
Subject: Re: PostScript and IDL
Posted by [Mike Schienle](#) on Wed, 27 May 1998 07:00:00 GMT
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Mirko Vukovic (mirko_vukovic@notes.mrc.sony.com) writes:

> > Dick and I have been kicking around the idea of
writing a class

> > library of direct graphics objects that we could
offer for

> > sale.

>

> No, NO, NOooo!

>

> Not for sale. Give it away freely, let it go forth
and multiply,

> and then write books and give lectures for it. You
will make some

> money, but will be revered.

This is actually my idea too. I would much rather be
revered

than rich. But my wife points out that our retirement
program

seems to be carting the kids to all manner of athletic
endeavors

in hopes that one of them turns out to be a professional
athlete. :-(

My hopes are pinned on the youngest, after he twice
scored 6 goals

in a game in a soccer tournament this weekend. :-)

I'm sure Mirko was responding in jest, but it brings up a point that may
be missed by some folks.

The reality of the situation is that giving away things for free leads
to ... giving away more things for free. I maintain the FAQ for this
newsgroup and nearly every week I receive private email asking to help
solve a problem with IDL. Not once has a free solution I've offered
turned into something tangible, nor do I expect it to. I'm not
complaining, just pointing out the reality. David Fanning routinely
offers applications to the group that I'm sure have taken him several
hours, if not days, to create. It's unfortunate, but our society and
spouses/family require some modicum of income to provide support and
maintenance, not unlike software.

Personally, I would love to see David Fanning put a price tag on his PS_Form program, as well as several others. I'd send him a check for PS_Form without hesitation. If our user community could commit to things like this, I'm convinced there would be a hell of a lot more programs available for IDL and PV-WAVE and we wouldn't have to reinvent so many wheels. When I ask for changes to a program from David, there is a hesitation about asking for something which I've not invested any time or money in, and I suspect others feel similarly. Consequently, I'll make the changes myself and roll them back into any updates as they come along.

Any other thoughts along these lines? And yes, I do have an ulterior motive.

Mike Schienle
