
Subject: Re: IDL & iTools used as post-processor for other commercial software
Posted by [mvukovic](#) on Mon, 02 Oct 2006 13:01:19 GMT

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

Robbie wrote:

> Dear Mirko,
>
> I think that ITTVIS do not favour direct graphics because they look
> clunky (not anti-aliased). In fact, all IDL widgets look clunky. Even
> bitmap buttons look clunky! They don't have time to fix it, and don't
> want to risk breaking old code.
>
> Sorry for the little outburst, but perhaps ITTVIS should ship FFT
> glasses with future versions of IDL to solve this problem once and for
> all.
>
> In the meantime, there are some anti-aliased versions of direct
> graphics procedures written by Tobin Munsat.
>
> <http://www.ittvis.com/codebank/search.asp?search=newsub&product=IDL>
>
> Robbie

Naively speaking, I would think it would be rather simple to use a better rendering engine for DGs. And the fancy anti-aliased OG's (that I use through iTools), may look nice on the screen, but produce disjointed plots when printed out.

Still, I do not complain. I love using iTools.

And my original point was the surprise of seeing iTools in a non-ITTVIS commercial application.

Cheers,

Mirko
