
Subject: Re: Variable Pixel Spacing for Images in IDL
Posted by [lecacheux.alain](#) on Fri, 29 Nov 2013 18:14:38 GMT
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Le vendredi 29 novembre 2013 18:40:07 UTC+1, David Fanning a écrit :

> 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
>
> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

In this case, I am Vladimir, you are Estragon !
alx.
