
Subject: Re: Coyote Graphics Pixmap is Available
Posted by [David Fanning](#) on Tue, 07 Feb 2012 20:59:25 GMT
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David Fanning writes:

```
> You can add commands to the pixmap window, for example, like this:
>
> data = cgDemoData(17)
> pixmap = cgPixmap('cgPlot', data, COLOR='red')
> pixmap = cgPixmap('cgPlot', data, PSYM=2, /Overplot, $
>   COLOR='dodger blue', /AddCmd)
> pixmap = cgPixmap('cgPlot', cgDemoData(17), color='olive', $
>   Linestyle = 2, /Overplot, /AddCmd)
> pixmap = cgPixmap(/ListCmd)
> pixmap = cgPixmap('cgPlot', data, COLOR='purple', $
>   /ReplaceCMD, CMDINDEX=0)
```

Commands, of course, can be loaded like this, too:

```
pixmap = cgPixmap()
cgPlot, cgDemoData(1), /Window
cgPlot, cgDemoData(1), PSym=2, Color="red", /Overplot
window
pixmap -> Copy
pixmap -> Output, 'test.png'
```

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: Coyote Graphics Pixmap is Available
Posted by [David Fanning](#) on Tue, 07 Feb 2012 21:00:58 GMT
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David Fanning writes:

```
> Commands, of course, can be loaded like this, too:
>
> pixmap = cgPixmap()
> cgPlot, cgDemoData(1), /Window
```

```
> cgPlot, cgDemoData(1), PSym=2, Color="red", /Overplot  
> window  
> pixmap -> Copy  
> pixmap -> Output, 'test.png'
```

Whoops! Needed a /AddCmd on that 2nd cgPlot command, of course!

David

--

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