
Subject: Re: Make the plots invisible

Posted by [Paul Van Delst\[1\]](#) on Tue, 13 Nov 2012 15:41:38 GMT

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Hello,

I'd like to toss my \$1.40 in

From my perspective, the concept of the IDL new graphics functions are exactly what I was looking for. I can add (or remove) things to them as I want, and the usual qualitative investigative things one wants to do with a data plot (zoom, translate, rotate) tools are finally built in (without having to resort to an iTool). [Ed: Hey, I can jump on the OO bandwagon just as fast as the next guy...]

And they're relatively easy to use -- although the keyword usage could be applied more consistently across function (e.g. `vertical_alignment` and `horizontal_alignment` is used for some, whereas for others the latter is referred to as just "alignment"). I think the IDL folks have discovered the right path for a better user interface to their object graphics engine.

Finally, the output just looks much nicer than anything I ever produced with DG.

Anyone who reads this newsgroup knows there are, uh, issues with certain aspects of creating graphics in NG (e.g. altogether now: COLORBAR! :o) but I'm encouraged by the IDL folk's attention to these issues over the last year or two (e.g. MarkP and ChrisT regularly reply to this newsgroup, updates are more frequent addressing user concerns, etc).

But the big hairy 800 pound primate in the room is the real time execution speed of NG -- which must be addressed to make NG be taken seriously (and by that I mean for day-to-day data visualisation, not the "produce the final graphic for publication" usage). Until the speed of the NG plots rivals that of DG, I reckon a lot of folks aren't going to use them. And people new to IDL will likely ditch it for something faster. And FWIW, not all of us have the latest greatest hardware out there - my nearly 3-year old desktop linux box was a low-to-medium-end machine (i.e. relatively slow) when I got it.

It's tangential, but:

<http://edition.cnn.com/2012/11/12/tech/web/video-loading-study>

I really hope the NG speed up in v8.2.2 is at least $O(1)$ to bring it somewhat closer to DG speeds.

Here endeth my monologue.

cheers,

paulv

On 11/12/12 15:47, Mark Piper wrote:

> On Sunday, November 11, 2012 1:23:52 PM UTC-7, David Fanning wrote:

>>

>> Totally amazing, considering it's a function graphics routine! ;-)

>>

>

> Hi David,

>

> In fact, NG work very well for me, and for most of the people I talk
> to. We continue to improve them with every IDL release. The biggest
> issue I've had is that plots with large numbers of points (roughly
> 1e6) are slow to render, but we've greatly improved this for 8.2.2,
> due in January.

>

> If you find problems with NG, please let us know. Constructive
> criticism will help us make them better.

>

> mp
