Subject: in search of plotting object
Posted by nobody@nowhere.com (S on Thu, 24 Jan 2002 18:42:04 GMT
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Hi-
First, let me confess: I've been a direct graphics IDL'r since IDL 4.x, and
I've yet to change my ways. I am not a full-time developer, but a scientist
/ user-developer (I write the code I need and can't buy). For volume XY plott
-ing, I usually use Origin. One of the nice things about Origin is that you
can save graphs and later go back and edit them or add to them. This feature
has to do with the way graphs are represented in memory, as objects (correct?).
The various features of a particular graph must be stored as properties of a
more general plot object (again, step in if I'm way off) understood by Origin,
each particular graph could then be saved as a particular instance of this
more general object, which could then be realized at will and modified, printed
and saved for later work, yes? I'm pretty confident that such functionality
could be added to an IDL app, and probably already has been. So my question is,
where is a good starting point? Has this app been written or do I really need
to start with more primitive objects and put together my own routine?


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