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Subject: Re: Is IDL 8.1 Useable!?

Posted by [Paul\[3\]](#) on Fri, 09 Sep 2011 02:40:51 GMT

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I keep trying to use the object graphics, and I keep hitting hangups. Lack of control, slow output (even if I'm adding objects to a buffered window), missing features. (For example, contour labels are stretched, skewed, upside-down, etc.) Postscript file output is also larger with the object graphics.

Even for applications where I don't hit the bugs in the object graphics, the slowness and large file-size make it difficult enough to work with that I usually don't bother. Dissappointing, really; they're awful convenient.

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