
Subject: Re: AstroPlotLib

Posted by [David Fanning](#) on Tue, 22 Jan 2013 19:13:04 GMT

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Wayne Landsman writes:

> Just want to plug the AstroPlotLib website (astroplotlib.stsci.edu) a gallery of mostly astronomy-related plots created by Leonardo Ubeda. By clicking on the plot, one can see the IDL code used to make the plot. The code uses Coyote graphics and the IDL Astronomy Library.

Oh, dear! Coyote Graphics examples circa 2005, it looks like. :-(

Cheers,

David

P.S. And we wonder why nothing ever changes. Damn Internet!

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: AstroPlotLib

Posted by [markjamie](#) on Tue, 22 Jan 2013 19:38:25 GMT

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I really like the idea behind this page and wish there were more of them available on the web.

In a previous life (!) I used python/matplotlib to generate various plots. For those not familiar with the matplotlib package it has a superb gallery page (matplotlib.org/gallery.html), much like the astrolib page.

Quite frankly.... Find the plot closest to your requirements and *borrow* the code. Sounds cheap but it really helps when learning or trying to do something new.

Keep up the good work.

Subject: Re: AstroPlotLib

Posted by [wlandsman](#) on Tue, 22 Jan 2013 19:56:48 GMT

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On Tuesday, January 22, 2013 2:13:04 PM UTC-5, David Fanning wrote:

> Oh, dear! Coyote Graphics examples circa 2005, it looks like. :-(

Last I looked, the programs used -- cgmplot, cgimage, cgcontour, cghistoplot, cgsymbol -- are in the Coyote library circa 2013 ;-)

I am guessing that you were mainly looking at the setup for postscript and ultimately PDF output. Once someone has a setup that works, I sympathize with not wanting to modernize it. But yes it does propagate the old way of doing things. --Wayne

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Subject: Re: AstroPlotLib

Posted by [David Fanning](#) on Tue, 22 Jan 2013 20:20:42 GMT

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Wayne Landsman writes:

> Last I looked, the programs used -- cgplot, cgimage, cgcontour, cghistoplot, cgsymbol -- are in the Coyote library circa 2013 ;-)

>

> I am guessing that you were mainly looking at the setup for postscript and ultimately PDF output. Once someone has a setup that works, I sympathize with not wanting to modernize it. But yes it does propagate the old way of doing things. --Wayne

I guess I'm a LITTLE bit sympathetic about setting up the PostScript device. God knows, once you get that working you don't want to change anything, even if your 25-odd commands can be reduced to 2.

But, the thing that causes me a LOT of grief and time is setting Coyote Graphics color keywords with cgColor, like this:

```
cgPlot, data, COLOR=cgColor('blue')
```

DON'T DO THAT! DON'T EVER DO THAT!!

Here is the way go set color keywords in Coyote Graphics commands:

```
cgPlot, data, COLOR='blue'
```

Otherwise, nothing but havoc ensues despite my best attempts at preventing it.

I would pay someone good money to get that fixed on that web site. It would pay enormous dividends for me. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: AstroPlotLib

Posted by [David Fanning](#) on Tue, 22 Jan 2013 20:48:44 GMT

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Wayne Landsman writes:

> But yes it does propagate the old way of doing things.

I was going to illustrate the difference between the old way of doing things and the more modern way, but the first file I downloaded (for a filled contour plot) uses a routine, Gauss2D, that I can't find in any of the "required" libraries.

Any ideas where I might find this?

Cheers,

David

--

David Fanning, Ph.D.

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