Rick Towler (rtowler@u.washington.edu) writes:

> I hate the *coord_conv keywords. They don't make sense to me outside the
> context of simple plots. I just settle on a coordinate system for my
> virtual world, say 1 unit = 1 km, and make sure my vertex data agrees. If
> you set up your view properly you don't have to worry about scaling

This is why I don't write a book. I couldn't even breathe
without using coord_conv keywords and really simple
coordinate systems (say, 0 to 1) that I can understand!

Cheers,

David

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