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

Posted by [David Fanning](#) on Sun, 15 Apr 2012 14:00:20 GMT

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alx writes:

- > Exelis should have produced a decent
- > documentation too, with a precise description of the adopted
- > conventions as well as the used principles. Only such a documentation
- > would make any user really able to understand and efficiently use by
- > himself the rich capabilities offered by the IDL object graphics.

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.

The real problem with such a complex system, it seems to me, is that "fixing" a problem often puts two more problems into the work queue. It's no wonder it can't be documented. It would be a thankless and never-ending job! I can't imagine anyone signing up for it. (Although, as Coyote reminds me, he has done these kinds of jobs for years as our inadequately paid webmaster, and, except for a persistent drinking problem, he is doing great!)

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.")

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