
Subject: Re: Object Graphics + Convolution with Point Spread Function
Posted by [David Fanning](#) on Tue, 27 Jan 2004 13:46:29 GMT

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Nuno Oliveira writes:

- > Comes to me another few questions "object related". I'm used to build
- > programs with functions: when a portion of code, with a limited number of
- > variables, repeats in the program several times then I make a function. And
- > what about the objects? When do you say "well this can be an class object
- > defined with these class methods"?

Whenever I find myself passing info structures all over God's green earth, the notion of an object appeals to me. That is to say, nearly every time I write a widget program.

- > And what are the requirements to build class objects and methods in IDL?

Open-mindedness, perseverance, a willingness to challenge the IDL newsgroup received wisdom. A taste for adventure might help. Basically the same things you need to be a successful learning any foreign language. :-)

- > When you say volume visualization it's easier with IDLgrVolume class object.
- > is there another way?

I wouldn't think so.

Cheers,

David

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