
Subject: Re: Object Graphics Code Generator
Posted by [Robbie](#) on Thu, 10 May 2007 03:39:04 GMT
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I think that Eduardo makes object graphics more accessible than iTools does, but his code generator has far less features than iTools. I remember providing feedback to ITTVIS that I would like to see a simpler implementation of iTools with less features, but easier to understand.

Unfortunately, I won't use his code generator for two reasons:
1) The source code is not available, so I am a little hesitant to have my development highly integrated with something to which I have no control.
2) The code generated cannot be easily integrated into an event driven program. I really need access to graphics objects from outside the scope of scg_og.

Ruby on Rails is a good example of how to use code generation effectively. They have things called 'scaffolds' which is the default implementation of a module. You can then generate and tweak the code for the module if your unhappy with the 'scaffold'.

Robbie

P.S. I find navigating the codebank almost impossible. I can't even find my own software in there!
I just keep tabs on new additions
<http://www.ittvis.com/codebank/search.asp?search=newsub&product=IDL>
