Subject: Re: New IDL 7.0 Project Problem
Posted by David Fanning on Fri, 04 Jan 2008 21:14:25 GMT
View Forum Message <> Reply to Message

Paul van Delst writes:

- > My theory -- for I too am trending towards old-codgerlyness -- is that
- > our brains are evolutionarily hard-wired to deal with only a certain
- > amount of complexity. In this day and age, the rate of increase of said
- > complexity in relation to the amount of actual *useful* information is
- > just too big a number for our minds to grok.

>

- > Sort of like our own private 2nd law of thermodynamics as we become
- > increasingly isolated systems.... um, er... I mean, people.

I hear you. What you are saying is I'm already full of crap, I don't need any more. Is that right? ;-)

BTW, that Paradox of Choice book you recommended was an interesting one. I found myself lecturing the Inta-Juice manager the other day, explaining why if he had 10 choices instead of the 200 or so he had on the menu he would get more of the over-30 crowd into his store. Why the hell would I want "wheat-germ" in a strawberry shake!?

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.")