
Subject: Re: IDL Programming Techniques, 2nd Edition Available
Posted by [Martin Trobec](#) on Wed, 15 Nov 2000 08:00:00 GMT
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I just purchased idl 5.4 and started the process of learning the language. David Fanning's book is certainly helping me move up the learning curve. Well worth the price.

Martin Trobec

David Fanning wrote:

>
> Hi Folks,
>
> Amazon.com has finally placed my IDL Programming Techniques,
> 2nd Edition in their on-line catalog, so I guess it is time
> to make the official announcement of its release. :-)
>
> If you want to read all about it, you can find most of the
> details here:
>
> <http://www.dfanning.com/documents/books.html>
>
> Briefly, this is a fairly extensive re-write of the 1st
> Edition that so many of you have graciously purchased.
> I have completely re-written the entire second half of
> the book that outlines my approach to IDL programming.
> I did this primarily to bring the techniques up to date
> with the way I write programs today. This means programs
> that are, as much as I can make them, independent of the
> graphics output device and independent of the depth of
> your color display. IMHO, programs should work the same
> everywhere. :-)
>
> In addition to this update, I added 50+ pages of
> additional information in other sections of the book,
> particularly with respect to working with colors
> and pointers. I don't think a single chapter was left
> untouched.
>
> I also added a longish and important chapter on
> writing object programs in IDL. Don't worry, I used
> direct graphics. I didn't want to scare anyone to
> death. But *every* program I write for clients contains
> objects of almost every sort. If you learn how to write
> them, I guarantee they will change the way you program.
> This is not the be-all and end-all chapter on objects--

> in fact, just the opposite. It is a place to get started,
> that's all. You'll be introduced to some of the vocabulary
> and create an object or two.
>
> A new book means new typos, and I'm afraid there are
> many still in this book. Rest assured, however, that
> I take typos as evidence of personal failure and if you
> report them, I fix them ASAP. While *your* book won't be
> perfect, the next guy's will. (Or as close as I can
> possibly get it.) Error's of fact and judgement, of
> course, happen too, but those are entirely my fault
> and can't be helped, probably. I urge you to read
> everything with a grain of salt. I don't like wishy-
> washy writing, and I *do* have a point of view, but
> you don't have to believe everything you read. My
> real goal is that you will find it interesting enough
> not to fall asleep and, possibly, get a couple of new ideas.
>
> Because the book is 150+ pages larger than the 1st
> Edition, it costs a bit more. I continue to use
> high-quality paper, and a coil binding, however, because
> I still think it is important that the darn thing lay
> flat on your desk. If you have thoughts about this,
> I'd like to hear them. I could perfect-bind them,
> but I couldn't update them as frequently and I'm not
> sure they would be as useful while you are actually
> writing programs. They would, however, be cheaper
> to print.
>
> Amazon.com is offering a \$50 gift certificate for the
> person brave enough to write the first review of the
> book. And, of course, I've been known to look favorably
> on persons saying nice things about me in print. :-)
>
> This book, as well as the first, is almost entirely due
> to the fine folks brave enough to hit the SEND button
> on this newsgroup. I've learned more hanging out here
> than I have anywhere else in my IDL career. Thank you
> all so much for the questions you answer, but especially
> for the questions you ask.
>
> Best Regards,
>
> David
>
> P.S. Let's just say my ISP *still* hasn't placed my
> ftp site back where it belongs. If you have trouble finding
> the files that go with the book, look here:

>
> ftp://ftp.dfanning.com/pub/davidf/outgoing/coyote2nd
>
> --
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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