
Subject: Re: Ready to quit after 25 years...
Posted by [Haje Korth](#) on Fri, 08 Jul 2011 16:58:22 GMT
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Hi Bob,
no doubt the response from Chris and colleagues to arising issues is superb and prompt. Communication has significantly improved under the ITT umbrella and cannot be compared to the KODAK firewall I tried to climb over unsuccessfully most of the time (Thanks to Ali Bahrami for opening a back door here and there).

The issues I am having is that all the information on the new graphics system (NG) I absorb from the forum should be available via the IDL documentation in absence of third party books. In the past i went to David's book where the help was insufficient. I was desperately waiting for him to publish a book on the matter, but I gather from the forum he does not believe in it presumably due to lack in flexibility. Mike's new book is great but the 15-page NG chapter is not comprehensive enough to fill the holes I have in using the system. To my knowledge no other books exist describing NG. My lack of knowledge combined with the inability to fill it, results presently in regular outbursts of anger. :-)

Apparently some of the issues I am having are due to, let's say, unoptimized codes. While this is not unexpected, the present development cycle implies that these probably small fixes which would make my life easier will takes 6-12 months to reach my system. It is very likely that the codes I am using right now will no longer be in use by the time a fix becomes available. This leaves me with the question, whether it is actually worth bothering with the new technology. No, I do not think I want to know the answer. :-)

Oh, well just my two cents, back to the pile of work in front of me...

Haje

On Jul 6, 7:09 pm, "R.G. Stockwell" <noem...@please.com> wrote:
>> "Chris Torrence" wrote in message
>> news:1074c20b-6486-418a-bb61-f690521c59c6@m10g2000yqd.google groups.com...
>
>> Hi Haje,
>
>> Sorry to hear that you are having so many problems. I'll take a look
>> at the Vector code, to see how we are computing the angle, especially
>> for non-rectangular maps. Also, Mark Piper and I have been talking
>> about enhancing the Arrow and Symbol functions so that you can pass in
>> arrays for the locations.
>

>> Finally, I'll see what is going on with Arg_Present. If we convert
>> Arrow so it accepts array arguments, then the problem with Arg_Present
>> might go away because you wouldn't need to loop over each arrow. But
>> perhaps there is some optimization we can do to make Arg_Present
>> faster regardless.
>
>> Hope you're having a better coding day today.
>
>> Cheers,
>> Chris
>
>> Dr. Christopher Torrence
>> Lead Architect for Desktop Products
>> ITT Visual Information Solutions
>
> Hi Haje,
>
> my two cents: IDL has really turned a corner in the last couple of years,
> with improving their product and with the quick feedback that Chris and the
> other ITT folks on this newsgroup provide. Along with David Fanning's
> posts, I think IDL may be the most user-responsive languages in existence.
>
> cheers,
> bob
