
Subject: Re: Object graphics axis

Posted by [Mark Hadfield](#) on Sat, 30 Oct 1999 07:00:00 GMT

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James Tappin <sjt@star.sr.bham.ac.uk> wrote in message
news:7vcaog\$627\$1@usenet.bham.ac.uk...

> Lets just be realistic: IDL object graphics is a pretty toy, which might
be
> useful for drawing scenes etc, but for real scientific data it's the
> proverbial heap of donkey dung. I would not like to try to write (for
> example) a routine to time label an arbitrary axis which might be anything
> from 2 minutes to 20 years in length with object graphics.

I have written (attempted to write?) reasonably versatile date & time axis
routines in both Direct Graphics and Object Graphics and found it somewhat
easier with Object Graphics. No, on second thoughts, much easier! With
object orientation you can create an object, query its properties, adjust
them etc and then wrap the result in a user-friendly, self-contained object.
Direct Graphics routines for the same purpose tend to be less robust and to
change the graphics system state in a way that can have unforeseen effects
later.

But I'll have a look at timebox...

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