Subject: Yesterday's Coyote Graphics Update
Posted by David Fanning on Fri, 18 Feb 2011 14:15:58 GMT
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Folks,

That last Coyote Graphics update yesterday was a bit
of a bust. :-(

I was fooling around trying to get a keyword inheritance
issue to work, and when I was unsuccessful, I didn't
manage to back all the way out of my changes. In particular,
cgImage, cgPlot, cgSurf, and cgContour were put in a condition
where it was impossible to pass keyword values to them in
resizeable windows. Yikes!

There has been a corrective update today, which I think
will put everything back to normal, while still preserving
some of the PostScript solutions we were working on yesterday,
too.

Sorry for the mix-up. I should have taken more time with
that.

   http://www.idlcoyote.com/programs/coyoteprograms.zip

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.")