics windows in a "natural" way. I've actually been thinking about some ideas for eliminating these keywords all together. If you type a command, it goes into a resizeable graphics window just like a normal command goes into a normal window.

But, I really haven't had 10 minutes to just sit and think for the past couple of days. (Except for those occasional showers, when my wife comes home from work and is alarmed to find me still in my pajamas.)

Cheers,

David

P.S. Let's just say I really don't see the point in getting
"dressed" at 7 o'clock at night. :-)

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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