Subject: Re: Reverse engineering the new graphics PLOT() margin property?
Posted by lecacheux.alain on Sun, 15 Apr 2012 11:15:36 GMT
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On 13 avr, 23:10, David Fanning <n...@idlcoyote.com> wrote:
> jimmyleependle...@gmail.com writes:
>> Set a breakpoint in the method, recompile, RETALL, then rerun with some valid input.
>
> By the way, I just point out that in Windows 7, you can
> set a breakpoint, recompile, etc., etc., but you will
> never stop at the breakpoint. The Windows 7 "permissions"
> don't allow you to write in the ITTVIS directories.
> (Although you will get no warning that this is the case
> or that anything is amiss.)
>
> To set a breakpoint in an IDL-supplied program, you have
> to copy the file to a directory you own and modify it
> there. It's just another way saying, "Don't do this!"
> without being too obvious about it. :-)
>
> 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.")
>
>

Debugging is not mandatory for trying to understand "graphics", nor "itools" from which graphics is derived. Studying the *.pro files as distributed in \lib\graphics and \lib\itools directories would be enough, in principle. I acknowledge Exelis to have made this software entirely open.
But such a hacking task cannot be reasonably requested from a "normal" (and paying) user. 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. This lack of documentation is a pity: while IDL might be one of the best existing multipurpose scientific software, there is the risk that a growing number of IDL users only "sub-use" IDL (and then question the licence cost) or, even, leave IDL completely out (e.g. the "python" effect, etc...).

alx.