
Subject: Re: miracle of !order

Posted by [David Fanning](#) on Mon, 21 Feb 2005 01:11:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reimar Bauer writes:

> probably this is already known, but there is some risk to do something wrong
> so I like to note it here. Probably David likes to put it on his marvellous
> page.
>
> I came to a problem reading and processing an image. If I have used the
> default !order=0 all goes right while it wasn't possible to read the text
> on the image so I switched to !order=1. Then a journey starts to understand
> why all was a bit wrong.

I agree. As soon as you allow an ORDER keyword into
any IDL program you write, you have opened up Pandora's Box.

If anyone ever suggests it in your presence in conjunction
with the words "draw widget" or "GUI", immediately leave
the room. You want nothing more to do with that person!

It will ruin your life, or -- at the very least -- give
you such severe migraine headaches that you will rue the
day you first heard the word "IDL" spoken. (I realize
this is not the *only* cause of this condition, but this
will surely do it.)

If you want to image flipped top to bottom, flip the
damn thing yourself (with the ROTATE command) and forget
you ever read the word "ORDER" in association with a TV
command. You will thank me for a long, long time. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
