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Subject: Re: A bug of NG plot?

Posted by [Paul Van Delst\[1\]](#) on Thu, 15 Aug 2013 18:20:26 GMT

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On 08/15/13 11:54, David Fanning wrote:

> Paul van Delst writes:

>

>> I agree the OP is trying to plot some funky(ish) data, but no way that

>> should make the axes character size go north in such a big way.

>

> I would cut the function graphics programmers some slack here.

For a multi-hundreds->thousand of \$\$ piece of software?

Uh, no.

> That is

> an EXTREMELY complicated system they are dealing with.

No argument there.

<anecdotal over-generalisation>

As systems get more and more complicated, users tend to get less and less interested in the implementation details. They just want things to work.

</anecdotal over-generalisation>

> I can't imagine

> that dealing with a data range that differs in the ninth decimal place

> is the first thing you are trying to keep track of while you are working

> with this code. Nor do I find it too far fetched to think that the

> character size of the plot might have something to do with the axis data

> range. There is a LOT of scaling of axes, viewports, etc. that has to go

> on in an object graphics system. It is not surprising to me to find some

> kind of linkage here.

Doesn't mean it should happen.

Don't get me wrong - I'm not expecting IDL to be as reliable as, say, avionics software, but it's clearly a bug.

On the plus side, they (Excelis) now have an additional test case for their QA dept and/or unit tests. Yay for them. :o)

cheers,

paulv

p.s. And, yes, I'm arguing over principle, not degree.

On a scale of 1 (not a problem) to 10 (life is over as we know it), this bug probably doesn't even make to 0.5.

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