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Subject: Re: LIST "bug": .Remove on an empty list  
Posted by [David Fanning](#) on Tue, 14 Dec 2010 17:39:03 GMT  
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Paul van Delst writes:

- > I know I'm taking the other scripting language analogies
- > waaaaay too far, but it would neat if IDL had a better mechanism
- > for sharing user developed code -- like one does with ruby gems >
- > (see <http://rubygems.org>). Or python eggs.

Good idea. I've already talked to Paulo a little bit about some ideas I have for creating the New New Graphics routines. (Like the New Graphics routines but simple enough to work the way people expect them to.) We could put them here! ;-)

Cheers,

David

P.S. Does anyone beside me and Dick Jackson see the danger in calling a new graphics system "new"? Coyote suggests the name Newest New Old Graphics System for the work I've been doing lately, but I don't know... :-(

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

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