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Subject: Re: high quality 'old' direct graphics  
Posted by [pgrigis](#) on Wed, 24 Nov 2010 15:08:54 GMT  
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Hi folks,

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

```
myplot.xrange=xrange  
myplot.ytitle=mytitle  
etc. etc.
```

and get an equivalent plot then the old

```
plot,x,y,xrange=xrange,ytitle=mytitle [,etc. etc.]
```

only better looking (and that should apply for all graphic keywords,  
with maybe a few new ones added).

Is my understanding right?

If it is, why we need the wrapper?

If it isn't, what went wrong with the new plot objects?

Sorry about this very naive comment, but as a 7.0 user I wonder  
what will happen when we upgrade to 8.0 (which will probably happen  
around 2018 or so).

Ciao,  
Paolo

On Nov 24, 9:53 am, David Fanning <n...@dfanning.com> wrote:

> Greg writes:

```
>> It's probably rather late to put out this program, now that people are  
>> using IDL 8 and its new graphics system, but perhaps some, like me,  
>> are still used to the old way of making plots. With this code you can  
>> add the most important parts that were missing: good quality screen  
>> text, smooth curves, and matching postscript output.
```

>

```
> Oh, oh. It doesn't bode well for New Graphics routines when
```

> customers start to write simple systems of their own  
> to make traditional (there is a certain reluctance to  
> use the word "old" around the office here) IDL commands  
> work the way they ought to.  
>  
> The fact that you can make old, uh, traditional commands work  
> well in a week or two of work ought to tell you something. :-)  
>  
> And here I was yesterday smiling when my wife came home.  
> "What are you smiling at, dear?," she asked me. "I just  
> realized I know how to make my new alternative graphics  
> commands work in resizable graphics windows in a way  
> that will blow everyone away," I answered.  
>  
> Life could get interesting. :-)  
>  
> 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.")

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