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
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")