
Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Fri, 16 Jan 2004 10:51:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

At just beginning I was hoping some advantages on programming with objects graphics. Besides, volume visualization, interesting but not that much to me, I like the fact that I could get any magnification by attributing a matrix to IDLgrImage. It is only necessary to resize the window and not the matrix, as it is in direct graphics and only magnifies by natural numbers (1,2,3, ..)

Cheers,

Nuno.

P.S. I suppose that Lockheed Martin doesn't like Ralph Nader. :)

I was curious and I looked for the Lockheed site. There's a picture of hearth, a target city and inbound missile. selling NMD on the main page. And of course, the stock price is also on the main page.

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1a70788b8cb20ef99897a2@news.frii.com...

> Nuno Oliveira writes:

>

>> All my work now has been in direct graphics, I was only trying to work with

>> object graphics looking for advantages but, at this time the balance isn't

>> very good.

>

> The balance, unless you are doing something that really does need

> to be done in 3D space, has *never* been any good. At least if you

> count the amount of effort it takes to write object graphics programs.

>

> That's why the innovations in IDL 6.0 make about as much sense

> to me as putting a permanent manned space station on the moon.
> Who, exactly, needs it!?
>
> Cheers,
>
> David
>
> P.S. If I really thought there was a chance in hell that
> we would be going back to the moon in 10 years, I would
> sure be buying Lockheed stock today. I wonder how much
> they are contributing to Mr. Bush's re-election campaign. :-)
>
> --
> David W. Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Phone: 970-221-0438, E-mail: david@dfanning.com
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155
