Subject: Re: high quality 'old' direct graphics
Posted by David Fanning on Wed, 24 Nov 2010 21:47:08 GMT

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Paul van Delst writes:

> I think Paulo Penteado is a better choice for a more
> useful assessment in that regard since his posting history
> indicates he clearly has a much more advanced, and quite
> nuanced, understanding of NG and how to use it. (Maybe you and
> he should team up bookwise.....? :o)

The best experience of my IDL programming career
was working long-distance between Colorado and
England with Dave Burridge. We had a cheap phone
connection in those days and we talked for 45 minutes
or so every morning (well, afternoon, his time). "Talk"
is probably the wrong word. We laughed a lot. But mostly
we argued. About everything. It's a wonder we ever got
any code written for the project we were working on.

But the thing is, at the end of the day, we had
a product that was much better than either one of
us could have produced on our own. It was a fabulous
way to work.

Paulo and I would probably get along in the same
way. And I am sure I would learn a lot working with
him. You should see the number of "IDL tips" I have
stored up here from his newsgroup posts, waiting for
work on this New Graphics book to begin. In any case,
it's clear that if ITTVIS isn't going to tell us how
to use them, somebody has to. I've made a pretty good
living over the years picking up crumbs from the ITTVIS
table. :-)

Cheers,

David

P.S. Let's just say I'm thankful for a lot of things
this Thanksgiving season, but I am especially thankful
to be doing work I love again, even if I don't make any
money doing it. :-)

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