Subject: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by davidf on Wed, 26 Jul 2000 07:00:00 GMT

Joseph B. Gurman (gurman@gsfc.nasa.gov) writes:

>   And I'm very serious about the point above. I may be stuck knowing a
> bunch of old farts (not, actually), but maybe one person in twenty here
> actually uses the object capabilities when given a choice.

Oh, I don't doubt your figures at all. I just think it
is a shame, given how easy objects are to use (and I am
not talking about object graphics now) and how
significantly they could change the way your write
programs.

But I'm old enough to remember how we had to bring
all you old farts, uh, excuse me, scientific programmers,
along with widgets, too, so I still hold out hope. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
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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: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by davidf on Thu, 27 Jul 2000 07:00:00 GMT

Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

> So, for the interactive command line user, which would you recommend
> David?

IDL Insight, of course. :^)

Cheers,

David

--

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Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by Craig Markwardt on Thu, 27 Jul 2000 07:00:00 GMT

davidf@dfanning.com (David Fanning) writes:

> Joseph B. Gurman (gurman@gsfc.nasa.gov) writes:
>
>>   And I'm very serious about the point above. I may be stuck knowing a
>> bunch of old farts (not, actually), but maybe one person in twenty here
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> Oh, I don't doubt your figures at all. I just think it
> is a shame, given how easy objects are to use (and I am
> *not* talking about object graphics now) and how
> significantly they could change the way your write
> programs.
>
> But I'm old enough to remember how we had to bring
> all you old farts, uh, excuse me, scientific programmers,
> along with widgets, too, so I still hold out hope. :-)

When I do my "I"nterative "D"ata analyses, I don't use objects or
widgets. What would be the point? PLOT is your best friend. For me
the most important thing is ease of use at the interactive command
line; then, once I have a nice plot, I plop it into a script (or use
XFWINDOW) and I can reliably come back to it later. Monkeying around
with axis objects seems like it would be a pain. And from what I hear
the object graphics printed output is pretty crappy [at least up until
now.] That doesn't seem like a good trade...

So, for the interactive command line user, which would you recommend
David?

Craig

--
 --- --------------
Craig B. Markwardt, Ph.D.   EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
 --- --------------

Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by promashkin on Thu, 27 Jul 2000 07:00:00 GMT
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Voiding objects in IDL would be the same as to chuck Windows and go back
to DOS :-(
No matter how everybody complains about it, nobody wants to go to the
command prompt either.
Cheers,
Pavel

Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by Luis Alonso on Thu, 27 Jul 2000 07:00:00 GMT
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"Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote
> Well I do. But I must admit that it's been more work than I expected. As
> someone used to say, "If you want to reduce a scientist's productivity
give
> him/her a computer." (Well actually they used to say "him".)

So, that brings back my request: a new improved Help/tutotial,
comprehensible filled with USEFUL examples that will help us to get started.

As I began with IDL i focused to object grafics, but soon i found it took me
far too much code to do what i could do with a couple of lines of direct
grafics.

Now i use object grafics to do intercative 3D renderings by modifying the
surf_track procedure for my own needs. But unfortunatedly i found the code
to complex (for the little time i have to study it) to begin writing my own
object grafics applications. Sure a good tutrial/help would come handy.

Thanks

                Luis =)

Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by Mark Hadfield on Thu, 27 Jul 2000 07:00:00 GMT
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"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.13e947d0f2a8c1bf989b70@news.frii.com...
> Joseph B. Gurman (gurman@gsfc.nasa.gov) writes:
>
>>   And I'm very serious about the point above. I may be stuck knowing a

>> bunch of old farts (not, actually), but maybe one person in twenty here
>> actually uses the object capabilities when given a choice.

Well I do. But I must admit that it's been more work than I expected. As
someone used to say, "If you want to reduce a scientist's productivity give
him/her a computer." (Well actually they used to say "him".)

BTW Joe, I thought you said in your original contribution on this subject
you were going to send all replies to /dev/null.

Mark Hadfield
m.hadfield@niwa.cri.nz http://katipo.niwa.cri.nz/~hadfield/
National Institute for Water and Atmospheric Research
PO Box 14-901, Wellington, New Zealand

Subject: Re: Anyone Use Objects?, Was: Top 10 IDL Requests
Posted by Andy Loughe on Fri, 28 Jul 2000 07:00:00 GMT
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Pavel Romashkin wrote:
>
> Voiding objects in IDL would be the same as to chuck Windows and
> go back to DOS :-(
> No matter how everybody complains about it, nobody wants to go to
> the command prompt either.

That proves it.
I'm a nobody... on both fronts!   :-(

--
Andrew Loughe ==
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