Subject: Re: high quality 'old' direct graphics
Posted by David Fanning on Wed, 24 Nov 2010 14:53:30 GMT

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 resizeable graphics windows in a way
that will blow everyone away," I answered.

Life could get interesting. :-)

Cheers,

David

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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.")