Subject: Re: Variable stride in array indices and other enhancements
Posted by davidf on Wed, 19 May 1999 07:00:00 GMT
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Kenneth P. Bowman (bowman@null.tamu.edu) writes:

> RSI has greatly expanded IDL in many directions (ENVI, RiverTools, etc.),
> but it is still difficult to get a correct rectangular border around a
> simple cylindrical-equidistant global map.  Every one I draw has strange
> artifacts.

Well, really. How much money would it take to get you to
work on rectangular borders instead of something neat
in today's programming marketplace?

I'm not offering excuses. I'm just saying I wouldn't want
the job either. It's the difference between hitting balls
with the 15 year old hot-shot or his 10 year old brother.
It's not that it isn't important. It's just that it's not
as much fun. (And, anyway, his mother has more patience.)

Cheers,

David

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