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Subject: Re: IDLgrLegend geometry

Posted by [Pavel A. Romashkin](#) on Thu, 01 Mar 2001 20:01:27 GMT

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Mark Hadfield wrote:

- > This business of being an IDL guru is very hard, what with making yourself
- > look silly all the time and having people tell you your code is broken. I
- > think I'll take a breather. How do you manage it, David?

You can always jump to the lurkers category :-)

P

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