
Subject: Re: Interactive Graphics Library
Posted by [DavidF\[1\]](#) on Sat, 12 May 2012 13:45:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Raphael Sadoun writes:

> After using the wonderful cg* routines from David's fanning Coyote
> Library, I have thought that it might
> be nice to have interactive capabilities in IDL direct graphics
> (similar to the new FG routines but with the speed
> of DG). So I have tried to code an object oriented framework to
> achieve this goal. In order to not reinvent the wheel,
> I built it upon the already existing (and excellent) Catalyst Library
> written by D. Fanning and D. Burrige.
>
> I have been somewhat successful and I was quite satisfied with the
> result so I thought I could share it
> in case other people might find it useful. You can download the full
> Interactive Graphics Library here :
>
> http://igl.googlecode.com/files/Interactive_Graphics_Library_1.0.zip
>
> To install the code, just extract the folder in a directory on your
> idl path.
> Because it depends on the Coyote, Catalyst and TextToIDL Libraries, I
> have included these as well in the ZIP file
> so be careful if you already have a copy of those.
>

Wow! Only a week has gone by and someone has already taken up the sword. Congratulations!
This is a GREAT first cut at this functionality.

Ladies and gentlemen, the heir apparent!

Raphael, contact me and I'll give you the keys to the Coyote and Catalyst libraries, so you can fix whatever errors you find in those. (There are still a number in the Catalyst Library, for sure.)

Just a couple of notes from a quick look-see. I have to leave for the day in about 10 minutes and I haven't packed a lunch yet.

1. I couldn't find out how to load a filled contour plot with something other than gray-scale colors.
2. I couldn't figure out how to move text until just this second. Well done!!
3. Adding the Coyote and Catalyst libraries to your distribution is going to be just about the biggest headache you ever experienced. Forget about finishing graduate school, you will be doing IDL support full-time. :-) You may want to rethink that decision and just distribute the IGL library by itself, with pointers to specific releases of the other libraries (which you can now control if you

contact me).

4. When I extracted and put the IGL library in my normal IDL folder (where Coyote and Catalyst live) and tried to make a project from the folder (IDL 7.2), I wasn't allowed to do it. I don't know why this is. It complained there was already a project of that name there, but I don't see how that can be true. I'll look into it more when I get back tonight.

Very well done. I'm extremely impressed.

Let's be in touch!

Cheers,

David

Subject: Re: Interactive Graphics Library
Posted by [Raphael Sadoun](#) on Mon, 21 May 2012 11:38:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

On May 12, 3:45 pm, Coyote <sageande...@gmail.com> wrote:

> Raphael Sadoun writes:

>> You can download the full

>> Interactive Graphics Library here :

>

>> http://igl.googlecode.com/files/Interactive_Graphics_Library_1.0.zip

>

>> To install the code, just extract the folder in a directory on your

>> idl path.

>> Because it depends on the Coyote, Catalyst and TextToIDL Libraries, I

>> have included these as well in the ZIP file

>> so be careful if you already have a copy of those.

I have corrected some minor issues which I did not catch before releasing the code.

Also, I received an email pointing out some inconsistency about the way the resource directory is referred to in the code.

You can find the corrected code at the same address as before :

http://igl.googlecode.com/files/Interactive_Graphics_Library_1.0.zip

Cheers

Raphael
