
Subject: Re: PostScript and IDL,
Posted by [steinhh](#) on Thu, 28 May 1998 07:00:00 GMT
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Mark Hadfield wrote:

> I agree entirely with your criticisms of Object Graphics, but I think you're
> stretching it a bit to blame the inadequacies on the PC experience of the
> developers.
>
> I've always thought IDL's image/bitmap orientation resulted from its being
> designed for Unix/X-Windows systems.

Yes, I'm definitely stretching it quite a bit, and at the same time
exposing some nasty preconceptions of mine about PC people :-)

Funny though, that your experience seems to point in the
other direction :-)

The one single thing that in my opinion pointed the most towards
PCs was the complete lack of non-interactive (non-)specification of
printer type/resolution/output format/file name. PCs are not
exactly renowned for having background batch jobs that process
large amounts of data which has to be put into various types
of files, with varying file names, no specific printer type,
just simply an EPS file that could be included with no problems,
no matter what size the figure ends up with on paper.

The way I tend to view PC users is that they seldom bother
to think about portability or generality, as long as they
can fudge things to work in their particular case
(this hardware configuration, this particular figure in this
particular document..)

Of course, this is hardly a correct view (in general).

Regards,

Stein Vidar
