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Subject: Re: IDL Objects Graphics cache and crash  
Posted by [Rick Towler](#) on Wed, 13 Mar 2002 21:09:19 GMT  
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- > It's my fault for raising that red herring. I did it only to make the
- > point that the IDL documentation doesn't necessarily tell you
- > everything you need to know to use Object graphics effectively. I
- > think the subsequent discussion by Rick & Karl supports this!

But if the documentation was perfect, David, Ronn, and Liam wouldn't be making the big bucks cranking out their books!

:)

-Rick

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