
Subject: Re: cgWindow Test Volunteers
Posted by [Russell\[1\]](#) on Fri, 20 Jan 2012 06:08:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi David, I'd be happy to break the code!

Russell

On Jan 19, 3:31 pm, David Fanning <n...@dfanning.com> wrote:

> Folks,
>
> When I first wrote cgWindow I had in mind a simple resizable
> window that could display any direct graphics command or
> commands, and save them in any output format. But, using
> cgWindow for display purposes only is a bit restrictive.
> What I really want to do is interact with the graphics in
> the draw widget that is the heart and soul of cgWindow.
>
> To this end, I have rewritten cgWindow so that it is
> now just the graphical user interface or "skin" to
> the underlying window object (renamed cgCmdWindow)
> that can be thought of as a smart draw widget.
> Now I can write my own "skins" or interfaces to the
> cgCmdWindow draw widget. I can turn button and motion
> events on, zoom into plots, add other graphical elements,
> etc. I have all the functionality of the original
> cgWindow, plus much, much more.
>
> This is a fairly big change, however, and I am reluctant
> to just spring it on unsuspecting users without more
> testing. Of course, I know how it is *suppose* to work,
> so it never breaks for me. I'm looking for some volunteers
> with destructive habits who like to break things. :-)
>
> If you are interested, drop me a note, and I'll send
> you the new programs with a short test program that
> you can elaborate on as much as you like. Thanks in
> advance for your help, and for the many people who
> have already sent me bug reports and suggestions for
> the Coyote Library.
>
> 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.")

Subject: Re: cgWindow Test Volunteers
Posted by [desertryad](#) on Fri, 20 Jan 2012 16:07:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi David -

I'd love to help; count me in!

Cyndy

Subject: Re: cgWindow Test Volunteers
Posted by [David Fanning](#) on Fri, 20 Jan 2012 16:09:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Russell writes:

> Hi David, I'd be happy to break the code!

OK, probably easier if I just make it generally available
for breaking. :-)

You can find it here:

http://www.idlcoyote.com/new_cgwindow.zip

There is a README file with sketchy instructions. Basically,
rename your current cgWindow program to cgwindow.old.pro
and install these files in your Coyote Library folder.

All of your current cgWindow programs should work normally,
and you should have the additional ability to use the
new cgCmdWindow object as a smart draw widget.

A test program included in the zip file shows a simple
example of this.

Let me know. :-)

Thanks,

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.")

Subject: Re: cgWindow Test Volunteers
Posted by [Russell\[1\]](#) on Mon, 23 Jan 2012 21:28:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jan 20, 11:09 am, David Fanning <n...@dfanning.com> wrote:

> Russell writes:
>> Hi David, I'd be happy to break the code!
>
> OK, probably easier if I just make it generally available
> for breaking. :-)
>
> You can find it here:
>
> http://www.idlcoyote.com/new_cgwindow.zip
>
> There is a README file with sketchy instructions. Basically,
> rename your current cgWindow program to cgwindow.old.pro
> and install these files in your Coyote Library folder.
>
> All of your current cgWindow programs should work normally,
> and you should have the additional ability to use the
> new cgCmdWindow object as a smart draw widget.
>
> A test program included in the zip file shows a simple
> example of this.
>
> Let me know. :-)
>
> Thanks,
>
> 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.")

I tried to download this file, and the website is not there?

R

Subject: Re: cgWindow Test Volunteers
Posted by [David Fanning](#) on Mon, 23 Jan 2012 22:18:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Russell writes:

> I tried to download this file, and the website is not there?

Oh, yeah, that could be true. Just a test. :-)

Try this instead:

http://www.idlcoyote.com/misc/new_cgwindow.zip

Sorry.

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.")

Subject: Re: cgWindow Test Volunteers
Posted by [sirvival](#) on Thu, 26 Jan 2012 11:20:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 20 Jan., 17:09, David Fanning <n...@dfanning.com> wrote:

> Russell writes:

>> Hi David, I'd be happy to break the code!

>

> OK, probably easier if I just make it generally available
> for breaking. :-)

>

> You can find it here:

>

> http://www.idlcoyote.com/new_cgwindow.zip

>

> There is a README file with sketchy instructions. Basically,
> rename your current cgWindow program to cgwindow.old.pro
> and install these files in your Coyote Library folder.
>
> All of your current cgWindow programs should work normally,
> and you should have the additional ability to use the
> newcgCmdWindowobject as a smart draw widget.
>
> A test program included in the zip file shows a simple
> example of this.
>
> Let me know. :-)
>
> Thanks,
>
> 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.")

Hi,
I just downloaded cg from http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip
I seems it needs the new files from
http://www.google.com/url?sa=D&q=http://www.idlcoyote.com/new_cgwindow.zip
to run, else I get the error that cgcmwinodw__define is missing.
