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Subject: Re: Object Graphics + Convolution with Point Spread Function

Posted by [Paul Van Delst\[1\]](#) on Mon, 26 Jan 2004 18:45:06 GMT

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Nuno Oliveira wrote:

>

> "David Fanning" <david@dfanning.com> wrote in message

> news:MPG.1a7c38977949f04e9897b4@news.frii.com...

>> P.S. The three to one ratio is a bonus. The typical ratio

>> of object graphics code to direct graphics code is ten to one. :-)

>

> I get surprised with all these arguments. I still learning. but.

>

> I heard somewhere that object oriented languages where more easy and

> practical to use. Or you just don't like the way IDL's graphic objects are

> build?

In my experience, it depends on your definition of "easy" and "practical". And those definitions can change for the same programmer from one project to another.

The object-graphic-y-ness or direct-graphic-y-ness of a particular visualisation tool in IDL is something I care not a whit about. I just want to look at my data using PLOT, SURFACE, CONTOUR, etc etc. and interactively muck about with the plot to prettify it. If those tools are implemented using OG (which they bloody well should be) then it's transparent to me -- and that's how I like it. If it takes more than, oh, say, 5-10 minutes to put something together to view said data (e.g. automatically reading in the file format du jour), then I'm not interested.

iTools may be the solution, but I'm still using v5.5 and the nightmarish memories of the "insight" tool from when IDL OG was first introduced has made me not so keen to upgrade just for that. I'm amazed that the first thing that didn't happen when OG was introduced was to transition the "regular" plotting tools (PLOT, SURFACE, CONTOUR, etc etc) to OG. For things like, e.g. PLOT, cantankerous users such as myself would notice no difference until we read the on-line help, or accidentally clicked in the plot window, and saw all the extra neat things available -- e.g. using the mouse to adjust axis and plot titles, or legends (position, font, etc etc)...or clicking on a particular line in a series of PLOT/OPLOTS so I could change the colour/PSYM of just that line (updating the legend entry at the same time of course)... before we created a PostScript output file including the changes. Matlab users have doing this sort of thing, "easily and practically", for about 10 years or so.

Apologies for the whinge.

paulv

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Paul van Delst

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