Subject: Re: How to keep two objects synchronized?
Posted by David Fanning on Fri, 04 Oct 2013 15:44:26 GMT
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David Fanning writes:

> One reason I haven't developed the Catalyst Library more is that even it
> became overly complex over time, to the point where I was having trouble
> teaching ordinary programmers how to work with it. Instead, I opted to
> take some of its best ideas (e.g., simple image display, coordinate
> objects, color and device independence) and incorporate them into the
> Coyote Library in a way that was more understandable for everyone.

I was thinking about complexity as I was taking a shower this morning.
When I wrote the paragraph above, I was thinking about the Catalyst
interactions, which are too complex for most people to program. But, on
the other hand, they really are extraordinary. (Interactions allow you
to move text around on the display, resize boxes, rectangles, and
arrows, change colors and other properties, etc.) I've never seen the
like using direct graphics. They make direct graphics manipulations seem
like magic.

You can see this for yourself in a Catalyst application like
AnnotateWindow, which allows the user to add annotations to an image or
to a graphics window. That truly was a graphics revolution that no one
seemed to want or need. Such is life that often our best work is
completely ignored. ;-)

  http://www.idlcoyote.com/catalyst/annotate.html

Cheers,

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