
Subject: Re: controlling itools (low level)

Posted by [Richard French](#) on Mon, 15 Sep 2003 02:30:06 GMT

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On 9/12/03 4:56 AM, in article bjs1n0\$j99\$1@news.rz.uni-karlsruhe.de, "Olaf Stetzer" <olaf.stetzer@imk.fzk.de> wrote:

> I understand, that the priority in creating the itools
> was on interactive control, but it would be very nice
> to control everything from IDL code as well.

When I use IDL to generate figures for publication, I like to have an executable IDL routine (usually, a main program) that non-interactively generates a final figure. The routine is my 'audit trail' that guarantees that I can reproduce the figure exactly. If I need to change the figure later, I can isolate the parts of the routine that need to be modified. This is very different from, say, using Adobe Photoshop to twiddle with the contrast of an image, crop it on the fly, unsharp mask it so that it suits the eye, and save the final result, but not be able to regenerate the final image byte-for-byte because it is all done interactively without keeping detailed records of the quantitative processing done at each step.

I hope that itools will make it possible to tweak an image interactively, but then to preserve all of the information necessary to regenerate the image from scratch using IDL code. Add my name to the list of people interested in learning how to do this.

Dick French
