
Subject: Re: Question about cgplot output to file
Posted by [David Fanning](#) on Fri, 27 May 2011 16:36:19 GMT
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Paul van Delst writes:

> I have two questions:

>

> 1) How do you change the default location of the output when you select the "Save Window As" option?

Well, when you chose the Save option, you will get a file selection tool that will allow you to change the name of the file, it's location, etc. Although this tool *looks* like Dialog_Pickfile, it is actually FSC_Pickfile. The difference is that FSC_Pickfile "remembers" the last location (folder or directory) where you saved or opened a file.

What this means is that if you choose a different location to save a file, then the next time you choose to save a file, it should start in this new location. In other words, you can "dynamically" change the default location.

The first time you run the program, it will choose the current directory as the starting location. Is it this location you wish to change?

It might take 15 minutes to add this feature, if you think it is something you need.

> 2) How do you programmatically create the output file. I.e. how do you save the output file from the command line, or
> within an application?

Well, it is the cgWindow program that can create output from the commands. If you are using the cgWindow program, I'm not sure why you want programmatic output, although I did add this at someone's suggestion (Gray?). The way you do it is with cgControl and the Create_*** keywords. Here is how you would do it for the current cgWindow:

```
cgControl, Create_PNG='/user/david/myoutput.png'
```

The keyword Create_PS will create a PostScript file.

I note that the Coyote Graphics 2.0 routine `cgsPlot` has `SAVE` and `PS` methods that can save raster and PostScript files from the plot command directly, without requiring a window.

```
p = cgsPlot(data)
p.save, '/user/david/myoutput.png'
p.ps, '/user/david/myoutput.ps'
```

These Coyote Graphics 2.0 programs are here:

<http://www.idlcoyote.com/programs/experimental>

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.")
