
Subject: Re: Object Graphics

Posted by [davidf](#) on Wed, 23 Jul 1997 07:00:00 GMT

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Mirko Vukovic writes in response to a long-winded response of mine:

> so, should we stay out of oo graphics for now? I'm enjoying oop but
> haven't ventured into oog yet mainly because of the file size.

No, I don't think we should stay out of object graphics. It is like any new thing. There is a learning curve, both for the people creating the software and the people using it. I think there is no getting around the fact that object graphics files will be larger than direct graphics files. But that has to be weighed against new capability. And there is significant new capability, especially with respect to any kind of 3D visualization.

What I would like to see RSI do is come up with graphics windows that allow both object graphics and direct graphics calls. Then instead of either/or you can have the best of both worlds, when each is appropriate.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
Customizable IDL Programming Courses
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com>
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