Subject: Re: high quality 'old' direct graphics Posted by David Fanning on Wed, 24 Nov 2010 15:47:13 GMT

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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. :-)

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

--

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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