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Subject: Re: direct graphics or object graphics ?

Posted by [David Fanning](#) on Tue, 06 May 2008 20:47:06 GMT

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nata writes:

```
> In Direct Graphics you can do that:  
>  
> plot, x, y, xrange=....  
> for i=0, 1000 do oplot, datax[i,*], datay[i,*]
```

Well, you *can* do that. The real question is,  
Do you *want* to!?

Have you tried it? What does it look like (other  
than a mess, of course)?

```
> I want to the same in object graphics and I dont know what is the best  
> way. I'll try to create 1000 IDLgrPlots for each 'oplot' and add this  
> in the oModel object. Is this a good idea?
```

I'm not sure this will look a whole lot better in  
object graphics, even if it worked. Why do you want  
to do this in object graphics?

Creating thousands of objects is often NOT a good idea  
in object graphics. But until I get my head around why in  
the world someone would want to do this, I can't really  
thing about how I would implement the mess. :-)

Cheers,

David

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Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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