
Subject: Re: Interactive Objects, Was: Simple GUI question
Posted by [Paul Van Delst\[1\]](#) on Fri, 25 Apr 2003 13:13:37 GMT
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MC wrote:

>
> My wish list:
>
> 1) Whatever is available in object graphics is also made available in direct
> graphics. And leave the choice of style to the individual.

<RANT>

Hmm. When I use IDL it's typically to look at data. That pretty much it. You know the usual stuff, plot, surface, contour, etc. And once I have the first plot up, I want to do things like change the scales (e.g. zoom), or rotate the surfaces - you know, play around with the numbers. I realised after a bit of a rant the other day that I don't really care *how* the images are created/displayed onscreen, I just want them to appear, and I want to be able to manipulate them.

Why can't the mechanism behind someone type PLOT on the IDL command line be totally transparent? When I plot something I certainly don't care if it was done via direct or object graphics, I just want to see the darn plot.

So, I have to admit it sort of confuses me that RSI introduced all this whiz bang object graphics stuff, but no "value-added" tools that use them. It's almost like buying a meccano (sp?) set - you get all the structural members and nuts and bolts and tools, but if you want anything interesting to play with ya gotta build it yourself. I don't want to write a whole bunch of code to do plots, surfaces, contours, whatever in object graphics so I can utilise their superior capabilities - that's what we pay so much moola for in the first place isn't it?

</RANT>

Off for more coffee....

paulv

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