
Subject: Re: high quality 'old' direct graphics
Posted by [pgrigis](#) on Wed, 24 Nov 2010 16:10:15 GMT
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On Nov 24, 10:47 am, David Fanning <n...@dfanning.com> wrote:

> Paolo writes:
>> now I am totally confused.
>
>> I haven't gotten to play around with IDL 8 (we just don't have it,
>> I guess astronomers just prefer to work with old software).
>
>> From what I understood from the new object graphic system, the point
>> was that you could give various dot commands (if you create an
>> object myplot=plot(x,y) and then you would issue comamnds like
>
>> ...
>
>> only better looking (and that should apply for all graphic keywords,
>> with maybe a few new ones added).
>
>> Is my understanding right?
>
> I think your understanding probably comes from listening
> to the marketing folks, but, yes, that's the general idea. :-)
>
>> If it is, why we need the wrapper?
>
> Uh, mostly to tide you over until 2018. :-)

Ah OK, I think I got confused on what the wrapper was based on.
I mistakenly thought it would internally use the 8.0 graphic
objects - but I now realize it's entirely based on the old system.

I should have looked at the code before posting.

Ciao,
Paolo

>
> Or, alternatively, to give you graphics commands that are
> fast, simple to build, and work intuitively, none of which
> applies to new graphics commands, although maybe you
> could argue the last point. But when an image appears as a
> tiny dot in your graphics window and surfaces have
> axes that are obscured by the data, you wonder if anyone
> is actually thinking about how these commands are suppose
> to be used by people who are trying to get some work done.
>

>> If it isn't, what went wrong with the new plot objects?
>
> It's not that anything has gone wrong with the new graphics
> objects, it's just that not all that much has ever gone right.
>
> I still have hope, but not enough to stop publication of
> a book on traditional graphics, which I think people will
> still be using 10 years from now, when we are on the 6th
> (or will it be 7th) "new" edition of the New Graphics.
>
> Sooner or later, we are going to have to get something
> simple or we will never get enough bugs out of it to
> make it useful. IDL 8 graphics are clearly a step in
> the right direction. But I have my doubts about whether
> they are the final answer.
>
> In the meantime, there will still be software available
> that gets the job done in a simple, elegant way. :-)
>
> Cheers,
>
> David
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
