

---

Subject: Re: Greek Symbols in Plot Annotations  
Posted by [David Fanning](#) on Tue, 12 Jan 2010 16:30:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Paul van Delst writes:

> Crikey, Dave, don't be so hard on yourself. You're making me feel bad. I posted my  
> comments to the newsgroup rather than private email because a) my "reply-all" didn't seem  
> to give me a valid email for your post and b) I figured your ego could take it. :o)

My ego is fine. :-)

I like ideas that are so incredibly simple, but useful,  
that you slap yourself on the forehead and think, "Crikey,  
why didn't I think of that!" I've actually had, in a lifetime  
of programming, a couple of those kind of ideas. It always  
amazes me.

And what also amazes me is how quickly someone else can see  
immediately how that great, simple idea can be improved upon.  
And it is usually the first person you show it to!

But (at least for me), even simple ideas don't occur  
full-blown and complete. They are organic. You are  
working on one small thing, and all of a sudden you see  
a larger connection, a more general approach, the bigger  
picture, as it were. And the idea is just THERE.

But, unfortunately, it is there with all the baggage of the  
past two hours work. So the program grows from that, and  
not always in the best possible way. It is just something  
I have noticed, that's all. And it spills a little bit  
of wind out of your sails when it does. I wasn't really  
complaining (heck, this is what make programming worth  
doing!) so much as I was making what I hoped was a wry  
observation. :-)

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

---