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Subject: Re: Object Graphics Code Generator

Posted by [Jim Pendleton](#) on Sun, 06 May 2007 01:49:47 GMT

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Eduardo's most excellent contribution to IDL learning can be found at the ITT VIS codebank website:

<http://www.ittvis.com/codebank/search.asp?FID=473>

Share and enjoy!

Jim P.

"David Fanning" <[news@dfanning.com](mailto:news@dfanning.com)> wrote in message [news:MPG.20a63f6a616122be989f91@news.frii.com...](mailto:news:MPG.20a63f6a616122be989f91@news.frii.com...)

> [wclift01@harris.com](mailto:wclift01@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.")

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