Subject: Re: in search of plotting object
Posted by nobody@nowhere.com (S on Mon, 28 Jan 2002 19:54:50 GMT
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thanks Pavel, I'm looking at your page now ...

On Fri, 25 Jan 2002 11:37:24 -0700. Pavel A. Romashkin <pavel_romashkin@hotmail.com> wrote: > One starting point I know of is David's MPI PLOT. Another is my DISPLAY. > DISPLAY already has complete 2D plotting functionality. If you want > volume rendering, just add your own volume object and lights to one of > the DISPLAY's models. Saving and restoring is already present, as well > as printing (a little glitchy but it was never a priority to me) and > clipboard copying. > http://spot.colorado.edu/~romashki/idl/display.html > Cheers. > Pavel > "Steve Smith" wrote: >> >> Hi->> First, let me confess: I've been a direct graphics IDL'r since IDL 4.x, and >> I've yet to change my ways. I am not a full-time developer, but a scientist >> / user-developer (I write the code I need and can't buy). For volume XY plott >> -ing, I usually use Origin. One of the nice things about Origin is that you >> can save graphs and later go back and edit them or add to them. This feature >> has to do with the way graphs are represented in memory, as objects (correct?). >> The various features of a particular graph must be stored as properties of a >> more general plot object (again, step in if I'm way off) understood by Origin, >> each particular graph could then be saved as a particular instance of this >> more general object, which could then be realized at will and modified, printed >> and saved for later work, yes? I'm pretty confident that such functionality >> could be added to an IDL app, and probably already has been. So my question is, >> where is a good starting point? Has this app been written or do I really need >> to start with more primitive objects and put together my own routine? >> >> -->> Steve S. >> steve@NOSPAMmailaps.org >> remove NOSPAM before replying

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