alx writes:

> What you guess makes sense.
> But I disagree with the view that the new graphics system would be too
> much complex to work. I am now using it extensively, in real
> scientific work, since several months. I learned a lot! I can quickly
> produce figures of publishable quality (faster and better than by
> using direct graphics); widget programming is oversimplified by using
> "widget_window"; I can easily build and use movies when I want to do
> some animated presentations; 3-D plotting is no longer a technical
> difficulty; and many other things that I did not discover yet.
> Of course, there are still some hard limitations, too much frequently
> encountered and really frustrating. But most often, when I get a
> problem with new graphics, I have no way to decide whether the problem
> comes from an actual bug or because I am misusing it ! An usable
> documentation would fix that and, by the way, would certainly help
> Exelis in getting more useful returns from users.

Well, Alain, why don't *you* write about it! :-)

You are probably one of the few users who understand it.
I'm happy to give you free reign to write as many articles
as you like and post them on my web page. I'd like to have
some positive articles about function graphics to balance
my own experience with them. (They don't lend themselves
to the type of scientific work I've been doing lately,
I guess.)

This offer goes to anyone who would like to write an article.
You can find an article template here:

   http://www.idlcoyote.com/template.php

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.")