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Subject: Re: Object Graphics + Convolution with Point Spread Function  
Posted by [Nuno Oliveira](#) on Tue, 27 Jan 2004 10:56:00 GMT

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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"?

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

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

Cheers,

Nuno.

"David Fanning" <david@dfanning.com> wrote in message  
news:MPG.1a7ef563ba4ea31e9897b7@news.frii.com...

- > No, no. You misunderstand. I \*love\* object oriented programs.
  - > Nearly all the programs I write for clients are object oriented.
  - > They are slick, easy to maintain, easy to write (once you have
  - > a decent library of routines) and elegant.
  - >
  - > Of course, if you are doing anything at all in 3D space,
  - > object graphics are hard to beat.
  - >
  - > Cheers,
  - >
  - > David
  - > --
  - > 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/>
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