Subject: Time to Fish or Cut Bait Posted by David Fanning on Tue, 01 Feb 2011 19:55:43 GMT View Forum Message <> Reply to Message

Folks,

OK, after writing for three days about how this new Coyote Graphics System works, I find myself on the horns of a dilemma. On the one hand, this whole resizeable graphics thing is so nice, I'm probably never going to use anything else. And there is likely to be one or two others, whose sysadmin people are so mean they will never upgrade to IDL 8, who will join me.

On the other hand, it is getting to be a real pain to type "FSC_This" and "FSC_That". Very awkward.

I am *seriously* considering changing all "FSC_" prefixes, on *all* my Coyote Graphics routines to "cg" with no underscore. In other words:

FSC_Contour -> cgContour FSC_Colorbar -> cgColorbar

I have to make a decision, because in about two days it will be WAY too late for any of this.

I have thought about this, too. Leave them named the way they are, but provide a package of synonyms, maybe just a single program that you call once in your startup file and now you can call these programs using shorter names. This would give everyone the ability to use whatever synonym their fingers were happy to type. I haven't explored all the ramifications of this, because some of these routines have output keywords and I have to be sure I can get these into and out of programs properly.

One problem I see with this solution is that I've just commandeered two different name spaces.

Does anyone have any thoughts or ideas about this?

Maybe it's a moot point because I'm the only one who is going to use the darn things, so I can call them whatever I want to. But when I find myself writing programs like this, which I just wrote about 10 minutes ago, I figure there is a problem somewhere. :-(

PRO wsho, wid FSC_WSet, wid **END**

Thanks for your ideas.

Cheers,

David

David Fanning, Ph.D. Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.idlcoyote.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")