Rick Towler writes:

> I don't think the issue is that there are too many features, it is that
> the intermediate routines that would have replaced the DG surface, plot,
> xyouts and other functions never materialized. I'm not talking iTools,
> just classes that are as close to the original functions as possible
> that provide an easy and comfortable migration route. I should be able
> to, in a single line, create a plot in OG with axes, titles, etc. and
> have it displayed properly in a window. Isn't that "The IDL way"(tm)?
> Currently that would take 10 lines or more.

I think it might take more than 10 lines, but yes,
this is what is needed. These kinds of routines
are fairly easy to write, *if* you want to manage
your own *individual* windows. ITTVIS wouldn't
even have to write the routines (I would do that
so I could become famous!) if they would just build
some of the internal infrastructure so I could easily
draw into an object graphics window from the IDL
command line.

What has always stopped me is having to write the
whole window manager thing. That doesn't seem to
be my job.

I could definitely get behind an effort to build
object graphics routines to replace the direct graphics
routines, provided they were as simple to use as what
we have now.

Cheers,

David
--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")