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Subject: Re: objects graphics?

Posted by [davidf](#) on Wed, 23 Feb 2000 08:00:00 GMT

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Pedro Velez-Belchi ([pedro.velez@ieo.rcanaria.es](mailto:pedro.velez@ieo.rcanaria.es)) writes:

> I have been using IDL for long time as well as matlab 5.x. Now that  
> is possible to use object graphics in IDL i would like to learn it. My  
> experience in matlab tell me that OG is really easy (handles is called  
> in matlab), but, I have looked to some OG codes (as Xplot from David)  
> and it seems really hard. It seems that IDL OG are really much more  
> complicated as the analogous in matlab. Does anybody have the same  
> feeling or just I am doing something wrong?

I wouldn't say it is hard. But it is nearly impossible to figure out from the documentation that normally comes with IDL. :-)

And it wouldn't really be so hard to figure out, I guess, if you could just forget everything you know about IDL direct graphics and come at it as a complete novice. What is really hard about it is trying to compare it with what you already know. And that, I can tell you from personal experience, is a disaster.

The object graphics system is at a very low level. I think that more than anything else is what scares people off. You do have to create and put together a lot of graphic "atoms" to get something as simple as a line or surface plot. I've almost got a couple of chapters done that explains this whole process in considerable detail. I thought I would release those chapters in PDF format ahead of my whole book.

In the meantime, you might want to take one of the IDL Advanced Programming Courses. I think they are very good and certainly will take much of the mystery out of object graphics for you. In fact, I'm teaching a couple of these courses in Europe next month: March 27-30 in the UK, and April 4-7 in Copenhagen. Let me know if you want more details.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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