Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by Luis Alonso on Thu, 27 Jul 2000 07:00:00 GMT

"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote
> Well I do. But I must admit that it's been more work than I expected. As
> someone used to say, "If you want to reduce a scientist's productivity
give
> him/her a computer." (Well actually they used to say "him".)

So, that brings back my request: a new improved Help/tutotial,
comprehensible filled with USEFUL examples that will help us to get started.

As I began with IDL i focused to object grafics, but soon i found it took me
far too much code to do what i could do with a couple of lines of direct
grafics.

Now i use object grafics to do intercative 3D renderings by modifying the
surf_track procedure for my own needs. But unfortunatedly i found the code
to complex (for the little time i have to study it) to begin writing my own
object grafics applications. Sure a good tutrial/help would come handy.

Thanks

            Luis =)