
Subject: Re: Object graphics axis

Posted by [Pavel Romashkin](#) on Fri, 29 Oct 1999 07:00:00 GMT

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> 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 tend not to use strong language on the net and would just say that I disagree. Drawing time axes is not the only scientific application I can think of. I use IDL object graphics for what I consider scientific data and find it very flexible, easy to use and fast (on Power PC). It is pretty indeed and for the data I display the only viable alternative would be DF's "direct object graphics".

> 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.

It may or may not be hard to do. It would probably be even harder to draw this kind of thing accurately with a crayon - but it does not yet give a reason to call crayons donkey dung.

To be short: if you dislike something it does not mean its useless or bad.

Cheers,
Pavel
