
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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