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Subject: Re: Object or direct graphics?

Posted by [n](#) on Thu, 30 Dec 2004 00:08:34 GMT

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Thanks David,

I will stick to direct graphics!

By viewport i meant a window containg just graphics that can be moved around freely eg. to another display when using multiple monitors. I realize now that viewport also has a specific meaning in IDL object graphics.

Cheers

Soren

> I'm not sure exactly what you mean by "viewport", but  
> nothing here (that is, no mention of anything 3D) makes  
> me think "object graphics." Objects are always nice,  
> but direct graphics objects for these 2D applications  
> are nearly always sufficient.  
>  
> Cheers,  
>  
> David  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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