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Subject: Function Graphics Take Home Message  
Posted by [David Fanning](#) on Thu, 15 Nov 2012 15:02:14 GMT  
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Folks,

I'm trying to think what the Function Graphics take home message should be from our programming exercise this week. Here are some possibilities:

1. It is possible to get something very close to what you want using function graphics, but it may take you hours or days to accomplish it. Try not to be overly anal.
2. The documentation is not only terrible, but is consciously designed to lead you astray.
3. Unlike normal graphics where there are multiple paths to the final goal, in function graphics there is one path to the final goal and you will need a guide to find it.
4. If you tread the wrong path you will receive no warnings that your final result is also wrong.
5. It is best not to dwell on how much money you spend on things you cannot use.

Anything else?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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