

---

Subject: Re: Throwing objects to Virtual Machine in Unix  
Posted by [David Fanning](#) on Thu, 15 Jan 2004 17:15:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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](mailto:david@dfanning.com)  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

---