
Subject: Re: Object Graphics Code Generator
Posted by [wclift01](#) on Sun, 06 May 2007 01:50:09 GMT
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On May 5, 10:15 am, David Fanning <n...@dfanning.com> wrote:

> wclif...@harris.com writes:

>> I've been using Eduardo Iturrate's IDL Revolution object graphics
>> code generator for about two weeks now and have found it to be a very
>> useful tool, on a par with xobjectview. It has saved me a great deal
>> of time while providing valuable insight into the mechanics of writing
>> object graphics code. It's trivial to replace IDLgrView with
>> RHTgrCamera in the generated code for added versatility and
>> straightforward to do a first order optimization of the generated
>> code. Coupled with Ronn Kling's book, it provides a great way to get
>> started using object graphics.

>> Michael Galloy did a byline on Revolution back in March, but
>> otherwise have there has been little notice taken as far as I can tell
>> -- I only found one reference to it in this group and there have only
>> been ~180 downloads from the IDL site which I find rather surprising.
>> Has anyone else found it useful?

>

> Perhaps you can provide a link. I can't find the darn thing.

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Sure, the link is <http://www.ittvis.com/codebank/search.asp?FID=473>

Bill
