
Subject: Re: BSQ to BIL

Posted by [David Fanning](#) on Mon, 15 Feb 2010 19:11:34 GMT

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pp writes:

- > No, there are not widgets there. Only one the pp_editablecube class,
- > that provides an API for reading, editing and writing a cube. Which
- > seemed the most proper choice for editing, so that the setproperty
- > methods take care of keeping the cube valid when one thing is changed.

Sorry. This was a joke. I think I went through the same thing back in 1987 or whenever widgets were first introduced. It's just damn hard to move astronomers(or scientists, generally) off the dime. This is why most of my objects have procedural interfaces. I don't have the strength to fight the good fight a second time. :-)

Cheers,

David

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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.")
