
Subject: Re: Sacrilegious but genuine question

Posted by [Pavel A. Romashkin](#) on Fri, 11 Jan 2002 19:43:21 GMT

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If you have IDL, try it. There are a lot of array displaying routines out there. And they are all open source (despite some being cleverly disguised as .sav files :). So you can easily add your own functionality.

Cheers,
Pavel

P.S. David, for nothing better to do (I can't seem to make progress on the paper I am supposed to write), I just wrote a direct graphics object version of DISPLAY. You wouldn't believe that for all functionality of DG (well, most frequently used, anyway) the code is just 150 lines! Lets just say (tm) that after a peak of the code complexity on one's learning curve there is that ditch where you get the same functionality with much less code. I am trying to reach perfection now where all will be done with 10 lines. What's the limit? No code at all and everything works?

Francis Burton wrote:

>
> Yes, but what I am looking for is very general! :-) I want something
> that allow very specific features to be added easily - both using an
> easy-to-understand scripting language that novice users can handle,
> and by providing a mechanism or framework that facilitates the addition
> of external modules (coded in the same language would be nice). What I
> personally =don't= want to have to do is develop the core system
> supporting this extensibility if someone has already done it.
