On Fri, 28 Mar 2003, Michael W Asten wrote:

> This viewpoint shows an interesting divergence between different classes of
> users. I am of the troglodyte school who do not use objects (do I hear a Coyote
> howling from the next hill?). But I do use guis to drive my programs, and I dont
> like programming guis - I prefer to use ready-made items; I use IDL to get quick
> results from my data, not to generate fancy code.

I may have hastily overstated my request... I too make guis so I can
quickly load and visualize data and I agree that more ready-made items
will probably make this easier. Provided, of course, that I can afford
the next suite of IDL programming books that describe how to actually
use these new features ;)

I suppose my concern is that IDL stops being an 'Interactive Data
Language' and instead becomes a glorified visual-basic competitor. The
thought of double-clicking on each IDL object to get an 'objectsheet'
where I enter formulas such as '=A1+B2+(SUM(D12:14))^2' is horrifying.

For the record, many people in my department don't use guis, objects,
functions or even procedures. Yes, many of the people I work with write
'routines' that are strung together using .run commands. With the
aforementioned suite of code they '.r read_modelout.pro' or '.r
modelradforce.pro' and, after answering a seemingly endless stream of
console queries, they return to the IDL prompt to '.r diagnose.pro',
'print, res1, xh, bb, yobs', and '.r normplot1.pro' to produce
direct-graphics windows and postscript plots of the atmosphere. You are
certainly correct that such discussions do highlight the various classes
of users.

Cheers,
Randall

NB: from <http://www.winternet.com/~mikelr/flame39.html> one learns:

Troglodyte -- an aggressive Philistine who categorically disdains all
new-age enthusiasms and politics, and has a particular animus against
"homos", "tree huggers", and artsy types. His/her loud brandishings of
"common sense" and "reason" are nothing more than conceits to justify
his/her close mindedness. Troglodyte's fierce, but predictable attacks
are easily parried by more nimble Warriors. Sometimes, just for fun,
Weenie or Issues will taunt him/her into a towering rage.