Subject: Re: Variable Pixel Spacing for Images in IDL
Posted by David Fanning on Fri, 29 Nov 2013 17:40:07 GMT

David Fanning writes:

> Reminds me of the play, Waiting for Godot. :-)

Sorry. I'm putting off doing important work this morning and my productivity quota is already though the roof after solving that map problem, so I'm just fooling around. But, it occurs to me that we can resolve the controversy of whether the refurbished iTools graphics system introduced in IDL 8.0 should be called "new graphics" or "function graphics", by using this alliterative alternative: Godot Graphics. It has the advantage of being catchy *and* descriptive. ;-)

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.")