Subject: Re: LIST "bug": .Remove on an empty list
Posted by David Fanning on Tue, 14 Dec 2010 23:47:58 GMT
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Paul van Delst writes:

> I reckon you've more than earned your own category. So let's expand the list to four:
>
> Direct Graphics
> Object Graphics
> Function Graphics
> Coyote Graphics (or would you prefer Fanning Graphics?)

OK, I could live with Coyote Graphics. That way I could add
the odd object graphics tool designed to look like something
else (e.g. FSC_Surface) into the mix and still feel certain
no one would mistake it for something complicated. :-)

I still have a problem with Direct Graphics, though. I
know we have called Direct Graphics Direct Graphics for
30+ years, but what does it mean!? "Raster Graphics" I
think I understand. "Traditional Graphics" gives it a
sort of stately, oldish sort of feel I kind of like. But
I'm getting no traction whatsoever getting anyone but
Coyote to call them this, and I have to twist his
tail to get him to do it.

What would make someone who was told by his boss
he needs to learn IDL to keep his job pop open his wallet
and buy my book?

Maybe I should put a Coyote Story between every chapter. :-)

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.")