
Subject: Coyote Graphics Pixmap is Available

Posted by [David Fanning](#) on Tue, 07 Feb 2012 20:47:31 GMT

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Folks,

I was asked to create a Coyote Graphics pixmap. In other words, an invisible cgWindow that commands could be loaded into, sent to a PostScript file, made into PDF, PNG, JPEG files, etc. This was simple to do now that I have the guts of cgWindow (cgCmdWindow) separated from cgWindow itself.

So, I have create a cgPixmap command that acts **exactly** like cgWindow (same keywords, etc.) except that I wrote this as a function rather than as a procedure. I just thought it was handier to get the object reference back. The object is named cgPixmapWindow, and it is just a very simple subclass of cgCmdWindow.

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)
```

To make the pixmap easier to use, I have added OUTPUT and COPY methods, except that I have added these to cgCmdWindow, because this object could use these methods, too.

So, for example, if you wanted to copy the contents of the pixmap window to a normal IDL graphics window, you could do this:

```
window
pixmap -> Copy
```

If you want to make a PNG file of the contents of the pixmap window, you can do this:

```
pixmap -> Output, 'myfile.png'
```

You configure the pixmap window the same way you configure cgWindow, with cgWindowSetDefs or cgControl.

One of the nice features of **this** pixmap window is that you can actually see it if you want to! (I don't know if you have worked with pixmaps much before but this is a NICE feature!)

```
pixmap -> SetProperty, Visible=1
```

You can even resize the pixmap while it is visible!

When you are ready to make it disappear again, do this:

```
pixmap -> SetProperty, Visible=0
```

When you are finished, destroy the pixmap and all its memory in the usual way:

```
cgDelete, pixmap
```

Just writing about it I am already thinking of new things I can do with this window, so it is likely to change in the next week or so, as I get reports from people who use it. But, I thought I would put it out there so people can start using it.

You can find it among the usual Coyote Library programs:

```
http://www.idlcoyote.com/programs/zip\_files/coyoteprograms.z ip
```

You will need an undated cgCmdWindow, and I've also updated cgDisplay to work better with it, too.

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.")
