
Subject: Object Graphics Code Generator
Posted by [wclift01](#) on Sat, 05 May 2007 13:03:12 GMT
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All,

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 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?

Bill
