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Subject: Re: iTools split personality (was Re: Subclassing from IDLitTool ??)

Posted by [Michael Wallace](#) on Tue, 07 Sep 2004 13:24:35 GMT

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> P.S. My question about iTools is -- why a third graphics system? I  
> was just getting used to object graphics when I learned that the IDL  
> expert programmer now needs to be proficient in direct graphics, object  
> graphics, and iTool graphics.

iTools is a third graphics system? I thought iTools were just graphics fluff that was an extension of object graphics. Do I have this wrong? Is iTools the wave of the future that I should be learning instead of all the ins and outs of object graphics? From all that I have seen of iTools, they are pretty useless.\* I'd love to have someone tell me otherwise.

\* -- 99% of what I use IDL for is automated processing so I never deal with GUI design or clicky things.

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