Folks,

The latest batch of function graphics bugs I am working
on is turning me into a depressed shell of a programmer.
Most of the bugs in my recent Bug a Day presentation
schedule seem benign enough to me. At least I can imagine
that someone could go into the code and fix them in a
relatively short amount of time.

The bugs I am working on today, however, seem to
be of a different sort. They seem to be ingrained
into the fabric of the function graphics design.
I might call them "bugs of unintended consequence."
It is exactly what one might expect of an overly
complex system that is extremely difficult for
a single person, not to mention a team of people,
to understand.

I'll be reporting on these in the days ahead, as
time permits, but it is getting harder and harder
to get up in the morning and see a bright future
for IDL along the current path. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")