
Subject: Re: Coyote Graphics 2.0 Update
Posted by [Gray](#) on Tue, 10 May 2011 22:58:45 GMT
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On May 10, 4:37 pm, David Fanning <n...@idlcoyote.com> wrote:

> Folks,
>
> Oh, my goodness. This summer is shaping up to be incredibly
> busy for me. It's not clear how much time I will have to
> either write books or programs. So, before it gets out of
> control I thought I would take a quick stab at writing
> a Coyote Graphics 2.0 plot command. This is the version that
> looks and works identically to the IDL 8 function graphics
> plot command.
>
> Oh, my gosh. These things are cool. Really, really cool.
> And blazingly fast! Honestly, I have never seen anything
> like it. I'm going to see if I can get a resizable
> graphics window working with this so I can let you play
> with it. Wow!
>
> 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.")

So... when do we get to see??? :)

Subject: Re: Coyote Graphics 2.0 Update
Posted by [Craig Markwardt](#) on Thu, 12 May 2011 14:40:46 GMT
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On May 10, 6:58 pm, Gray <grayliketheco...@gmail.com> wrote:

> On May 10, 4:37 pm, David Fanning <n...@idlcoyote.com> wrote:
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> So... when do we get to see??? :)

Sound's like Fermat's enigmatic comment in the margin of a book, which needs to be only slightly modified in this context...

"I have discovered a truly marvelous version of this PLOT command, which this post is too small to contain."

Exercise left to the reader.
