
Subject: Re: Fragile IDL 8 Object Programs
Posted by [David Fanning](#) on Wed, 27 Oct 2010 17:24:45 GMT
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R.G. Stockwell writes:

> I just think it is funny that the key commands change (first of all, WHY??)
> and it is even funnier that the "old" commands become so completely
> destructive

It would be even funnier if the new graphics commands
moved any IDL program that used the old graphics
commands out of the IDL path entirely!

That would get people moving in the right direction. :-)

Cheers,

David

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