
Subject: Re: 3D UserSym?

Posted by [David Fanning](#) on Wed, 05 Aug 2009 20:28:47 GMT

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pp writes:

> I disagree with that. I have used iTools as a shortcut to make object
> graphics: Instead of creating the objects for the view, model, lines,
> labels, axes and everything, I created an invisible iTool, and then
> take its view object and put it in my draw window. I suppose it is
> also possible to borrow widgets setup by the iTool, so that it would
> be easy to put things like zoom and range controls in my applications,
> but I have not yet tried to do it.

Well, let us know when you try it. :-)

I've no particular beef with iTools if they do what you want them to do. (Of course, I think aesthetically they are a disaster. For example, why would an iSurface plot come up with a default action to **translate** it, for God's sake?) Other than the fact I just don't find them at all intuitive, which I have always blamed on myself and not on iTools, I just don't find them handy for anything I do.

I know for a fact that if you try to program them to work in your own personal style you better be prepared for a long siege. They are, in a word, freaking complicated. You seem to be figuring them out, and that at least gives me hope.

Putting them into the hands of beginning IDL users, whom I believe is their intended audience, just makes me very, very nervous. They have a tendency to ask these really simple questions that I just have an extremely difficult time answering.

If you want a shortcut for building object graphics programs, I recommend Revolution, which I think you can find on the IDL Code Contrib web page. That program produces beautiful code which you can actually use and modify easily for your own purposes. And, a significant bonus, you might actually learn about IDL object programming in the process. Something I doubt seriously would happen with a similar time investment in the iTools code.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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