
Subject: Re: Coyote Graphics Correct Usage

Posted by [David Fanning](#) on Sun, 10 Feb 2013 03:53:27 GMT

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Phillip Bitzer writes:

> I'm a big fan of Coyote's routines, especially since I'm still in IDL 7.1 land. However, I'm running into this problem when using them:

>

> cgPlot, dist(10), XTICK_GET=xTickVals

> help, xTickVals

> ----> XTICKVALS DOUBLE = Array[6]

>

> No problem there. But, when I want to put this into a cgWindow:

>

> delVar, xTickVals

> cgWINDOW

> cgPlot, dist(10), XTICK_GET=xTickVals, /ADD

> help, xTickVals

> --->XTICKVALS UNDEFINED = <Undefined>

>

> Digging a little into the code, I find that "extra" in cgPlot has a XTICK_GET, but once I step into cgWINDOW, the "extra" structure no longer has a tag for XTICKVALS. Is this a problem with how I'm using CG? I'll admit I don't totally understand if I should use /WINDOW or /ADD in the call to cgPlot, but I don't think it matters here, since it's the first command.

>

> Has anyone else run into this? Or have any ideas around it? I could just put the output of the initial cgPlot call into a pixmap, but I was hoping I was just missing something.

You are not missing anything. This is one of the true limitations of the Coyote Graphics system. Well, not so much a limitation of Coyote Graphics, but a limitation of the Call_Procedure routine resizeable windows (e.g, cgWindow) use to "replay" the commands inside them when the window is resized.

Call_Procedure just simply doesn't allow you to obtain output keywords in this way. Thus, I have no way of getting this information back to the user or to cgWindow, where I can take advantage of it. Sorry.

If the information doesn't have to be dynamic, you can simple call the routine once (in a pixmap window, if you like) to obtain the information, then save it so you can use it in your program. That's the only way I know to get around the problem.

Cheers,

David

--

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

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