
Subject: Re: Help with IDLgrAxis
Posted by [davidf](#) on Thu, 09 Apr 1998 07:00:00 GMT
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Martin Schultz (mgs@io.harvard.edu) writes:

> ??????????
> David: are you on vacation ?
>
> Here is a simple program for direct graphics that does it:

Uh, you know the thing I like about IDL? After a certain period of time, you begin to forget more about it than you used to know. This gives you the opportunity to re-learn everything again. Keeps everything fresh that way, if you know what I mean. :-)

Let's just say that there is only so much room in the ol' noggin, and if I'm going to put object programming in, something is going to have to fall out. Thank God, Dick arrives next week. In the nick of time it looks like. :-(

Cheers,

David

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