
Subject: Re: VIP

Posted by [davidf](#) on Tue, 24 Aug 1999 07:00:00 GMT

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Whoops! I wrote earlier today:

- > I presume any display extensions will have to be
- > written in the object graphics system, which seems
- > like bad news to me, since that will probably be
- > a *tad* too much for the VIP target audience.

It's a bad idea to make presumptions about software you only look at for 5 minutes. :-)

I'm told that display extensions (indeed, *any* extensions) can be done using any of the tools found in IDL. That would certainly make this piece of software far more interesting to a lot of people.

Have a look at it. :-)

Cheers,

David

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: VIP

Posted by [ronn](#) on Tue, 24 Aug 1999 07:00:00 GMT

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In article <37C2C051.302FCB27@clinmed.gla.ac.uk>,

David Brennan <9147261b@clinmed.gla.ac.uk> wrote:

- > I got an e-mail recently from the RSI people that there is some new
- > software called VIP Visual IDL Programming. I realise this hasn't yet
- > been released (well not here in the UK anyway!), but does anyone have
- > anything to say about it, good or bad. Has anyone had a look at any
- beta
- > versions? Or am I the only one to know about it, because RSI knows I
- am
- > not very good at programming and thus thought I would get excited

about

> drag and drop programming!

>

> Cheers

>

> Dave Brennan

>

>

I beta tested the code and was really pleased with it. The learning curve isn't that bad and as long as you are using the built in routines you really do not need to know much IDL programming. I do agree with David Fanning that this opens up more consulting opportunities on extending VIP with user built code!

My personal perception is that VIP is meant as a middle ground between Insight and straight IDL programming.

-Ronn

--

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Sent via Deja.com <http://www.deja.com/>
Share what you know. Learn what you don't.

Subject: Re: VIP

Posted by [davidf](#) on Tue, 24 Aug 1999 07:00:00 GMT

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David Brennan (9147261b@clinmed.gla.ac.uk) writes:

> I got an e-mail recently from the RSI people that there is some new
> software called VIP Visual IDL Programming. I realise this hasn't yet
> been released (well not here in the UK anyway!), but does anyone have
> anything to say about it, good or bad. Has anyone had a look at any beta
> versions? Or am I the only one to know about it, because RSI knows I am
> not very good at programming and thus thought I would get excited about
> drag and drop programming!

Uh, bad news, Dave. You and I are the only ones who got the notice. :-(

I had a quick look at it the other day, just

prior to its release. It actually crashed the first time I touched it. :-)

Well, it was a pretty tough program: read an image and display it. But after that, things went reasonably well. :-)

To be honest, despite my momentary set-back (which was surely pilot error, I didn't read *any* of the documentation), it worked better than I expected it to. Like ENVI, it is written in the IDL language. Unlike ENVI, it is written as an object graphics program.

I only looked at it for five minutes, so I can't really give an informed opinion, but it had quite a lot of stuff built in. And I hear it can be extended. I presume any display extensions will have to be written in the object graphics system, which seems like bad news to me, since that will probably be a *tad* too much for the VIP target audience.

But, on the other hand, I can see some lucrative consulting opportunities opening up, so that can't be all bad. :-)

I'd definitely give it a look. I think it could be a good thing for the right audience who didn't want to do too many things out of the ordinary.

Cheers,

David

--

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Subject: Re: VIP
Posted by [Dave Brennan](#) on Wed, 25 Aug 1999 07:00:00 GMT
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David Fanning wrote:

>

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- > really give an informed opinion, but it had quite a lot
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- > I presume any display extensions will have to be
- > written in the object graphics system, which seems
- > like bad news to me, since that will probably be
- > a *tad* too much for the VIP target audience.

If people buy it and realise that how good object graphics is this might be an incentive to learn more about it themselves. In turn this might mean less consultation work for people like yourselves! Who knows I might even look into it myself.

Now where is the IDL objects graphics manual.....

Cheers

Dave Brennan
