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Subject: Re: large info structure?

Posted by [markb77](#) on Fri, 05 Oct 2007 19:07:31 GMT

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Ok, I'm starting to see where you guys are coming from. I pulled out David's book and read the last chapter. Very intriguing. I'm already using object graphics, and I love not having to keep track of all the details that are stored in IDL graphics objects. I can see how this concept fits well with what I'm trying to do.

I wish I had two more chapters of David's book : Chapter 14 where he integrates objects with widget programming and IDL object graphics, and Chapter 15 where he actually writes my application for me :)

Mark

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