
Subject: Re: Output keywords and resizable Coyote programs
Posted by [David Fanning](#) on Thu, 10 Feb 2011 14:12:08 GMT
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Fabzou writes:

> Am I doing something wrong here? How can I get the output keywords from
> resizable windows?

Yes, this is one of the limitations of these
resizeable graphics windows that I haven't figured
out how to overcome yet. (Although another idea just
occurred to me, which I'll try in a minute.)

The problem, basically, is that the graphics command
is "packaged" into an object, which provides most of
the benefits on the program (save/restore, move commands
around, add commands up, etc.). But it also means the
"command" is "executed" off by itself, in isolation from
the "real world", if you like.

I haven't yet figured out how to retain all the features
I like about the resizeable windows and still gain access
to output keywords.

But, let me spend a couple of minutes with this new idea
and we'll see what comes of it.

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: Output keywords and resizable Coyote programs
Posted by [David Fanning](#) on Thu, 10 Feb 2011 14:45:55 GMT
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David Fanning writes:

> But, let me spend a couple of minutes with this new idea
> and we'll see what comes of it.

Humm. A little more complicated than I expected, but I
think I see a way forward. Yang Wang made some modifications
a couple of days ago unpacking command structures
that might solve some problems.

My main problem is that I have been sick most of the week,
and I am thinking very slowly right now, if at all. It is
very difficult for me to make complicated decisions without
making mistakes. So, I'm going to work on this as I am
able in a very deliberate fashion so I don't screw something
up and further delay this book.

I'll get back to you.

Cheers,

David

--

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Subject: Re: Output keywords and resizable Coyote programs
Posted by [Fabzou](#) on Thu, 10 Feb 2011 16:08:40 GMT
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On 02/10/2011 03:45 PM, David Fanning wrote:

> David Fanning writes:
>
> Humm. A little more complicated than I expected, but I
> *think* I see a way forward. Yang Wang made some modifications
> a couple of days ago unpacking command structures
> that might solve some problems.
>
> My main problem is that I have been sick most of the week,
> and I am thinking very slowly right now, if at all.

Working too hard is not good for health, you should take it easy!

I don't think this is an urgent topic: probably few people (one at
least: me) are using these cg* routines extensively in their programs
since they are really new. However, for the durability of the tool this
is surely a problem to overcome.

One question byside: what happened to the loaddata routine on the trunk repository ?

Fabzou

Subject: Re: Output keywords and resizable Coyote programs
Posted by [David Fanning](#) on Thu, 10 Feb 2011 16:21:36 GMT
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Fabzou writes:

> One question byside: what happened to the loaddata routine on the trunk
> repository ?

It has been renamed cgDemoData to better reflect its purpose. All the "retired" routines from the Coyote Library have been moved to a "retired" directory in the "coyote" distribution. If you download them to a "coyote" directory, then you need only add the coyote directory and all its sub-directories to your path and you have everything Coyote ever produced!

If you add just the coyote directory itself to your path, then, like me, you find out just how dependent your programs are on Coyote Library routines, and you fix them and move on with the Coyote Graphics System.

I will no longer be making development changes to the "retired" Coyote Library routines. So, if you want to move forward with me, you will have to (eventually) make a switch to the new names.

I know this is momentarily painful. I thought about it for a long time. But I have plans for the next couple of years, and doing this now just seemed like the best solution for moving forward. I do apologize for this disruption.

Cheers,

David

P.S. I spent a pretty painful day on Monday or Tuesday (I no longer remember the month, let alone the day!) converting all the Catalyst Library routines to use Coyote Graphics System routines. So, I am fairly confident at the moment that if you update your

libraries all the routines you download from these
libraries will not use "retired" routines.

--

David Fanning, Ph.D.

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