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Subject: Re: Object Graphics + Convolution with Point Spread Function  
Posted by [Nuno Oliveira](#) on Mon, 26 Jan 2004 15:43:50 GMT

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"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?

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