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Subject: Coyote Library Updates: Device Independent Graphics Windows

Posted by [David Fanning](#) on Fri, 18 Nov 2011 16:04:42 GMT

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Folks,

I wanted to let you know about a couple of important updates to the Coyote Library this morning. There was a problem with axes being drawn in the wrong place when displaying a contour plot in 3D space, so I have a new `cgContour` command available:

<http://www.idlcoyote.com/programs/cgcontour.pro>

But the change I am really excited about, because it adds a lot of functionality to my programs, is a change to `cgDisplay`:

<http://www.idlcoyote.com/programs/cgdisplay.pro>

Here is the problem. It is often the case that I want to open a window of a particular size or aspect ratio for one of my programs. (In this case, it was a new map projection program, `cgDrawShapes`, that draws shapefiles on maps.) This is not a problem per se, but I also want to write programs that can be used in the resizable graphics window, `cgWindow`. One of the "rules" for adding these kind of commands to `cgWindow` is that you can't be opening your own graphics windows!

The `cgDisplay` program is now the way out of this wilderness!

If you open all your graphics windows with `cgDisplay` you no longer have to worry about "protecting" your windows in other devices or in `cgWindow` commands. Here is how it works.

If `cgDisplay` is called in the normal way, it just opens a graphics window. If it is called inside the PostScript or Z graphics buffer devices, it just configures those devices to have a "window" with the specified aspect ratio. If you call `cgDisplay` from a program that is running in a `cgWindow`, it will simply ignore the request entirely, so that the program output will appear in the `cgWindow` display window.

This makes it much, MUCH easier to write graphics programs!

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.")

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