
Subject: Re: !ORDER=1

Posted by [Liam Gumley](#) on Sat, 11 Sep 1999 07:00:00 GMT

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Ivan Zimine <ivan.zimine@physics.unige.ch> wrote in message
news:37DA5962.37CA7421@physics.unige.ch...

- > I don't know if this is of major concern and how many
- > people use !order=1 by default, but it takes only 3 lines
- > to make such progs independent of !order.

I also don't know how many people use !order=1 by default. However I recall that if your are running ENVI from the IDL command line, when you exit ENVI !order is set to one (can anyone confirm?). Perhaps !order=1 is the default in ENVI.

I know I've had fervent theological discussions with colleagues who use ENVI to display the same airborne imagery I display in my SHARP application. They are insistent that my images are "the wrong way around". However I've held firm to my belief that the natural order of things is to display images from the bottom up (!order=0).

Maybe it has something to do with my childhood in in the southern hemisphere.

Cheers,
Liam.

Subject: Re: !ORDER=1

Posted by [davidf](#) on Sat, 11 Sep 1999 07:00:00 GMT

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Ivan Zimine (ivan.zimine@physics.unige.ch) writes:

- > In fact this concerns any program which uses Tv/TvScl.
- >
- > For example David's COLORBAR with VERTICAL keyword
- > and when !order=1 will display current colorbar which will
- > be inverted relatively to the displayed color indexes.
- >
- > I don't know if this is of major concern and how many
- > people use !order=1 by default, but it takes only 3 lines
- > to make such progs independent of !order.
- >
- > pro whatever,
- >
- > this Order=!order
- > !order=0

```
> .  
> .  
> .  
> !order=thisOrder  
> end
```

Yes, and while you're at it save and restore the current graphics window, the current device, the current color table and all the system variables, too.

I'm not saying I disagree with you--what you offer here is important--but what I am saying that it is an **awful** lot of work to do this **all** the time. No one I know (including me) would really bother. That is, we wouldn't bother until people complained. Then we might actually put those damn three lines in a future update. :-)

Cheers,

David

P.S. I have noticed that I have been saving and restoring the current graphics window more and more in my programs because people just are not in the habit of knowing what window they are drawing graphics into. Half the people who use my XColors program would see their contour plot in the little window that normally shows the color table if I didn't. :-)

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