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Subject: Re: Reverse engineering the new graphics PLOT() margin property?

Posted by [lecacheux.alain](#) on Sun, 15 Apr 2012 17:49:37 GMT

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- > David Fanning writes:
- > I don't have any special knowledge about this, but
- > my guess is that the people who have enough knowledge
- > about this system to document it properly are too busy
- > trying to make it work correctly to write about it.
- > Maybe a couple of years from now there will be time
- > to do a better job of it.

>

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.

alx.

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