
Subject: Coyote Graphics Output Keyword Update
Posted by [David Fanning](#) on Thu, 17 Feb 2011 17:41:58 GMT
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Folks,

I thought I would report on my progress (or lack thereof) on solving the output keyword problem. This is the problem of obtaining output keyword values from a Coyote Graphics command that is being displayed in the cgWindow resizeable window.

It turns out this is a limitation of the keyword inheritance mechanism I am using to "execute" the graphics commands in the resizeable graphics window. After writing pretty elaborate code to obtain the "value" of a keyword in a command (which I guess is useful in and of itself), I discovered that my mechanism for "updating" the keywords as the commands are executed was failing.

I can't really tell if this is a limitation of Call_Procedure, or a limitation of keyword inheritance, but I do know that by using the two together, I can't do what I hoped to do.

I think we are probably going to have to wait until I finish version 2.0 of the Coyote Graphics System, which will create these graphics commands as objects, before we can obtain these output keyword values the way we want to.

Cheers,

David

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